

Race to The Weser – Hannover 1985

By Bry B

This document describes a battle generator for a Campaign of Modern Tank Battles taking place between NATO and the Warsaw Pact (WP) around Hannover in 1985.

It is intended for use with 6mm miniatures and a suitable set of tank combat rules, ostensibly FFOT3 rules, but Modern Spearhead, Cold War Commander or Assault could also be used.

It is loosely based on the Modern Spearhead campaign battle generator 'Race To The Rhine'.



Figure 1 Hannover Campaign map

Tac Air Hannover map, made by Paul Myers, and available from the Tac Air Comsimworld forum.

Campaign overview and timescale.

The Campaign encompasses a series of battles covering a period of around 3 days. A battle is fought approximately every 12 hours, which is the time span for 1 Campaign turn. Hence there are 6 Campaign turns. The Campaign may end before that.

The Weser River is situated off the western map edge to the left of Battle Zone 4. If the Warsaw Pact player has not crossed the Weser by end of the 3 days then NATO is declared the winner. How far the WP player advances depends on the results of battles.

The WP player initially advances along two routes, one along the northern map zones and one along the southern map zones, with an initial Tank Division advancing on each route. Two more WP Tank Divisions enter the eastern map edge on Day 2, Campaign turn 3. They advance along the middle of the map and can be used to fight in either the northern or southern map zones at the WP players' discretion, but once committed stay in the northern or southern zone sectors.

Each WP Tank Division will initially enter the eastern map edge advancing in two columns, each column comprising two WP Regiments from that Division advancing one behind the other.

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Battles are based on a WP Regiment as the base unit for the WP forces.

Campaign turn 1 starts with each column from each Tank Division making a Hasty Attack. Hence on Campaign turn 1 there will be a total of 4 battles, two WP Hasty Attack battles in Zone 1 north and two WP Hasty Attack battles in Zone 1 south.

On subsequent Campaign turns the WP Player may alter the advancing formation of each Tank Division to one, two or three columns, each comprising a WP Regiment. Note that a four column advance must not be used.

Further battles are then fought for the westernmost columns of each route (northern or southern). Hence the progress of each of the WP columns along the northern and southern routes needs to be tracked.

Each battle is fought in a zone of the Hannover map where a map zone corresponds to a sector of the Hannover map shown above, ie Hannover map sectors A, B, C and D, where map sector A is to the west of Hannover and map sector D is on the Inner German Border on the eastern map edge. The map is annotated with the Battle Zones labels along the bottom of the map.

Each zone of advance by the WP player moves that column one map zone west, ie Battle Zone 1 to Battle Zone 2 etc. If a column is forced back then that column moves east one map zone and the NATO player now becomes the attacker on that route (northern or southern), providing no other columns in that route are to the west of that zone. Keep a track of the WP advance for each route, north and south.

If the WP player manages to advance any column west and off of the map edge, ie past Battle Zone 4, then a final battle must be played. This is a River Crossing battle to simulate the crossing of The Weser River. The battle must be fought down the length of a 6ft by 4ft table with players starting on the short table length. This River Crossing battle is also considered a Prepared attack for force selection and the WP player has 2d6 Air Strikes allocated.

The Weser will be represented by a river 200-400m wide, which flows from one board edge to the opposite edge. Non amphibious troops may only cross the river by bridge or ferry. Air Assault troops may be dropped on the enemy held bank to assist crossing operations. The WP must exit the remains of 2 Regiments off the NATO board edge to win the Campaign.

The Warsaw Pact player starts off the Campaign as the attacker. The type of battle fought next on each column depends on the type of the previous battle and is rolled for on the Battle Selection Table. Make a Battle Selection roll for each the western-most column(s) of each Tank Division of each route (northern or southern) at the start of each campaign turn. If the WP Player has more than 1 Tank Division on a route then the WP Player has to decide which is the lead Tank Division. Note that unit Exhaustion may affect this decision (see Exhaustion Points later on).

Each side gets Command points for use in the Campaign. Command points can be spent to reduce exhaustion, to purchase replacements for lost stands, to influence the Battle Selection die roll and to get Air Cover over the battlefield. Make the choice before rolling on the Battle Selection Table.

