

# Initial Contact

## FIRST CLASH Scenario 1

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Game length: 28 turns. Soviets automatically have initiative on Turn 1.  
Play Area: The entire First Clash map is in play.  
Weather: Normal. 1530 Hours (daylight)

Objectives: Only the Soviet player receives points. Points are awarded for each Soviet unit that exits the map along the western board edge (10 points per vehicle, 5 points per squad, 3 points per half-squad/team). 2 points are awarded for each building hex west of the autobahn under Soviet control at game end. 2 points are awarded for each Canadian unit which loses hidden status (see special rule 1). 3 additional points are awarded for each eliminated Canadian unit.

Scoring:  
0-25 points: Major Canadian Victory  
26-40 points: Minor Canadian Victory  
41-60 points: Draw  
61-90 points: Minor Soviet Victory  
91+ points: Major Soviet Victory



### II Battalion, 290th Motorized Rifle Regiment (-):

Reconnaissance Patrol: Enters anywhere along eastern map edge on Turn 1.

1st Recon Platoon (-): CO is with a Team. 2 x BRDM-2 (USSR-5B), 2x Team [with MG & RPG-7V/D] (USSR-11B). Average, no doctrine

2nd Recon Platoon (-): CO is with a 1/2 squad. 2 x BMP-R [with AT-3] (USSR-2B/1), 2x 1/2 Squad Light Motorized Infantry [with RPG-7V/D] (USSR-11B) Average, no doctrine.



Forward Security Element: Enters anywhere along eastern map edge on Turn [varies] - 6(1-3), 8(4-7), 9 (8-10) [roll is secret]:.

•1st Motorized Rifle Company HQ: CO is with the Squad; 1x BMP-1 [with AT-3] (USSR-2B/2) 1x Squad Heavy Motorized Rifle Infantry [with RPG-7V/D] (USSR-11B). Average, no doctrine.

•Motorized Rifle Platoon x 3: CO is with the SA-7 squad. 3x BMP-1 [with AT-3] (USSR-2B/2), 2x Squad Heavy Motorized Rifle Infantry [with RPG-7V/D] (USSR-11B), 1x Squad Heavy Motorized Rifle Infantry [with RPG-7V/D and SA-7] (USSR-11B). Average, with vehicle doctrine.

•1st Tank Platoon: The CO is in a tank. 4x T-72M1 (USSR-2A). Average, with doctrine. One with mineplow.

•1st SPAAA Platoon (-): 1x ZSU-23(4) (USSR-8A). Average.

•1st Engineer Platoon (-): 2x MT-LB (USSR-6B/1), 2x Squad Light Motorized Rifle Infantry [with RPG-7V/D "Assault"]. Average, no doctrine.

•Attached Artillery: 1x Medium Battery [with 3x HE, 1x SM fire missions] (USSR-12A). Average, with doctrine.



### Canadian Mechanized Brigade Group (-):

•1st Troop, B Squadron, Royal Canadian Dragoons: The CO is in a tank. 4x Leopard 1A4 (FRG-1A), Crack. Set up within 5 hexes of z19.

•1st Platoon, November Company, Royal Canadian Regiment: The CO is with the team. 4x M113A2 (USA-4A/2), 2x Squad Heavy Mechanized Infantry [with Carl Gustav & LAW] USA-7B, 1x Squad Light Mechanized Infantry [with Carl Gustav & LAW] (USA-7B), 1x Team [with Carl Gustav & LAW] (USA-7B). Average. Set up within 5 hexes of Z19.

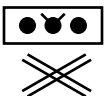
•1st Platoon, Oscar Company, Royal Canadian Regiment: The CO is with the team. 4x M113A2 (USA-4A/2), 2x Squad Heavy Mechanized Infantry [with Carl Gustav & LAW] USA-7B, 1x Squad Light Mechanized Infantry [with Carl Gustav & LAW] (USA-7B), 1x Team [with Carl Gustav & LAW] (USA-7B). Average. Set up within 4 hexes of AA1.

•1st Platoon, Royal 22e Régiment "Van Doos": the CO is with the team. 4x M113A2 (USA-4A/2), 2x Squad Heavy Mechanized Infantry [with Carl Gustav & LAW] USA-7B, 1x Squad Light Mechanized Infantry [with Carl Gustav & LAW] (USA-7B), 1x Team [with Carl Gustav & LAW] (USA-7B). Average. Set up within 4 hexes of W29.

•(att) Anti-Tank Platoon (+): 5x M150 (USA-4B). Average. Set up on any hill hex. See Special Rule 2.

•Attached Artillery: 1x Light Battery [with 4x HE, 2x SM fire missions] (USA-2B). Average.

•Organic Artillery: 1x Heavy Battery (USA-2B) [with 2x HE fire missions]. Average.



### Engineering Assets:

Canadian forces receive 5 improved positions and 5 hasty entrenchments at start (all may set up hidden as per Special Rule 1 below).

Canadian forces receive 20 hexes' worth of hasty minefields (12 anti-personnel, 8 anti-vehicular - they may be combined). No minefield hex may be adjacent to more than three other minefield hexes. Canadian forces receive 4 block hexes and 6 wire hexes. All Engineering assets must be set up 2 or more hexes west of the Autobahn.

### Special Rules:

- Canadian Forces positioned in town, orchard, scrub, or woods terrain set up hidden. Note their locations on a separate sheet of paper. Prior to game start the Canadian player rolls a die for each occupied hex within 19 hexes of the Autobahn. On a die roll of 1, the contents of that hex are revealed and placed on-map prior to the start of play (treat as Spot-Moved). Hidden Canadian units that move or fire after game start are immediately placed on the map and subject to normal rules thereafter. Hidden Canadian units are also placed on-map immediately when Soviet units close range to within normal spotting distance (the Canadian player interrupts Soviet movement to announce when a unit becomes visible thusly). Improved positions and hasty entrenchments which begin the game hidden are revealed when (a) the unit therein is revealed, or (b) a Soviet unit moves adjacent to the hex
- At Canadian player's discretion, the TOW launcher from the M150 may set up in ground mount

configuration. If so, the assigned M150 counter may not be positioned further than 3 hexes away from the launcher. Use an infantry team to symbolize the launcher unit. Despite the ground mount, continue to utilize the missile firing data from the M150 card. The M150 without the TOW launcher is operated as an M113A2 (no bailed crew can be generated if KO'd).

3) Canadian units may not move until a Soviet unit is spotted or the start of Turn 3, whichever occurs first.

4) For the Carl Gustav Medium Anti-Armor Weapon, use the following "house rule" weapon data.

Type of Unit	Unit Size	PT	Max ROF	TRN	Dep El	TOT Ammo	ST	Type Ammo Fired	F A C	Range in Hexes						No Dam	Cmp Hit	Knk Out	Brw Up
										1	2	3	4	5	6-7				
Carl Gustav (Rct Lnchr)	b	12	1	60	Unl	Unl	IO	HEAT (CE)	AP PY	17	14	11	9	5	1	01-	11-	32-	70-
								GP NM MV	75	75	75	75	75	75	10	31	69	00	
										18	18	18	18	18	EF= KNK OUT if GP = 1-2				
										9	9	9	9	9					