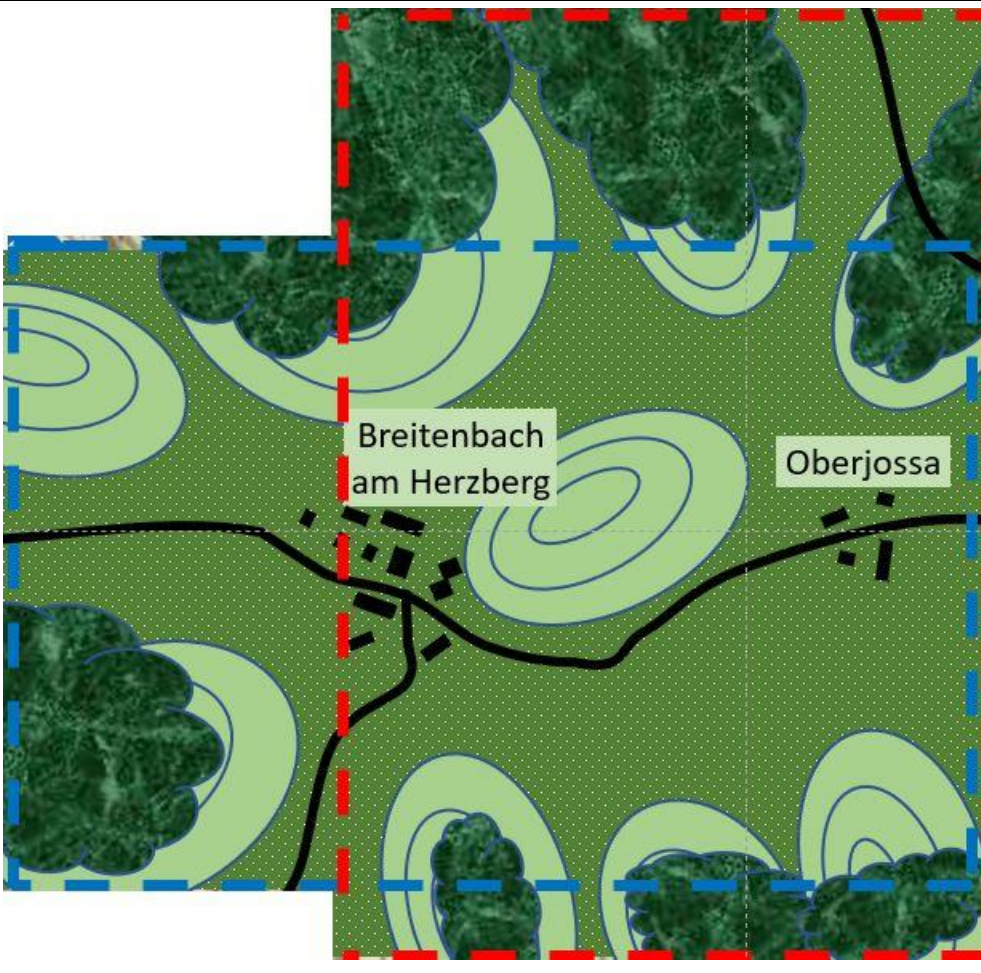


BATTLE CODE: TY-CFHS-05	
CAMPAIGN: TY - Cold Fire, Hot Steel – FEB, 2018	
LOCATION: Breitenbach am Herzberg, East. Relative location: 23 km SW of Bad Hersfeld	
MISSION: Dust Up, or Use the Battle Plan technique	
RECOMMENDED FORCE POINTS: 80-100	
<p>Map Area and Orientation:</p> <p>For Missions where attacker and defender are aligned along the LONG edge, use the red box in the sketch map.</p> <p>For Missions where attacker and defender are aligned along the SHORT edge, use the blue dotted box in the sketch map</p> <p>Soviet forces should deploy along the Right edge, or upper right corner</p>	
RECOMMENDED NATO FORCE: US Armored Combat Team	
RECOMMENDED WP FORCE: Soviet Tank Battalion	
<p>SCENARIO SPECIAL RULES:</p> <p>a. Wrecked Battlefield:</p> <ol style="list-style-type: none"> 1) These steps are completed AFTER terrain placement and AFTER you have resolved attacker and defender, but BEFORE you do any other mission or setup up actions 2) Craters and minefields: <ul style="list-style-type: none"> • Each player selects a piece of terrain, or an open spot, and picks up three dice. • They each drop or roll, but do not “place” 3 dice near their selected points. Leave those dice in place for now. • The player that is the defender rolls a die. If any of the dice previously dropped onto the table match this die roll, then the defender replaces the dropped die with 1 minefield. If the defender is allocated minefields in this scenario, then this random minefield is deducted from the minefields that they can place deliberately. • The remainder of the dropped dice become large craters, 2-3 inches in diameter. If any judgement is needed, as to size or adjusting the placement, then the attacker decides. 3) Wrecks: <ul style="list-style-type: none"> • Each player takes 5 dice and randomly drops or rolls them onto the table in a spot of their choosing. • They each do this a second time, so that there are 20 dice on the table. • Replace each die with a truck or armored vehicle (that is not part of your force) and each wreck also has a smoke puff. These objects represent the wrecks from the previous battle. If you do not have spare models for wrecks, just put down the smoke markers, but treat them as wrecks. <p>b. Advance Guard Deployment (with Immediate Reserves): If both players agree to</p>	

- 1) play for more than 2.5 hours, and
 - 2) select the Hasty Attack mission,
- then the Attacker has the option of deploying up to 2 units on turn 1, and the remainder their main force on turn 2. The attacker agrees to delay their first roll for Immediate Reserves until turn 2.

c. Now begin setup for the mission.

REPORTING REQUIREMENTS

CLAIMED BY:

CLAIMED ON:

NATO COMMANDER:

NATO FORCE:

WP COMMANDER:

WARSAW PACT FORCE:

WINNER:

WINNER'S VP:

LOSER'S VP:



View of the Fulda river, looking north, with Niederaula on the left and part of Mengshausen on the right