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Battle Selection Table

Last Battle Type	Modified d6 Die Roll							
	1	2	3	4	5	6	7	8
Hsty Attk	Brktr Attk	Delib Attk	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	Hsty Attk	CntrAtk
Delib Attk	Brktr Attk	Encirc	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	CntrAtk	CntrAtk
Brktr Attk	Encirc	Exploit	Hsty Attk	Hsty Attk	Enctr	Enctr	CntrAtk	CntrAtk
Rivr Crs	Brktr Attk	Enctr	Delib Attk	Hsty Attk	Enctr	Enctr	CntrAtk	Rivr Crs
Enctr	Brktr Attk	Delib Attk	Exploit	Hsty Attk	Hsty Attk	Enctr	Hsty Attk	Delib Attk
Cntr Attk	Brktr Attk	Delib Attk	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	Enctr	CntrAtk
Exploit	Encirc	Pursuit	Hsty Attk	Hsty Attk	Enctr	Enctr	Enctr	CntrAtk
Pursuit	Encirc	Pursuit	Rivr Crs	Hsty Attk	Hsty Attk	Enctr	Enctr	CntrAtk
Encirc	Rivr Crs	Delib Attk	Delib Attk	Hsty Attk	Hsty Attk	Enctr	Brkout	Brkout
Brkout	Delib Attk	Brkout	Delib Attk	Hsty Attk	Hsty Attk	Enctr	CntrAtk	CntrAtk

Key: Brkout Breakout Brktr Attk Breakthrough Attack CntrAtk Counter Attack Delib Atk Deliberate Attack Encirc Encirclement	Enctr Encounter Exploit Exploit Hsty Atk Hasty Attack Pursuit Pursuit Rivr Crs River Crossing
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The side now possessing the initiative (the attacker in the next scenario) rolls a die, applies any modifiers, and consults this table to determine what the next scenario will be.

Battle Selection Die Roll Modifiers:

+2 If the rolling player just seized the initiative from the opponent in last battle (i.e, his side was the defender in last scenario and achieved a draw or victory).

+? or -? Modifier(s) purchased by the players using Campaign command points. A player can select + or -.

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Battle descriptions

All Battles:

All battles are intended to be played on a 6ft by 4ft table. The table is divided up into 6 sectors each of 2ft square. Each battle description states the table orientation with regards to home base being along the long or short side lengths.

Objectives and Victory Points:

Use the Victory Points detailed in the Battle description and add these global Victory Points if they differ from those in the battle description:

1 VP per:

2ft board sector in own control at end (max of 6) (no other good order enemy units in the board sector to qualify).

Each opposing Warsaw Pact Battalion destroyed or NATO Company destroyed (includes all units KO'd or 2/3rds losses QC Fail).

For Warsaw Pact player: Each Battalion HQ and troops exited off opponent's table edge.

Frequently the scenario objective will be a terrain feature. The objective should be designated before any troops are deployed. It should be located in the area specified by the scenario, at least 12" from any flank edge and at least 6" from any baseline edge. An objective is considered captured, held, or controlled when no enemy forces are present on the feature and at least one friendly combat unit is located on the feature.

Where exiting combat units is an objective, all the surviving stands of the combat unit must exit for the unit to count toward the victory conditions. Sides receive victory points in a scenario for completing objectives.

At the game end, total the victory points for each side.

The Victory Point Total is: Warsaw Pact VPs – NATO VPs + Random Factor

Random Factor = roll 1d6: 1-2 = -1, 3-4 = 0, 5-6 = +1

Penalties: Warsaw Pact used Chemicals = -2 VPs.

Then use the VP Total on the Advance Table to determine the which Battle Zone the WP Column moves to in the next Campaign Turn.

Advance Table		
VP Total	Effect	Notes
< 0	Pushed Back – WP lost	NATO has the Initiative and is now the attacker. WP Column one zone retreat east.
0 – 2	No Effect – draw	No advance. WP Column Attack same zone next turn.
3 – 9	Minor Victory - WP won	NATO Retreat. WP Column one zone advance west.
10 – 17	Major Victory - WP won	NATO Routed. WP Column two zone advance west.
18+	Shattering Victory - WP won	Orders of Lenin all round. WP Column three zone advance west.

