

## **First Clash Part 1 – Ambush at Favorite**

A Battlefield WW2 Modern Scenario for 2 players and an Umpire

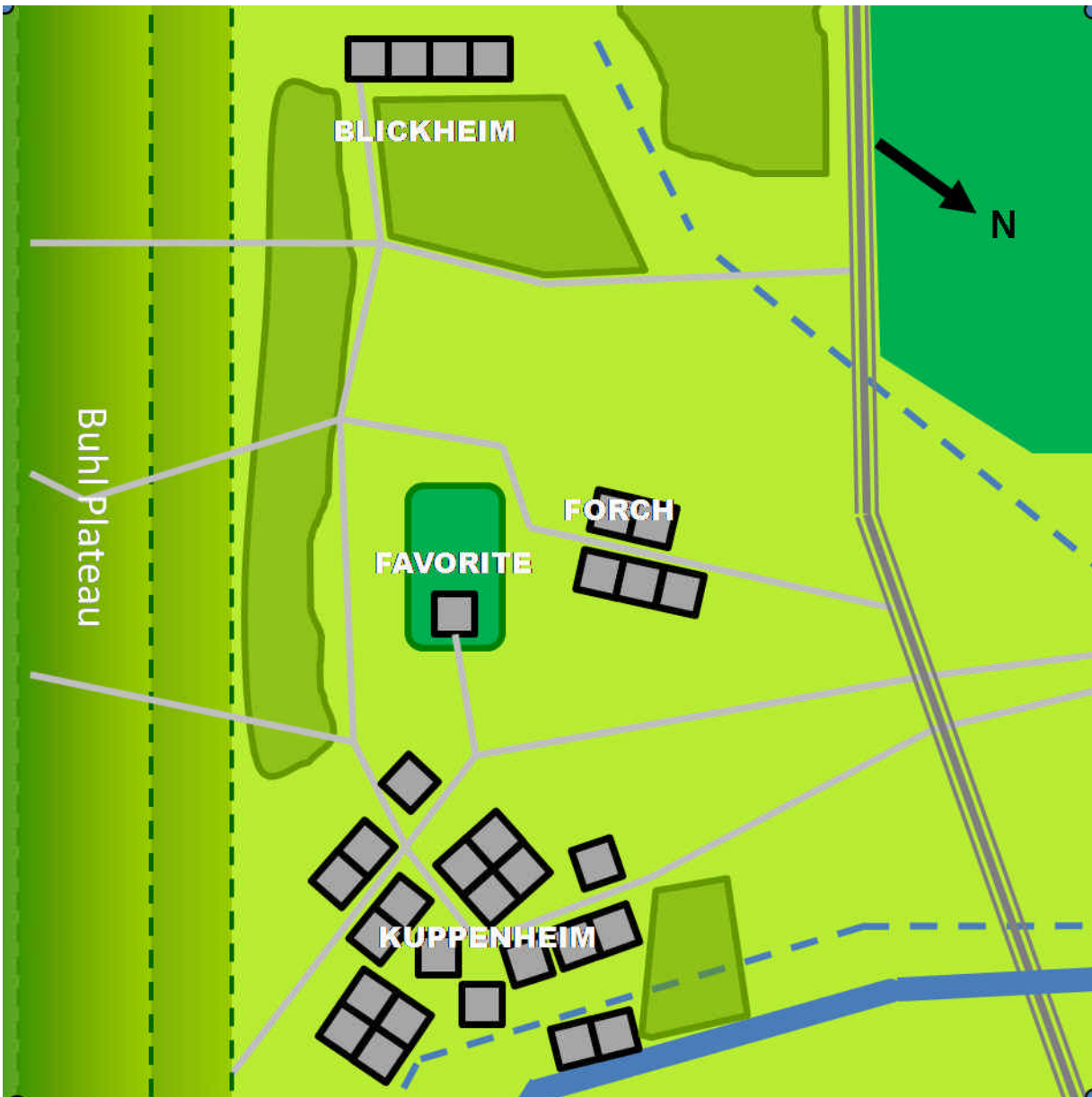
### **Overview – World War Three D+48hrs**

On the afternoon of 25<sup>th</sup> June 1984 the Soviet 1<sup>st</sup> Guards Tank Division has pushed aside a US Armoured Battle Group and is moving towards its objective, the high ground of the Buhl Escarpment. Elements of 4<sup>th</sup> Canadian Mechanised Brigade Group have moved to occupy blocking positions at the foot of the escarpment, and are preparing to fight a delaying action that will allow other NATO troops to establish a defence line.

