

Lunch at Frankfurt

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Town of Steinau an der Strasse, 15 February 1985, 0800 hrs

Team Yankee, commanded by Captain Milton, is ordered to stop any breakthrough attempt to the rear.

Having only been in charge of his company for a short time, he clings to everything he has learned over his years of training. He decides to stop the enemy breakthrough with a counterattack. Lieutenant Morris's platoon is deployed in defense to prevent any enemy breakthrough to the rear.

Milton plans to strike the enemy's flank, once they have engaged their tanks. He must use the intelligence available to him to decide whether to commit Lt Meyer's tanks and Lt Ramirez's supporting platoon in a flank attack from the east or the west and when to launch his counterattack. Local civilians who at first gathered inside the castle have been escorted outside the battle area. However, there are still isolated groups of people in the area. Chemical weapon attacks are possible.



NATO / US
3rd Armored Division
Team Yankee

Events

- Fulda Events Table
- Build a 3-card deck using the NATO Event Cards from Scenario 1

Main Defense Area

The player may place in the area (defined in the scenario presentation in the campaign booklet - Environment) 5 Breach markers and 1 barricade counter (face-down). The NATO side can use 8 AT mines, to be placed during setup, or during the game by the Engineers blocks.

Counterattack

Impulse Forces 1 and 2 enter together as reinforcements:

- on Turn 3 or 5
- on Map B via axis 1 (hexes 3717 to 3725), or axis 2 (hexes 0110 to 0118)

During the Events sequence on Turn 3, the player notes the entry turn and the axis they have chosen on a piece of paper.



	Platoon Meyer ★★			Support		CP	
IMPULSE FORCE 1	0	1	2			1	2
	PLT COMD	MBT	MBT			DUMMY	DUMMY
	2	4	5			1	2
		PLT SUPPORT	RECON			BARRICADE	BARRICADE

Unit Cards - M1A1 (including for the PLT Support block) + Recon
Setup - enters on Turn 3 or 5 (see Counterattack). The 2 dummy blocks and the 2 barricade blocks included in Impulse Force 1's OOB may be allocated between Impulse Forces 1, 2 & 3 (dummies) or Impulse Force 3 (barricades) as the player wishes.

	Platoon Ramirez ★★		Support Recon ★★		CP	
IMPULSE FORCE 2	0	3	4	5		
	PLT COMD	PLT SUPPORT	SCOUT	SCOUT		
	2	6	7			
		APC	APC			

Unit Cards - Recon + M901 ITV **Unit Card** - Recon
Setup - enters on Turn 3 or 5 (see Counterattack)

	Platoon Morris ★★				Support Engineers ★★		CP ★★ Captain Milton			
IMPULSE FORCE 3	0	1	2	3	4	1	2	CP0	CP1	CP2
	PLT COMD	PLT SUPPORT	INFANTRY	INFANTRY	INFANTRY	ENGINEERS	ENGINEERS	COY COMD	CMD POST	LOGISTICS
	2	5	6	7	8			CP5	CP3	
		APC	APC	APC	APC			SNIPER	JFO	

Unit Cards - Infantry + M113 **Unit Card** - Engineers **Unit Card** - CP
Setup - up to 3 EPs from buildings 2, 3, 5 to 19 and 36 on Map A



3D support	#	U	T+1	T
AH-1 Cobra	2/1	0-4	5-8	9
A-10 Warthog	2/1	0-4	5-9	-
Mo 120mm	1/1	0	1-7	8-9
M109 155mm	2/1	0-2	3-8	9
OH-58 Kiowa	1/1	0-2	3-8	9
Smoke	2/2	0	1-7	8-9
Air defense				
M163 VADS	1/1	0-2	-	3-9