

FORGING STEEL: THE MISSIONS

Situation

Why this war had started, and how it could have been avoided, is a matter for politicians and statesmen. As a professional soldier the politics and reasons of how you come to be fighting on foreign soil are purely academic questions. The end result of the failure to reach a political solution is soldiers like yourself are sent to achieve what talk alone could not.

As the saying goes war is not about you dying for your country but making your enemy die for his. Now your main and immediate concerns are the lives of your men and fulfilling the forthcoming combat missions tasked to your unit.

The first major battle of this war was fought around a small road junction and village situated in a populated narrow river valley. For both sides the battle came as surprise. Due to the close proximity of civilians the enemy force were unable to fully deploy their massive air support for fear of inflicting enormous civilian casualties. Friendly mechanised force realising this, used the cover of the built up areas to position their armour and anti-armour units. You only have to look back at previous wars to see that massive air superiority alone does not decide the issue alone. In the final analysis, war is still won or lost by men who must face the enemy in close combat and force him to either run or die.

Another shock for the enemy tankers had been the use of T90 tanks which were an even match for their M1s. In ambush positions they proved deadly.

This first battle of the war had been a close run affair, but the enemy had prevailed based on their skilful use of combined arms. Friendly forces were defeated, but not destroyed and under cover of bad weather managed to pull back in good order to hasty defensive positions east of the RIVER EGER and astride HIGHWAY 3, where they now wait for the US to make the next move.

This campaign covers the subsequent 24 hour period of combat which sees you attempting to block and defeat the US attack aimed at destroying friendly forces in this sector.

Your Force

You are the CO of a variety of mechanised company combat teams.

For the first two actions you have a core mechanised combat team consisting of T90s, BMP2s and mechanised rifle platoons. Subsequent actions will see you command other units such as mechanised airborne companies with BMP3s.

Terrain and Weather



This 25km square sector consists of agricultural land, small wooded plots and orchards dotted with small villages and farming hamlets set in rolling terrain. A major water feature, the RIVER OLSA runs east to west. It is a deep and fast moving river, with the main crossing point over it being the bridge at NORBURG.

HIGHWAY 3 runs east to west along the southern side of this sector. ROUTE BLUE is a metalled road which splits off from HIGHWAY 3 runs east through some rough, hilly terrain before heading north and crossing the RIVER OLSA at NORBURG.

The forecast for the next 24 hour period is unsettled with overcast skies, bringing wet and windy weather.



Mission

The timeline for this operation is twenty four hours. In this period you will be facing enemy attacks aimed at securing the bridge crossing point at NORBURG and establishing a bridgehead on the northern side of the RIVER OLSA cutting your forces MSR.

Commanders Intent

It is the commander's intent that you will hold this sector against any and all enemy attacks. To achieve this task you will have to neutralise any enemy reconnaissance forces that attack into this area; defend in sector using your strong defensive positions and armoured mobility to defeat the enemy.

The desired endstate is the destruction of any and all enemy units that enter our area and control of the bridge at NORBURG.

It is 0330Hrs on the 4th July. Intelligence reports and radio

intercepts suggest that the enemy will begin operations around 0530Hrs. This gives you two hours to prepare your FRAGO.