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Battle descriptions

Encounter Battle (Meeting engagement)	
Length	8 turns. (1hr 36min)
Table Orientation	Baselines are the long edges.
Setup	Both sides use moving deployment. No flank deployment is permitted.
Forces	See Warsaw Pact and NATO force selection sections. Neither side may use airstrikes or pre-planned artillery fire. Neither side will have any field defences. Each side gets an EW Jamming attack with a 6 on a 1d6.
Objectives	Both sides are attempting to exit combat units (not individual stands) off the opposing side's baseline edge. Each side gets one victory point for each entire combat unit exited (WP Bn or NATO Co).
Exhaustion Points	+3 for both sides.

Hasty Attack	
Length	8 turns. (1hr 36min)
Table Orientation	Baselines are the long edges.
Setup	Defender deploys in the closest third of the table. Attacker uses moving deployment, may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. Defender can use hasty field defences. Attacker may use airstrikes and pre-planned artillery fire. Attacker gets 0 - 2 ((1d6/2) - 1) EW Jamming attacks. Defender gets 1 EW Jamming attack with a 6 on a 1d6.
Objectives	Prior to setup, designate one terrain feature in the defender's deployment area as the objective. The objective must be at least 12" from any flank edge and 6" from his baseline. Attacker gets one victory point for capturing the objective by the end of turn 7, and one victory point for holding the objective at the end of the game. Defender gets one victory point for holding the objective at the end of the game, and one victory point for eliminating at least half the attacker's combat units.
Exhaustion Points	+4 points for attacker, +3 points for defender.

Deliberate Attack	
Length	10 turns. (2hrs)
Table Orientation	Baselines are the long edges.
Setup	Defender deploys in the closest half of the table to his baseline. Attacker deploys within closest quarter of the table to his baseline, and may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. Defender can build defences which can include deliberate field defences (8 Hours prep time if NATO is defending). Attacker can use airstrikes and pre-planned artillery fire. Attacker gets 0 - 3 (Av dice - 2) EW Jamming attacks. Defender gets 1 EW Jamming attack with a 5 or 6 on a 1d6.
Objectives	Prior to setup, designate one terrain feature in the defender's deployment area as the objective. The objective must be at least 12" from any flank edge and 6" from his baseline. Attacker gets one victory point for capturing the objective by the end of turn 9, and one victory point for holding the objective at the end of the game. Defender gets one victory point for holding the objective at the end of the game, and one victory point for eliminating at least half the attacker's combat units.
Exhaustion Points	+5 points for attacker, +4 points for defender

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Counterattack	
Length	8 turns. (1hr 36min)
Table Orientation	Baselines are the long edges.
Setup	Defender deploys in the closest third of the table to his baseline. Attacker (the side making the counterattack) deploys using moving deployment, and may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. No field defences may be purchased by either side. Attacker may use airstrikes and pre-planned artillery fire. Attacker gets 0 - 2 ((1d6/2) -1) EW Jamming attacks. Defender gets 1 EW Jamming attack with a 6 on a 1d6.
Objectives	Attacker gets one victory point for eliminating at least one-third of the defender's combat units, and another victory point for eliminating at least two-thirds of the defender's combat units. Defender gets one victory point for eliminating at least one-third of the attacker's combat units, and another victory point for eliminating at least two-thirds of the attacker's combat units
Exhaustion Points	+4 points for both sides

Breakthrough Attack	
Length	10 turns. (2hrs)
Table Orientation	Baselines are the long edges.
Setup	Defender deploys in the closest half of the table to his baseline. Attacker deploys in the closest quarter of the table to his baseline, and may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. Defender can build defences which can include deliberate field defences (8 Hours Engineering prep time if NATO is defending). Attacker can use airstrikes and pre-planned artillery fire. Attacker gets 1 - 3 (1d6/2) EW Jamming attacks. Defender gets 1 EW Jamming attack with a 6 on a 1d6.
Objectives	Attacker gets one victory point for clearing the quarter of the table closest to the defender's baseline of enemy units, and gets one victory point for exiting at least one quarter of his combat units off the defender's baseline. Defender gets one victory point for holding the quarter of the table closest to his baseline, and one victory point for eliminating at least one-third of the attacker's combat units.
Exhaustion Points	+6 points for attacker, +5 points for defender

