



VII Corps Defense of Hof Gap

Situation: The deteriorating economic situation and political unrest in the Warsaw pact countries created a time of tension between NATO and the Soviet Union and its allies. After a few tense weeks in which the Soviets cleaned their own house, they felt the only way to prevent further unrest and bolster its economic situation was war. In May, 1985, the Warsaw Pact invaded West Germany in order to finally unite the countries and finish its drive to create a Communist Europe. Pact units are streaming across the border, and NATO units are scrambling to react after only a short 12 hour intelligence notice. The VII Corps is tasked with defense of the southern sector of Germany.

The VII Corps scenario is played on the entire Hof Gap map, and covers the six days of the war. It is six turns long. NATO units are set up according to the deployment schedule below. All WP units arrive on game turns 1 – 3 .

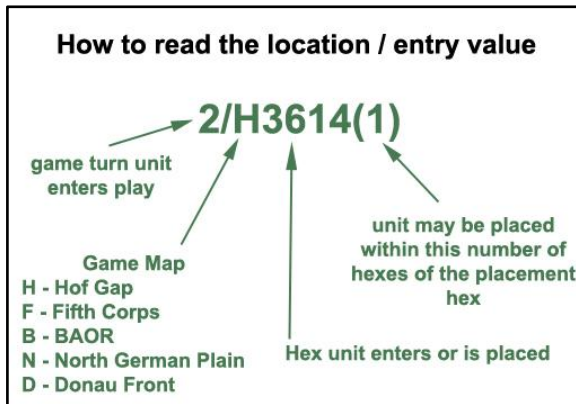
- Scenario Length: 6 game turns (GT)
- Momentum: Warsaw Pact +25
- Initial Air Superiority: Warsaw Pact Level 1
- Play Area: *Hof Gap* map
- HQ Replacement Pts:
 - Warsaw Pact: 1 from GT 1 to a maximum of 10
 - NATO: 1 from GT 1 to a maximum of 12
- Special Munitions:
 - Warsaw Pact: 30 plus 3 per turn per map
 - NATO: 25 plus 5 per turn per map

Special Rules:

1. All NATO units that start on the map may move using 4 Operations points prior to the start of the game. NATO HQ's may expend one HQ point and Engineer units may perform one Combat Engineer function. The Warsaw Pact player receives 9 air strikes during this pre-game GT, 6 of which are Soviet and the remaining three are Czech. The aircraft for these strikes are determined normally. During this pre-game phase, all WP units may enter the map and deploy on the East side of the border or along the map edge. Warsaw Pact Reinforcements are available 1 GT earlier.
2. On GT 1 during the Operations Cycle the Warsaw Pact gets to activate two formations one right after the other. These two formation chits are picked by the Warsaw Pact player before all formation chits are placed in the "opaque cup". After the two Warsaw Pact formations have been activated, play proceeds normally.
3. The Warsaw Pact automatically has the initiative on the first three GT's. Beginning with the fourth game turn, initiative is determined normally. Air Superiority is determined normally after the first game turn.
4. Because of the special mission of the 2nd ACR as the covering force for VII Corps, they are spread out across the width of the map. Therefore, all units of the 2nd ACR are not required to be "In Command" to be in supply, or to make use of HQs capabilities.



Unit Deployment



NATO Initial Deployment:

Designation	Type	Location/Entry
US VII Corps		
HQ VII Corps	HQ	
72 Artillery Group		
3/35/72	SP	H3201
6/10/72	SP	H2526(1)
1/75/72	SP	H2526(1)
210 Artillery Group		
3/36/210	SP	H1621(1)
3/27/210	SP	H1621(1)
3/17/210	SP	H1621(1)
2/28/210	SP	H1013
US 1st Armored Division		
1/1/1A	Cav	H0821
501/1A	Helo	H1014
1/94/1A	SP	H1222
HQ 1 st AD	HQ	
1st Brigade		
1/6/1A	Mech	H1712
1/13/1A	Ar	H1712
1/51/1A	Mech	H1003
1/37/1A	Ar	H1014
1/22/1A	SP	H1121
2nd Brigade		
1/46/1A	Mech	H1524(1)
1/35/1A	Ar	H1524(1)

