

NATO Tactical Vignette 98–5 ‘Steelers’

About The Scenario

This is one for the modern ‘Tread heads’ amongst you!

This scenario comes in three different ‘flavours’.

There are two **Blue Vs Red**:

- ◆ US Mech Vs Red Mech (NATO TV 98-5 Steelers_US)
- ◆ Brit mech Vs Red Mech (NATO TV 98-5 Steelers_Brits)

There is one **Blue Vs Blue**:

- ◆ US mech Vs German Mech (NATO TV 98-5 Steelers_BvsB)

You will need CMSF with both the NATO and British forces module and patched to 1.32

The actual scenario is loosely based on Tactical Vignette 98-5 ‘Zone Recon to LOA Steelers’ and you can download the original PDF at the following link <http://www.benning.army.mil/Armor/ArmorMagazine/content/vignettes/tacvig98-5.pdf>.

This scenario looks it’s best if you mod your game using Euroscope 1.0 File 1 to 8 available at The Repository on BFC’s website WWW.BATTLEFRONT.COM

Map and Scenario Size

This is a fairly large map by CMSF standards and those of you playing bottom end PCs may struggle with this one i.e. encounter the dreaded Out of Memory warning. You have been warned...

Map Size: 2.7 x 2.9Km

Forces: Not to give too much away—it’s a bit bigger than a company way smaller than a battalion!

FWIW my specs are Intel Core E8400 processor; 8GB RAM and Nvidia GTX660Ti. Loading time for the scenario is around one minute; game save times are about the same.



DATE: 16th May 0600Hrs
WEATHER: Cold & Hazy
WINDS: Light westerlies
GROUND CONDITION: Damp risk of AFVs bogging on low laying ground



Scenario Background

Mechanised units from a RED Tank Division have seized 'BENSONVILLE' to the north. It is now set-up in a deliberate defence on the south side of the town in OBJ GREEN.

To prevent BLUE recon assets or small company teams from penetrating into the main defensive position RED has established several Combat Security Outposts (CSOP) in OBJECTIVE YELLOW.

BLUE's mission is to identify and destroy RED's CSOPs. RED's mission is to destroy any and all BLUE units that enter the Area of Operations or AO.

Designer Note: Side specific briefings give detailed orders and specific breakdown of objective/points to secure a win. Please read your briefing and follow your orders!



Playing The Scenario

Both the Blue Vs Red versions are suitable for play as Blue Vs Red AI or H2H.

If playing H2H it is recommended the more experienced player takes the Blue side.

The Blue Vs 'Blue' version although playable as Blue Vs Red AI struggles a little bit as the Red AI cannot acquire panzerfausts from the IFVs. This limits the German panzergrenadier ability to tackle Blue armour close up - first and foremost it is recommended as H2H. It's still fun against the Red AI though.

NONE of the scenarios are playable as Red VS Blue AI.

The screenshots shown on the right are taken in-game and use the [Euroscape mod](#).

Acknowledgements

Many thanks to Buzz at the BFC forum who played through the early US Vs Red versions and provided a lot of feedback. Cheers Buzz!

Any comments etc you can email me at georgemc@blowtorchscenarios.com



NATO TV 98-5 "Steeler" MASTER MAP



RED

BLUE