

# STORMING THE GAP

WORLD AT WAR 85



**SKY SOLDIERS**

**REQUIRES STORMING THE GAP AND ITS EXPANSION PACK TO PLAY**



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# Scenario 22: SKYSOLDIERS

## **EAST OF ALSFELD, WEST GERMANY:**

*The initial clashes had been brutal for the 2nd Panzer Division, which had been on the receiving end of an assault by no less than three full Soviet tank and Motor-rifle divisions. Despite giving at least as good as they got, the 4th Panzergrenadier and 6th Panzer Brigades were now fighting as a series of Verbänden (battlegroups), trying to slow the onslaught, which showed no sign of doing so, as the Soviet second echelon divisions moved on to replace the formations shredded in the initial assault.*

*One such battle group, commanded by Colonel Mittrich Schröder, was tasked with delaying the Soviet advance until the 5th. Panzer Division could organize a counter-attack. Schröder and his mixed batch of vehicles and men took positions at a cross-roads, just outside of the town of Alsfeld, on the road from Bad Hersfeld to Giessen. Dug in and awaiting the expected onslaught from the Soviet forces that had taken Bad Hersfeld, they received bad news from divisional headquarters: air reconnaissance had spotted a reinforced tank battalion which had skirted the defenses at Schwalmstadt a few kilometers north, and which was heading straight for their positions.*

*The situation seemed desperate, as the Soviet T-80s and T-64s accelerated toward Schröder's positions. Schröder and his troops came under tremendous pressure from the dozens of Soviet tanks that had appeared in front of them, the battle erupting with fierce intensity, when suddenly the air was filled with the roar of UH-1 and BO-105 helicopter engines, as an airmobile antitank company from the 25th Luftlande Brigade deployed to assist him and his hard-pressed crews...*

## **SCENARIO ESSENTIALS**

### **GAME LENGTH:**

Twelve Turns.

### **PLAYABLE AREA:**

Map 3 (from Storming the Gap) and Map 46 (from the Storm and Steel Expansion). See the following page.

# Scenario 22: SKYSOLDIERS



**WEST GERMAN  
SETUP AREA**

# Scenario 22: SKYSOLDIERS



**SOVIET ENTRANCE  
AREA 2**

**SOVIET ENTRANCE  
AREA 1**

**3**

# Scenario 22: SKYSOLDIERS

## OBJECTIVE:

	VICTORY LOCATION	Place Objective "A" marker in 3-J6	Solms
	VICTORY LOCATION	Place Objective "B" marker in 3-C1	Oberjossa/ Niederjossa
	VICTORY LOCATION	Place Objective "C" marker in 46-L11. Includes hex M12	Breitenbach am Herzberg
	MAP EXIT	Place Objective "D" marker in 46-L1	Soviet exit road
	MAP EXIT	Place Objective "E" marker in 46-D1	Soviet exit road

## VICTORY CONDITIONS:

The Soviet score victory points for the following:

CONDITION	VP
For each of Objectives A, B, or C controlled at the end of the game	2
For each full group of 4 units exited off the map via the road hexes in Objective D (46-L1) and Objective E (46-D1).	4
<b>IMPORTANT:</b> Infantry and Transport are counted as TWO units exited if and only if they are both exited (together or separately). If EITHER is not exited, neither unit counts as a unit exited!	
Each paratrooper unit eliminated OR still on the board at the end of turn 12	1

The winner is determined by the total Soviet VPs scored:

12 points or more	Soviet Tactical Victory
9 to 11 points	Soviet Marginal Victory
7 or 8 points	Draw
6 points or less	West German Tactical Victory

# Scenario 22: SKYSOLDIERS

## SCENARIO RULES:

- 1. To Hell with Safety:** In this scenario, any Marder-1 with a Green AP Value (ATGM) or any Milan-2 ATGM SW may override their Black Special Ability Triangle (minimum range of three [3] hexes) and fire at a target at exactly two (2) hexes range if and only if the firing unit rolls 2d6 and the result is less than or equal to its formation's Morale/Training value. The roll is made immediately after the Attacking player announces the intent of firing such a weapon at a target for any reason (e.g. Direct Fire, Opportunity Fire, etc). HQ and Leader modifiers apply to the roll, as usual.
- 2. Soviet helicopter crew fatigue:** the Soviet 336th SHR uses only one formation card for this scenario. *After days of continuous operation in a AA rich environment, Soviet crews were exhausted.*
- 3. Soviet surprise attack:** One and only one Soviet formation of the Pact player's choice has the Initiative.
- 4. A beautiful day to die:** the Weather Level remains zero (Clear) for the entire scenario. So all rolls of 4 and 11 on the Battlefield Events Table are instead ignored for the duration of the scenario.