Exploitation battle	
Length	8 turns. (1hr 36min)
Table Orientation	Baselines are the long edges.
Setup	Defender deploys in the closest half of the table to baseline, and all defender artillery must be on-table. Attacker deploys using moving deployment and may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. Defender may not build any field defences. Attacker may not use pre-planned artillery fire or airstrikes. Attacker gets 0 - 2 ((1d6/2) -1) EW Jamming attacks. Defender gets no EW Jamming attacks.
Objectives	Each side gets one victory point for controlling the centre third of the table (treat entire third as an objective), and one victory point for controlling the third of the table closest to the defender's baseline.
Exhaustion Points	+3 points for attacker, +4 points for defender

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Pursuit battle	
Length	8 turns. (1hr 36min)
Table Orientation	Baselines are the short edges.
Setup	Defender deploys first, anywhere on the table, then attacker chooses which baseline will be his, and deploys using moving deployment. Attacker may use flank deployment.
Forces	See Warsaw Pact and NATO force selection sections. Defender has 1 Hour available for hasty field defences only. Attacker may use airstrikes, but not pre-planned artillery fire. Attacker gets 0 - 2 ((1d6/2) -1) EW Jamming attacks. Defender gets no EW Jamming attacks.
Objectives	Attacker receives one victory point for each quarter of the defender's combat units eliminated. Defender receives one victory point for each quarter of his combat units exited off the defender's baseline.
Exhaustion Points	+2 points for attacker, +3 points for defender

Encirclement battle	
Length	10 turns. (2hrs)
Table Orientation	Baselines are the short edges.
Setup	Defender deploys first in the third of the table closest to his own baseline. Attacker uses mobile deployment along either or both flank edges.
Forces	See Warsaw Pact and NATO force selection sections. Defender may not purchase field defences. Attacker and defender may not use pre-planned artillery fire or airstrikes. Each side gets an EW Jamming attack with a 6 on a 1d6.
Objectives	Attacker receives one victory point for eliminating at least one third of the defender's combat units, and one victory point for eliminating at least two thirds of the defender's combat units. Defender gets one victory point for holding the third of the table closest to the attacker's baseline, and one victory point for exiting at least one quarter of his combat units from the attacker's baseline.
Exhaustion Points	+4 points for attacker, +3 points for defender

Breakout battle	
Length	10 turns. (2hrs)
Table Orientation	Baselines are the long edges.
Setup	Defender deploys in the centre third of the table. Attacker deploys the breakout force along the defender's baseline using moving deployment, and deploys the relief force along the attacker's baseline using moving deployment.
Forces	See Warsaw Pact and NATO force selection sections. Attacker divides their force into two forces of equal point cost, and designates one as the breakout force and the other as the relief force. Both sides may use pre-planned artillery fire and airstrikes. Attacker may deploy his artillery on-table as part of the breakout force. Neither side may purchase field defences. Attacker gets 0 – 2 ((1d6/2) -1), EW Jamming attacks. Defender gets 1 EW Jamming attack with a 6 on a 1d6.
Objectives	Attacker gets one victory point for exiting at least half his breakout force's combat units off his own baseline by the end of the game, and another victory point if he achieves this by the end of turn 8. Defender gets one victory point for eliminating at least half the relief force's combat units, and one victory point for eliminating at least half the breakout force's combat units.
Exhaustion Points	+5 points for attacker, +3 points for defender