2/37/1A	Ar	H1524(1)
2/81/1A	Ar	H1524(1)
6/14/1A	SP	H1121
3rd Brigade		
1/52/1A	Mech	H2526(1)
1/54/1A	Mech	H2526(1)
3/35/1A	Ar	H2526(1)
2/78/1A	SP	H2526(1)
US 3rd Infantry Division		
1/76/3	SP	H2711
3/7/3	Cav	H3614(1)
3/3	Helo	H2611
3/63/3	Ar	2/H0124
HQ 3 ID	HQ	
1st Brigade		
1/30/3	Mech	H3614(1)
2/30/3	Mech	H3614(1)
2/64/3	Ar	H3614(1)
3/64/3	Ar	H3614(1)
2/39/3	SP	H3614(1)
2nd Brigade		
1/15/3	Mech	H2611(1)
1/64/3	Ar	H2611(1)
2/15/3	Mech	3/H3912
1/10/3	SP	H3614
3rd Brigade		
1/4/3	Mech	3/H3901
1/7/3	Mech	3/H3901
4/64/3	Ar	3/H3901
2/41/3	SP	3/H3901
US 2nd Armored Cavalry Regiment		
2 ACR	Helo	H1223
HQ 2 nd ACR	HQ	
1st Squadron		
A/1/2ACR	Cav	H2847
B/1/2ACR	Cav	H3046
C/1/2ACR	Cav	H3144
D/1/2ACR	Ar	H3340
How/1/2ACR	SP	H2943
2nd Squadron		
E/2/2ACR	Cav	H3630
F/2/2ACR	Cav	H3532
G/2/2ACR	Cav	H3433

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H2/2ACR	Ar	H3336
How/2/2ACR	SP	H3132
3rd Squadron		
I/3/2ACR	Cav	H0549
K/3/2ACR	Cav	H1749
L/3/2ACR	Cav	H2048
M/3/2ACR	Ar	H2448
How/3/2ACR	SP	H2046
US 8th Infantry Division		
3 rd Brigade		
2/13/8	Mech	4/H2601
3/68/8	Ar	4/H2601
5/68/8	Ar	4/H2601
2/81/8	SP	4/H2601
West German II Corps		
2/II	Helo	H0321
HQ II Corps	HQ	
FRG 4th Panzergrenadier Division		
HQ 4 th PG	HQ	
10th Panzergrenadier Brigade		
101/10/4	Mech	H3225
102/10/4	Mech	H2237(1)
103/10/4	Mech	H1322
104/10/4	Ar	H0342
105/10/4	SP	H0944
106/10/4	Ar	H0944(1)
12th Panzergrenadier Brigade		
122/12/4	Mech	H0146
123/12/4	Ar	H0337(1)
124/12/4	Ar	H0337(1)
125/12/4	SP	H2237(1)
126/12/4	Ar	H0436(2)
West German III Corps		
HQ III Corps	HQ	
320	SP	2/H2601
FRG 12th Panzer Division		
12/12	Cav	H3626(1)
121/12	SP	H3207(2)
122/12	SP	H3207(2)
HQ 12 PZ	HQs	
35th Panzergrenadier Brigade		
351/12	Mech	H3911(1)

352/12	Mech	H3911(1)
353/12	Mech	H3911(1)
354/12	Ar	H3911(1)
355/12	SP	H3911(1)
356/12	Ar	H3911(1)
36th Panzer Brigade		
362/12	Mech	1/H2801
363/12	Ar	1/H2801
364/12	Ar	1/H2801
365/12	SP	1/H2801
366/12	Ar	1/H2801
VBK Static Units		
63	IN	Ansbach
64	IN	Wurtzburg
67	IN	Beyreuth
17th HSK Brigade		
171/17	IN	2/variable
172/17	IN	2/variable
173/17	IN	2/variable
174/17	IN	2/variable
26th Luftlande Brigade		
261/26	Abn	variable
262/26	Abn	Variable
263/26	Abn	variable

NATO variable reinforcements:

1. **German VBK Static Territorial Units:**
 - 1.1 General: In this scenario, the NATO player may deploy a certain number of VBK static infantry battalions. These units are deployed hidden and may never be moved. VBK units may be supported by West German artillery and attack helicopter units. They do not exert a ZOC except in their own hex.
 - 1.2 Deploying Static Units: Before the start of play, the NATO player secretly writes down the hex numbers of each city hex in which he wishes to place a static infantry unit. During play, as soon as a WP unit moves adjacent to a city hex containing a VBK unit, the NATO player must then reveal the unit's presence and place a counter on the map. Movement must stop and



play resumes normally as if the counter were a normal combat unit.