As the lead elements of 290<sup>th</sup> Motor Rifle Regiment probes forward, they run into resistance at Favorite, just outside Rastatt.

### **Table set up**

The table is 4 x 4 foot. Terrain is mainly flat and open but rises sharply to the Buhl Escarpment at the Left edge of the map



**Map Key**

**orchard**

**wood**

**Railway**

**River**

**Contour**

**Autobahn**

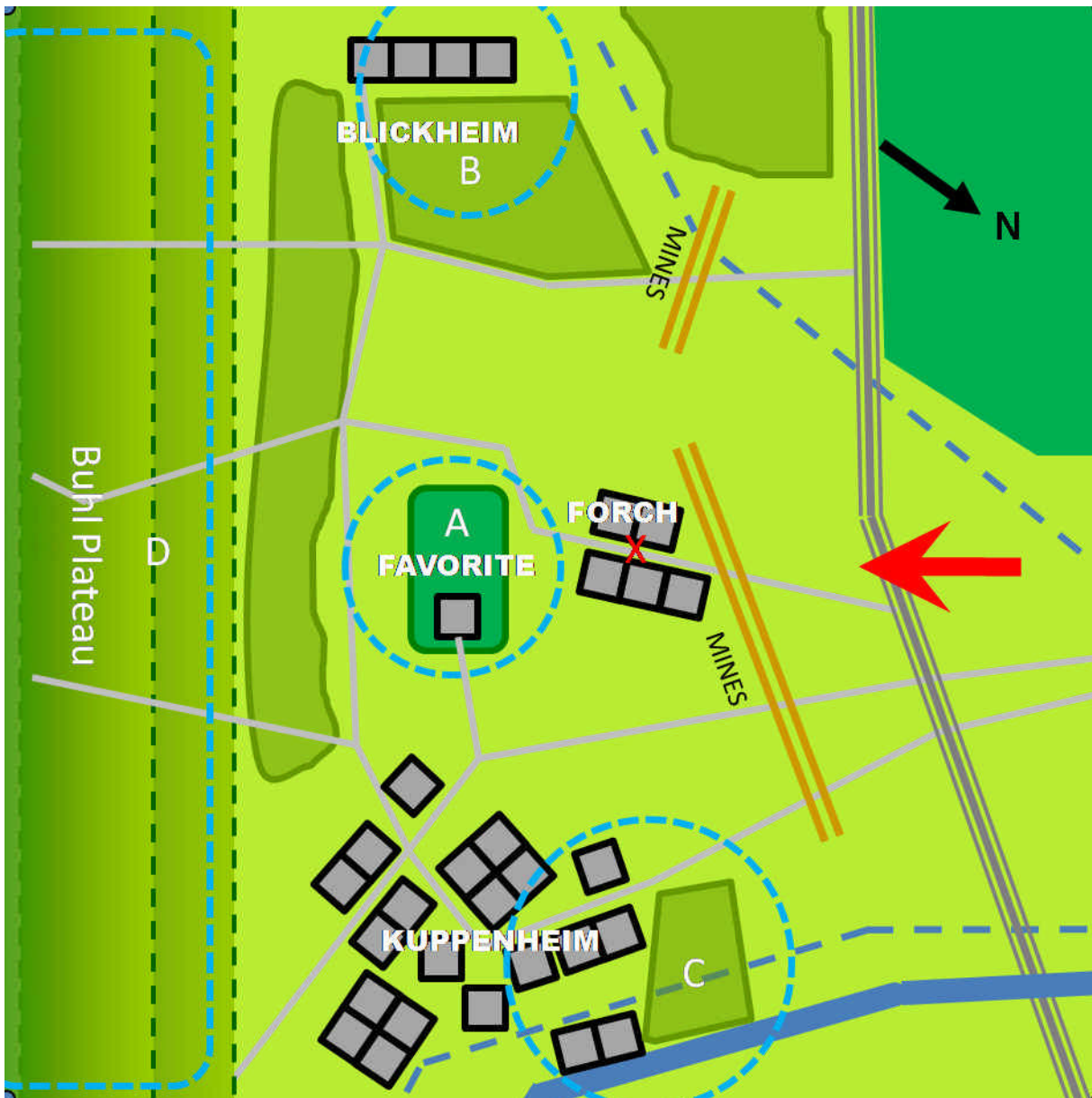
## Canadian Briefing

Maj Ian Linkman, B Squadron, Royal Canadian Dragoons, 4<sup>th</sup> Canadian Mechanised Brigade Group (4CMBG)

B Squadron is attached to 3<sup>rd</sup> Royal Canadian Rifles Battle Group to provide armoured support. 3RCR plan a defence line along the base of the Buhl Escarpment, with the initial trigger being an armoured ambush. Your 2 Troop has therefore been placed forward around Schlosse Favorite, with a section of infantry from 3RCR providing security. The Favorite position is exposed, but has the advantage of a mine barrier laid overnight, supporting fire from your own CHQ force on the heights