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River Crossing battle	
Length	8 turns. (1hr 36min)
Table Orientation	Baselines are the long edges.
Table Layout	At one-third of the table length from the defender's baseline a 2"-wide unfordable river runs from flank edge to flank edge (e.g., on a 6ft by 4ft table it will be 16" from the defender's baseline). The river may meander a bit but must stay within 3" of this distance from the defender's baseline. There should be two roads connecting the baselines, each crossing the river at a bridge or at a ford, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.
Setup	Defender deploys in the closest half of the table. Attacker uses moving deployment, may use flank deployment but only up to the river (no flank force may enter on the defender's side of the river).
Forces	See Warsaw Pact and NATO force selection sections. Defender gets at least 2 Hours of prep time for hasty field defences (8 Hours if NATO is defending). Attacker may use airstrikes and pre-planned artillery fire. Attacker gets 1 - 3 (1d6/2) EW Jamming attacks. Defender gets 1 EW Jamming attack with a 6 on a 1d6.
Special Rule	If the defender has an engineer or pioneer infantry stand present in his force, starting on turn 7 it may attempt to blow up a bridge if it is within 1" of the bridge and it is unsuppressed. To make the attempt the stand may not move during its movement phase. The stand rolls one die at the end of its movement phase, on a 5+ the bridge has been destroyed.
Objectives	Attacker gets one victory point for having at least one combat unit across the river at game end, and another victory point for exiting at least one combat unit off the defender's baseline. Defender gets one point for eliminating one-third of the attacker's combat units, and one victory point for holding his side of the river at game end (i.e., no attacker forces on the table on the defender's side of the river at game end).
Exhaustion Points	+5 points for attacker, +5 points for defender

On-table deployment

On-table deployment means the stands of the force are placed on the table in their starting locations prior to the start of play.

Moving deployment

Moving deployment means the force starts off table and enters from the specified edge during its Movement Phase.

Flank Deployment:

For flank deployment, a player designates a flank force from the troops he is using in the battle. The flank force may include no more than 25% of the NATO player's combat units or no more than 33% of the Warsaw Pact units.

A combat unit must be fully assigned either to the flank force or to the main force; its stands may not be split between the flank force and the main force. At the start of the game, prior to deployment by either side, the player designates which flank edge his force will enter on, and which quarter of the edge it will do so in.

Number the quarters 1, 2, 3, 4 starting from the friendly baseline. During the game, at the start of any friendly player turn in which the player desires his flank force to enter the table, he must roll a die. If the roll exceeds the number of the quarter, during the friendly Movement Phase his flank force enters. Each stand in the flank force may make up to a full move from the centre of that quarter's edge. If the centre of that quarter's edge contains terrain impassable to

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a stand in the flank force, the stands must enter the edge at the closest point containing passable terrain within that quarter edge. If there is no passable terrain anywhere within that quarter edge for the flank stand to enter on, then that stand is eliminated, and the owning player should be given much good-natured grief about selecting that area for entry.

Terrain Types per map Battle Zone

To get the terrain type for a battle roll on the following table. Duplicates for multiple battles in a zone are allowed. Use the terrain given in the row rolled for the terrain category given in the following tables.

Battle Zone	Die Roll	Hills	Max River size	Urban	Woods
1 North	1	Flat	Small	Light	Medium
	2	Flat	Small	Light	Medium
	3	Flat	Small	Light	Medium
	4	Undulating	Small	Light	Heavy
	5	Undulating	Small	Medium	Heavy
	6	Undulating	x1 Medium*	City	Heavy
1 South	1	Flat	Small	Light	Light
	2	Flat	Small	Medium	Heavy
	3	Undulating	Small	Heavy	Medium
	4	Undulating	x1 Medium*	City	Light
	5	Hilly	Small	Light	Heavy
	6	Hilly	Small	Light	Heavy
2 North	1	Flat	Small	Light	Heavy
	2	Flat	Small	Medium	Medium
	3	Flat	Small	Medium	Medium
	4	Undulating	Small	Medium	Medium
	5	Undulating	Small	Heavy	Medium
	6	Undulating	Small	Heavy	Medium
2 South	1	Flat	Small	Light	Medium
	2	Flat	Small	Medium	Heavy
	3	Undulating	Small	Medium	Heavy
	4	Hilly	Small	Light	Medium
	5	Hilly	Small	Light	Medium
	6	Hilly	x1 Medium*	Medium	Medium
3 North	1	Flat	Small	Medium	Medium
	2	Undulating	Small	Medium	Heavy
	3	Undulating	Small	Medium	Heavy
	4	Undulating	Small	Heavy	Medium
	5	Undulating	x1 Medium*	City	Medium
	6	Undulating	x1 Large*	City	Medium
3 South	1	Undulating	Small	Medium	Light
	2	Undulating	x1 Medium*	Heavy	Medium
	3	Undulating	x1 Medium*	City	Light
	4	Hilly	Small	Light	Medium
	5	Hilly	Small	Light	Heavy
	6	Hilly	x1 Medium*	Medium	Heavy
4 North	1	Undulating	Small	Light	Medium
	2	Undulating	Small	Medium	Light
	3	Undulating	x1 Medium*	Heavy	Medium