- 1.3 **Properties of VBK units:** Static battalions may neither move, attack, nor expend operations points in any manner. They may also never retreat.
 - 1.3.1 NATO units of any nationality may be stacked in a hex occupied by a VBK unit, and the static unit does not count for stacking limits. The VBK unit may add its combat strength to that of any unit stacked with it.
 - 1.3.2 If units which are stacked with a VBK battalion are forced to retreat as a result of combat, the static battalion is eliminated.
 - 1.3.3 The initial morale level of a VBK unit is considered Disorganized rather than Normal. When a unit suffers moral degradation, it proceeds from Disorganized to Broken to Cadre. It is eliminated as usual after that. If forced to retreat, the VBK battalion is automatically eliminated.

2. German HSK Territorial Motorized Infantry Battalions:

- 2.1 General: In this scenario, the NATO player may deploy a certain number of HSK motorized infantry battalions. HSK units may be supported by West German artillery and attack helicopter units. They do not exert a ZOC except in their own hex.
- 2.2 Deploying HSK units: Prior to the commencement of game turn 2, the NATO player may place an HSK unit in any city hex in West Germany which has not yet been entered by a Warsaw Pact unit. Only one such unit may be placed in any one city hex. Cities with multiple hexes may have more than one unit placed within the city, as long as they are in multiple hexes. If there are no available city hexes, the HSK units may enter along the west map edge as normal reinforcements. Once placed, HSK units may expend operations points normally and are considered normal West German infantry units for playing purposes.

3. West German Airborne:

All of the Units of the West German 26th Airborne Brigade may enter during the first game turn in which the Warsaw Pact player does NOT have air superiority. Each unit may enter on the west edge of the game map, or may use any hex occupied by a NATO attack helicopter unit not in an enemy ZOC. One airborne unit may be placed on each such hex, and then moved normally from there. If placed in a hex occupied by a US helicopter unit, the German airborne unit must be moved out of the hex in the same player turn. The units may also perform an airborne drop.

Warsaw Pact Deployment

All Warsaw Pact units enter play according to the Warsaw Pact March Order restrictions, and on the game turn indicated in the following deployment chart. All Soviet units may enter on the north edge of the map east of hex H3932 and/or on the east edge of the map north of hex H3151. All Czech units may enter on the east edge south of hex 2450. All East German units may enter in hex H3923 or H3931. Warsaw Pact attack helicopter units need not be entered onto the map. Instead, they may be placed of-map where each may support any combat within their range of a legal entry hex for that unit's nationality.

Czech 1st Army		
HQ CZ 1 st Army	HQ	1
L/1A	SP	1
H/1A	SP	1
2/1A	Helo	1
19/1A	Helo	1
20/1A	Helo	1
1/1A	Eng	1
Czech 2nd Mechanized Rifle Division		
HQS/2 nd MRD	HQ	1
5/2	Mech	1
6/2	Mech	1
7/2	Mech	1
8/2	Ar	1
RAG/2	SP	1
DAG/2	SP	1

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Czech 19th Mechanized Rifle Division		
HQs/19 th MRD	HQ	1
73/19	Mech	1
74/19	Mech	1
75/19	Mech	1
76/19	Ar	1
RAG/19	SP	1
DAG/19	SP	1
Czech 20th Mechanized Rifle Division		
HQs/20 th MRD	HQ	1
77/20	Mech	1
78/20	Mech	1
79/20	Mech	1
80/20	Ar	1
RAG/20	SP	1
DAG/20	SP	1
Czech 1st Tank Division		
1/1	Ar	1
2/1	Ar	1
3/1	Ar	1
4/1	Mech	1
RAG/1	SP	1
DAG/1	SP	1
HQs 1 st Tank	HQ	1
Group of Soviet Forces Germany (GSFG)		
LR/GSFG	SP	1
Hvy	SP	1
8	Helo	1
HQs GSFG	HQ	1
Prov	Eng	1
6th Guards Tank Division		
51G/6G	Ar	1
52G/6G	Ar	1
53G/6G	Ar	1
22G/6G	Mech	1
RAG/6G	SP	1
SP/6G	SP	1
DAG/6G	MRL	1
HQs 6 th Tank Division	HQ	1
18th Guards Motorized Rifle Division		
51/18G	Mech	1
53/18G	Mech	1
58/18G	Mech	1
18/18G	Ar	1
118/18G	Ar	1
RAG/18G	SP	1