behind, and flanking fire from positions in Blickheim and Kuppenheim. Artillery is available in the form of a battery of 155mm SPGs from 1RCHA, plus 3RCR mortars.

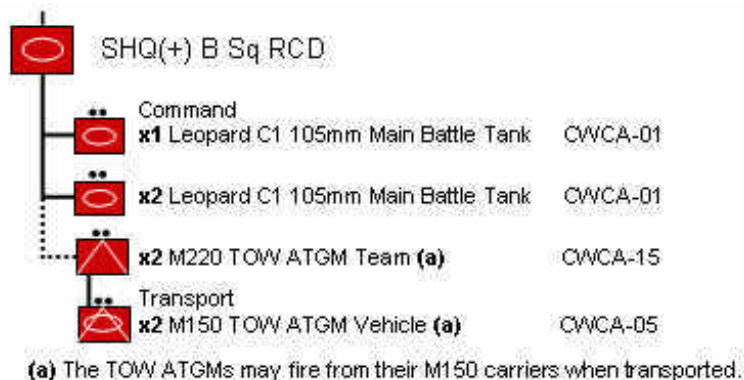
### Objective

Delay the enemy forces approaching Favorite as long as possible without unduly risking your command.



## Forces, Deployment & Scenario Rules

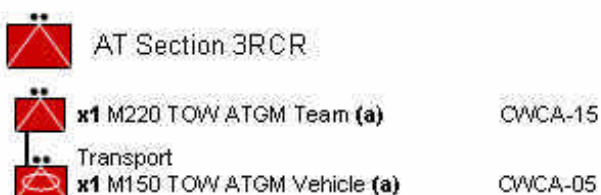
All Canadian forces are rated as Veteran for this scenario. All Canadian forces begin the game hidden. The Canadian player should record their locations before the Soviet player deploys. Canadian units are placed on table when they fire, call for fire, or move, or when the umpire decides they are within normal spotting range.



Deploys hull down anywhere within the area marked D on the map



Deploys hull down \ dug in anywhere within the area marked A on map. The Favorite position has been thoroughly scouted and alternate firing positions identified. To represent this, any hull down tests taken within the deployment zone gains a +2 modifier.