## ADDITIONAL FORMATION DECK CARDS:

Add the below cards to the formation cards indicated as available "At Start" in the Orders of Battle below to complete the initial Formation Deck for this scenario:



## ORDER OF BATTLE

**IMPORTANT:** The units contained in the Orders of Battle for this scenario are drawn from Volume 1, Storming the Gap, and its two expansions, Defense of Frankfurt, and Storm and Steel. Most units and formation cards are drawn from the main game and consequently have no asterisk after their name. But any units or formation cards needed from the expansions are surrounded by a box of dashed lines and also are marked with an asterisk after their name referring to a footnote for that specific formation. The footnote is at the bottom of that formation's grid and specifies from which expansion to obtain the counter or card.

# Scenario 22: SKYSOLDIERS



## West Germans: Setup First

### Verzögerungsverband Schröder

Sets up first anywhere In the West German Setup Area on the Playable Area Map above

				<b>HQ</b> 	<b>LEOPARD-2</b> 	<b>LEOPARD-1</b> 	<b>MARDER 1</b> 	<b>INF</b> 
		<b>LUCHS</b> 	<b>ENGI-NEERS*</b> 	<b>x2</b> <b>TPZ-1 FUCHS</b> 	<b>x3</b> <b>PZMRS SPM</b> 	<b>x3</b> <b>Milan-2 ATGM</b> 		

\* The Engineer platoon can be found in the Storm and Steel Expansion to Storming the Gap

### Fortifications

Improved Positions



x2

EACH IP IS AVAILABLE AT THE START TO SET UP IN A HEX WITH ANY UNIT(S) OF THE SCRATCH FORCE ABOVE

### Off-Board Artillery Strikes

Available At Start or after TO ANY WEST GERMAN FORMATION

PLACE THE STRIKE MARKERS ON THEIR CORRESPONDING **NATO** ARTILLERY TRACKS IN THE BOX FOR THE NUMBER OF STRIKES

PLACE THE STRENGTH MARKER SHOWN HERE ON THE BOX LABEL INDICATED (IF APPLICABLE)

	HE Artillery Strike	Smoke Strike
Strike Marker		
Number	3	1
Strike Strength Marker and Box (If Any)	3-4	N/A

# Scenario 22: SKYSOLDIERS



## Soviet

### 2/45th Guards Tank Regiment

Enter turn 1 or later onto any hex or half-hex of the Soviet Entrance Area 1 on the east edge of map 3. See the Playable Area Map above.



HQ*	T-80*	BMP-1	INFANTRY	SAGGER ATGM
	x8	x3	x3	
SA-7	ZSU-23/4 SHILKA	ZSU-23/4 SHILKA		

\* The card, the HQ, and the T-80 units can be found in the Defense of Frankfurt Expansion to Storming the Gap

### 2/211th Tank Regiment

Enter turn 1 or later onto any hex or half-hex of Soviet Entrance Area 2 on the North edge of map 3. See the Playable Area Map above.



HQ*	T-64*	BTR-60	INFANTRY	SAGGER
	x10	x3	x3	
SA-9	BRDM2			

\* The card, the HQ, and the T-80 units can be found in the Defense of Frankfurt Expansion to Storming the Gap

# Scenario 22: SKYSOLDIERS

## Off-Board Artillery Strikes

Available At Start or after TO ANY SOVIET FORMATION

PLACE THE STRIKE MARKERS ON THEIR CORRESPONDING PACT ARTILLERY TRACKS IN THE BOX FOR THE NUMBER OF STRIKES

PLACE THE STRENGTH MARKER SHOWN HERE ON THE BOX LABEL INDICATED (IF APPLICABLE)

	HE Artillery Strikes	Smoke Artillery Strikes
Strike Marker		
Number	2	2

Strike Strength Marker and Box	
	3-3

## Designated Formation Card

Add to the formation deck at the start



WHEN DRAWN MAY BE USED TO ACTIVATE EITHER SOVIET TANK FORMATION

# Scenario 22: SKYSOLDIERS

## ALL REINFORCEMENTS

### TURN 2

Enter turn 2 or later, anywhere on the West edge, when their card is drawn

### Panzerabwehrkompanie 3, 25th Luftlande (Airborne) Brigade

	HQ *	INF (PARA) *	UH-1 *	TOW (US UNIT)	Milan
	x3			x2	
	Fliegererfaust-1	COL. LUTTMANN	MAJOR WOHLRAB		
	<p>* The formation card, HQ, INF(PARA) and UH-1 units can be found in the Storm and Steel Expansion to Storming the Gap</p>				

### TURN 3

Enter Turn 3 or later, anywhere on the West edge, when their card is drawn

### 5/1 1st Attack Helicopter Regiment

		x2

### TURN 3

Enters turn 3 or later anywhere on the East edge of the board, when their card is drawn

### 336th Separate Helicopter Regiment

	x2