SP/18G	SP	1
DAG/18G	MRL	1
HQs 18 th Guards MRD	HQ	1
51st Tank Division		
154/51	Ar	1
156/51	Ar	1
158/51	Ar	1
51/51	Mech	1
RAG/51	SP	1
SP/51	SP	1
DAG/51	MRL	1
HQs 51 Tk	HQ	1
East German (DDR) 3rd Army		
5/3	Abn	1
L/3	Art	1
H/3	Art	1
4/3	Helo	1
3/3	Eng	1
11/3	Helo	1
HQs 3 rd Army	HQ	1
DDR 4th Mechanized Division		
HQs 4 th Mech	HQ	1
13/4	Mech	1
14/4	Mech	1
15/4	Mech	1
16/4	Ar	1
RAG/4	Art	1
DAG/4	Art	1
DDR 7th Tank Division		
HQs 7 th Tank	HQ	2
25/7	Ar	2
26/7	Ar	2
27/7	Ar	2
28/7	Mech	2
RAG/7	Art	2
DAG/7	Art	2
DDR 11th Mechanized Division		
HQs 7 th Mech	HQ	3
41/11	Mech	3
42/11	Mech	3
43/11	Mech	3
44/11	Ar	3
RAG/11	Art	3
DAG/11	Art	3

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26th Artillery Division		
LR1/26	Art	2/3
LR2/26	Art	2/3
Hvy1/26	Art	2/3
Hvy2/26	Art	2/3
Spc/26	Art	2/3
81st Artillery Division		
LR1/81	Art	2/3
LR2/81	Art	2/3
Hvy1/81	Art	2/3
Hvy2/81	Art	2/3
Spc/81	Art	2/3
15th Guards Motorized Rifle Division		
HQs 15 th Gd MRD	HQ	2/3
44/15G	Mech	2/3
47/15G	Mech	2/3
50/15G	Mech	2/3
15/15G	Ar	2/3
15/15G	Ar	2/3
RAG/15G	SP	2/3
DAG/15G	Art	2/3
Soviet 13th Army		
HQs 13 th Army	HQ	3/4
15 th Attack Helo	Helo	3/4
17 th Attack Helo	Helo	3/4
13 th Engineer	Eng	3/4
17th Motorized Rifle Division		
HQs 17 th MRD	HQ	3/4
1312/17	Mech	3/4
1314/17	Mech	3/4
1316/17	Mech	3/4
17/17	Ar	3/4
17/17	Ar	3/4
RAG/17	SP	3/4
DAG/17	Art	3/4
23rd Tank Division		
HQs 23 rd Tank	HQ	5
3/23T	Ar	5
39/23T	Ar	5
135/23T	Ar	5
56/23T	Mech	5
RAG/23T	SP	5
DAG/23T	MRL	5

Note on entrance for elements of the Soviet 13th Army:

1. Many of the units of the Soviet 13th Army are able to enter play on one of two turns. They may enter on the earlier turn by entering on the east edge of the Hof Gap map, or the later turn by entering on the north edge of the Hof Gap map from East Germany.
2. Additionally, there is a possibility that the units of the 13th Army might be deployed in support of operations against US V Corps. In order to determine if the Soviet 13th Army conducts operations in VII Corps sector on the Hof Gap playing area, the Soviet player must roll one 10-sided die (1d10) for each division in the 13th Army. On a roll of 0-7, the units come into play per (1) above. On a die roll of 8-9, the units actually are deployed in the V Corps area and do not see action in this scenario. The 13th Army HQs units may enter play if and only if any divisional unit enters.