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Battle Zone	Die Roll	Hills	Max River size	Urban	Woods
	4	Undulating	x1 Large*	City	Medium
	5	Hilly	Small	Light	Heavy
	6	Hilly	Small	Medium	Heavy
4 South	1	Flat	Small	Light	Heavy
	2	Undulating	Small	Medium	Medium
	3	Hilly	Small	Medium	Heavy
	4	Hilly	Small	Medium	Heavy
	5	Hilly	x1 Medium*	Heavy	Heavy
	6	Hilly	x1 Medium*	City	Heavy

* = use this for the largest River in this battle, ie don't bother rolling for this size river or > on the Rivers table. May also have smaller rivers (dice for on Rivers table).

Table Layout

Various rules have different mechanisms for building the table layout. The following is a system I use.

Hills

Put the hills on table first. Hills come in various sizes.

Number and type of Hills on table				
Terrain Category	Small	Medium	Large	Huge
Flat	2 – 12 2d6	1 – 3 1d6/2	None	None
Undulating	2 – 12 2d6	3 – 6 Av dice +1	None	None
Hilly	2 – 5 Av dice	3 – 6 Av dice +1	1 – 3 d6/2	None
Very Hilly	1 – 3 d6/2	1 – 3 d6/2	1 – 3 d6/2	1 – 3 d6/2

The number and size of hills will be determined by the general terrain category, eg Flat, Undulating, Hilly or Very Hilly. The bigger the hills the fewer there will be on table. Roll to see how many Hills of each type there will be. Then players alternate placing a Hill on table until all are placed. It's entirely up to the players where they place the hills. They can, if they wish, number the sectors on table and roll a d6 and add it to that sector. After placing all the hills each player can roll 1d6/2 and then move that number of hills up to 6" in any direction.

Hill sizes				
Description	Small	Medium	Large	Huge
Height in contours	1	2 – 3	4 – 5	6+
Hill base length	6" – 8"	10" – 12"	12" – 16"	18" – 24"

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Rivers

Once the Hills are on table place the rivers and streams. Rivers should be placed between Hills. Only streams can be placed on a Hill and not over a Hill. All rivers should touch a table edge at one end. Streams can feed into other Rivers.

River size	River width	How to cross?	River length	Number on table
Stream	< 5m	Fordable	< 1ft	0 – 3 Av dice –2
Small	upto 10m	Bridge, Amphib	< 2ft	0 – 2 (1d6/2) –1
Medium	upto 20m	Bridge, Amphib	< 3ft	0 – 1 1 with 5 or 6 on a d6
Large	upto 50m	Bridge, Ferry, Amphib	Across the table	1 Max
Huge	100m+	Bridge, Ferry, Amphib	Across the table	1 Max

The terrain category will specify what River types there will be. Generally Large and Huge rivers will only be available in River Crossing scenarios. Streams will probably be on all terrains types. Small and Medium rivers may be on table.

After placing all the rivers each player can move a river up to 6" if they get a 5 or 6 on 1d6.

Towns

Next place the Urban environment. Buildings are placed on table in areas ranging from a few square inches to whole table 2ft sectors. The terrain category will detail the amount of urbanisation.