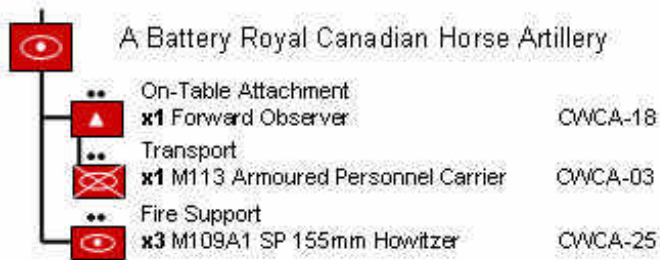


Deploys hull down \ dug in anywhere within the area marked B on the map. This element is attached to Oscar Company 3RCR which is tasked with holding Blickheim. Only the AT section above takes part in this scenario, but due to the proximity of the rest of Oscar Company the section is always assumed to be within command radius of its parent HQ



Deploys anywhere within the area marked C on the map. This element is attached to R22eR which is tasked with holding Kuppenhiem. Only the element above takes part in this scenario, but due to the proximity of the rest of the unit it is always assumed to be within command radius of its parent HQ

**Off Table fire support (Use the WW2 US Call for Fire table)**



The Forward Observer can be attached to any Canadian ME.

A Btty is treated as Direct Support and has 1 fire mission worth of smoke in addition to HE

There are also mortars (off table) from 3RCR available as Organic support to any 3RCR element



The mortars are assumed to have 2 fire missions worth of smoke in addition to HE

**Minefield**

Last night your Engineers laid a mine barrier as shown on the map. This is a mixed AT/AP barrier.

The Engineers have also cratered the road as it passes through Forch (marked X on map) which should prevent any Soviet vehicles using the road until gapped.

**NCB**

Thankfully, as yet no nuclear or chemical weapons have been used. Your troops remain on high alert to the possibility of chemical attack. You do not have access to nuclear or chemical weapons in this scenario.