Warsaw Pact March Order:

1. General: When the units of a Warsaw Pact division enter play as reinforcements, they must be brought onto the map in a certain order. Each reinforcement division is divided into two *columns* and the units in each column are assigned a *march order*. The column organizations and march orders for each type of Warsaw Pact division are shown in the March Order Diagrams.
2. Deployment: Each column of a Warsaw Pact division must be assigned to a separate entry hex by the WP player. More than one column may be assigned to the same entry hex in a single game turn. All the units of a column must enter in that column's assigned entry hex. The columns of a single division must be assigned to entry hexes that are within eight (8) hexes of one another. When counting the distance between entry hexes for this purpose only, include both entry hexes.
3. All entry hexes for units entering the map in a given game turn must be assigned at the

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beginning of the turn before any movement takes place. The WP player may note the various entry hexes he has chosen by placing the units in the columns just off of the playing area adjacent to the entry hexes.

4. When the units of a single column are brought into play, they must all be moved along the same route. The WP player may move some units in the columns further than others. However, when the movement for all of the units in the column is completed for the player phase, the path of hexes moved through by the unit that is furthest away (in hexes) from the entry hex must contain all the other units in the column. For instance, if the lead unit takes a certain road from the entry hex to its current destination, all of the other units in the column must also take the same road.
5. The routes traversed by different columns that the WP player brings into play in the same game turn may cross each other. Units of the same column may complete their movement stacked, but may not be stacked with units from a different column, even of the same division.
6. Non-divisional units received by the WP player may be attached to any divisional columns entering play on that same game turn. Each such unit is assigned to the end of a column and is entered into play with those units. If more than one non-divisional unit is assigned to a single column, they may enter in any order desired, but always after the divisional units in the column.
7. Warsaw Pact march order and column assignments are in effect for the player phase of the division's entry only. In all subsequent player phases these restrictions are ignored.

Victory Conditions:

1. Victory conditions for the Central Front series are based on relative criteria regarding Warsaw pact advance rates and NATO ability to retain control of urban areas.
2. Victory is determined by the number of victory points (VP's) possessed by the AP player at the end of the game. The NATO player does not

earn victory points. Consult the WP Victory Point Table. If the Warsaw Pact player can meet the criteria for any of the three levels of victory, then a Warsaw pact victory is declared. If the WP player fails to meet any of the criteria, then players refer to the NATO Victory Conditions Table. Should the NATO player be able to meet any of the criteria listed for any of the three levels of victory, then a NATO victory is declared. In the event that neither player can meet any of the criteria, the game is a draw.

3. The Warsaw Pact player's victory conditions are based on the western-most tank or motorized rifle regiment which can trace a valid line of supply according to the rules. Airmobile and Airborne units never count for victory conditions. The Warsaw Pact player should cross-index the final game turn with the last two numbers of the hex occupied by his most advanced qualifying regiment on the WP Victory Point Table to determine the level of victory achieved.

Warsaw Pact Victory Point Table			
<i>Last two numbers of advance hex for victory type</i>			
Turn	Marginal	Substantive	Strategic
4	30	26	22
5	26	21	16
6	22	16	10
7	18	11	04
8	14	06	Exit
9	10	01	Exit
10	06	Exit	none

NATO Victory Conditions Table	
Hof Gap	
NATO City Hexes	Level of Victory
22 or more	Strategic Victory
15 – 21	Substantive Victory
8 – 14	Marginal Victory

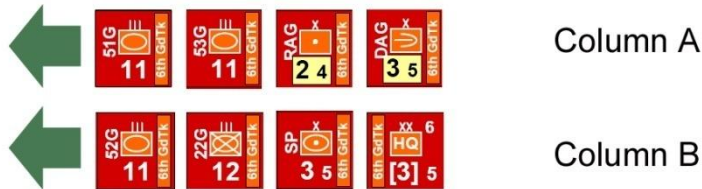


Warsaw Pact March Order Diagrams

Soviet Motorized Rifle Division March Order



Soviet Tank Division March Order



Czech Mechanized Division March Order



Czech Tank Division March Order



East German Mechanized Division March Order



East German Tank Division March Order