**Victory Conditions**

Canadians use the standard conditions as shown on page 12 of the main rules

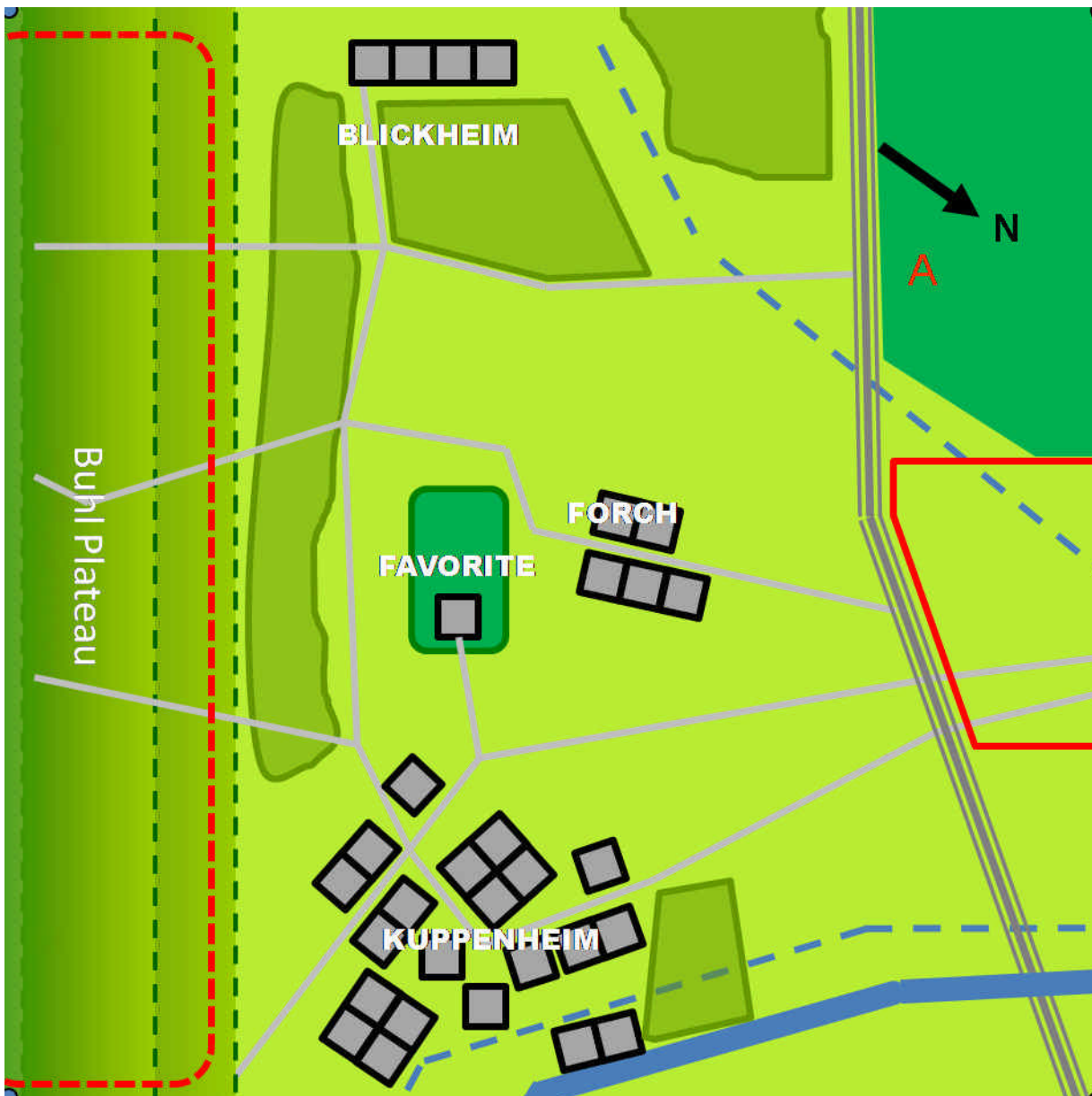
## Soviet Briefing

Lt Ivan Shulubin 2<sup>nd</sup> Company, II Battalion 290<sup>th</sup> Motor Rifle Regiment, 1<sup>st</sup> Guards Tank Division

Due to the close nature of the terrain, the Motor Rifle troops are leading the Division. 2<sup>nd</sup> Company is forming the tip of the divisional spearhead. Intel and Recce reports confirm your opponents to be Canadian troops, so you can expect stiff resistance. Regimental HQ has repeatedly stressed the need for rapid movement, but you are mindful that it is your neck, not theirs, which will be in the noose if.....

## Objective

Your task is to press forward towards through Favorite to the Buhl Escarpment, identify any enemy positions, overrunning them when possible. If a position is discovered that cannot be overcome your orders are to withdraw and report enemy location & strengths in detail to Regimental HQ.

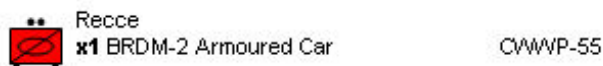


## Forces, Deployment & Scenario Rules

All Soviet forces are rated as Experienced for this scenario. Soviets have the first turn.



Deploys anywhere within the area marked with the solid red line. For call for fire purposes the Commander counts as a Battalion Commander.



Deploys hull down at point "A" and counts as Scouts for call for fire purposes

### Off Table fire support (Use the WW2 Soviet Call for Fire table)



The Battery is treated as Direct Support and has 2 fire missions worth of smoke in addition to HE. The Forward Observer is not attached to any ME and may deploy anywhere right of the Autobahn. The battery may pre register 3 targets before either side deploys.



The Mortar Battery is treated as Organic Support and has 3 fire missions worth of smoke in addition to HE.

## **NCB**

Thankfully, as yet no nuclear or chemical weapons have been used. Your troops remain on high alert to the possibility of chemical attack. You do not have access to nuclear or chemical weapons in this scenario.

### **Victory Conditions**

If your Motor Rifle Company starts a turn within the area of the Buhl Escarpment (marked by the dashed red line on the map) with less than 50% losses you have won a massive victory, and can expect a very big medal – probably a HSU!

However, in the unlikely event that this should not occur your performance will be based on the quality of your report to Regimental HQ. If you run into heavy resistance you should attempt to extract your Motor Rifle Company with less than 50% losses, and prepare a short written report stating the strength and locations of any enemy you encountered and present it to HQ (the Umpire). **NB if your Commander AND the Recce Section are destroyed you will automatically lose, so don't bother with the report!**

**You have no more than ten minutes to write your report after the game ends**



## **Umpires Briefing**

The barrier counts as two parallel linear obstacles as per page 52 of the main rules. The barrier is hidden until a unit encounters it, when the player should be told the extent of the mine barrier up to 4 inches from the unit in contact with it. The cratered road at Forch (marked on the map with an X) is impassable to vehicles and requires a breach action for infantry to cross. Line of sight is blocked when it passes between two Built Up Areas, so the crater will not be visible until the Soviets enter Forch.

## **Soviet Victory Conditions**

In the unlikely(!) event of the Soviet player failing to reach his objective, his performance will be scored on a written report he must make to the umpire.

Award victory points as follows:

For each of the four named areas on the map, plus the Buhl Escarpment award one point if he correctly reports enemy presence (include the woods adjacent to the villages are part of the area for this purpose), and an additional point if he correctly reports the enemy type & strength (ie armour \ infantry, Platoon or Company level. Grant one point if he mentions the cratered road at Forch, two points if he mentions the minefield and a bonus if he mentions the location of the gap. Lastly grant one point each if he mentions the arty and mortar support.

Additionally, assuming the Recce or FOO survive, the Soviet player gains 1 point for each turn after the first that Canadian Off Table units fire, to a maximum of 4 points representing the plotting of these positions for future counter battery fire.

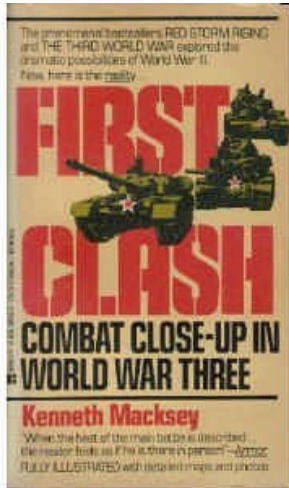
Divide the total by 3 to give the total VPs scored. This should give a maximum of 6 VPs. Compare with Canadian VPs as per page 12 of the rules to decide the winner.

## **Scenario Rules**

US studies in 1988 showed that 155/152mm artillery firing HE was capable of inflicting damage far beyond that previously predicted, specifically a 56 round shoot against a series of armoured targets showed that rather than the predicted 30% damage, 67% of the AFVs suffered damage that would have "destroyed critical components and injured crews" and "in addition, the HE fragmentation damaged tracks, road wheels and main tank gun sights" This is the sort of damage that would keep a vehicle from continuing in battle. Interestingly this supported the Soviet claims made during the 70s that had previously been discounted by NATO.

To reflect this, any vehicle under indirect fire from a weapon of 120mm or greater is KO'd on a dice result of "10" irrespective of other factors.

## Designer's notes



### First Clash

First Clash is a work of fiction written by the late Kenneth Macksey for the Canadian Armed Forces. It was intended for use as a training aid to suggest some possible situations troops may have expected to encounter in an all out war in Europe in the 1980s. Later it was published to the general public and is a superb source of scenarios.

### Orbats

Thanks to R Mark Davies, who drew up the master orbats from which the above is lifted. We have tried to stay true to the source material where possible rather than what we now know to have been the case.

### Favorite

Schloss Favorite is represented in this scenario by a single built up sector in a wood. In reality the building is an extensive country estate with an ornamental lake, however Macksey's Canadians make no attempt to defend it in strength so the geography has been somewhat simplified for this scenario.

### Image intensifiers, night vision devices and smoke

Wargamers place great emphasis on the ability of image intensifiers, low light TV and other such devices to enable troops to “see” through smoke or in poor visibility conditions. This scenario totally discounts this ability. Although these devices undoubtedly work, this neglects the fact that these devices were (at least at the time First Clash) delicate, complex and time consuming to mount. I therefore believe that troops would not mount their night vision sights during daylight in case they were damaged and unavailable for the night engagement both sides confidently expect is coming.

### Further Exploitation “to the Green Fields Beyond”

I hope to follow this scenario with Part 2 – “The Hasty Attack”, after which point I am passing the baton to RMD who has plans for two further scenarios tentatively “The Deliberate Attack” and Counter Attack”, plus a “mega” scenario in true RMD style covering the whole battle. Watch this space!