Urbanisation coverage						
Urban Level \ Number of each on table	Farm	Village	Small Town	Town	Large Town	City
Sparse	4 – 7 Av dice +2	4 – 7 Av dice +2	1 – 3 d6/2	None	None	None
Light	4 – 7 Av dice +2	4 – 7 Av dice +2	3 – 6 Av dice +1	1 – 2 d6/3	None	None
Medium	2 – 5 Av dice	2 – 5 Av dice	2 – 5 Av dice	3 – 6 Av dice +1	None	None
Heavy	1 – 2 d6/3	1 – 2 d6/3	1 – 3 d6/2	2 – 5 Av dice	1 – 3 d6/2	None
City	1 on a 6 d6	1 on a 6 d6	1 on a 6 d6	1 – 2 d6/3	1 – 2 d6/3	1 – 2 d6/3

Urban sector size						
Description	Farm	Village	Small Town	Town	Large Town	City
Example size	2" square	6" x 4"	6" x 8" or 12" x 4"	12" x 12" or 18" x 8"	18" x 16" or 24" x 12"	2ft x 2ft
# Urban sectors	½ sector	1 sector	2 sectors	3 – 6 sectors (Av dice +1)	7 – 12 sectors (1d6 + 6)	1 table sector

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Roll for the number of each size of urban area and then alternate between players placing each area on table. Roll for the size of each area when placing. Urban areas should not be placed on hills at contour level 4 or above if possible (towns tend to be low lying). After placing all the urban terrain each player can roll 1d6 and then move that number of areas up to 6" in any direction.

Woods

Woods are placed after the buildings are on table. Woods can be placed anywhere on table except in or covering a built-up sector. Woods can be placed all over hills. Woods can be either side of a river or straddle a river.

Woods are placed on table in areas ranging from a few square inches to whole table 2ft sectors. The terrain category will detail the amount of forestation.

Forestation coverage						
Woods Level \ Number of each on table	Clump of trees	Coppice	Small Wood	Wood	Large Wood	Forest
Sparse	4 – 7 Av dice +2	4 – 7 Av dice +2	1 – 3 d6/2	None	None	None
Light	4 – 7 Av dice +2	4 – 7 Av dice +2	3 – 6 Av dice +1	1 – 2 d6/3	None	None
Medium	2 – 5 Av dice	2 – 5 Av dice	2 – 5 Av dice	3 – 6 Av dice +1	None	None
Heavy	1 – 2 d6/3	1 – 2 d6/3	1 – 3 d6/2	2 – 5 Av dice	1 – 3 d6/2	None
Forest	1 on a 6 d6	1 on a 6 d6	1 on a 6 d6	1 – 2 d6/3	1 – 2 d6/3	1 – 2 d6/3

Roll for the number of each size of wooded area and then alternate between players placing each area on table. Roll for the size of each area when placing. After placing all the woods terrain each player can roll 1d6 and then move that number of areas up to 6" in any direction, so long as they don't cover any built-up sectors.

Woods sector size						
Description	Clump of trees	Coppice	Small Wood	Wood	Large Wood	Forest
Example size	2" square	6" x 4"	6" x 8" or 12" x 4"	12" x 12" or 18" x 8"	18" x 16" or 24" x 12"	2ft x 2ft
# Urban sectors	½ sector	1 sector	2 sectors	3 – 6 sectors (Av dice +1)	7 – 12 sectors (1d6 + 6)	1 table sector

Note: for Germany all woods sectors should be straight edged.

Roads

Place roads so that there is a road joining all built-up (urban) sectors. All roads will be classed as good, metalled roads (this is Germany). Roads can go through built-up sectors but units use normal speed (not road speed) when travelling along roads in a built-up sector. Roads between or through Large Towns and Cities should at least be dual-carriageways or Autobahns.

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There should be at least two roads connecting the baselines, and they should get no closer to each other than 18". Optionally, within 12" of each side's baseline place a lateral road connecting the two roads, and if desired extend the lateral roads to the flank edges.

After the battle - Recovery from Losses

Some of the losses taken during battle are temporary in nature. While the stand remains combat ineffective for the duration of the battle, afterward repairs can be affected, troops rallied, leaders replaced, etc.

Keep track of losses for each stand of both sides during a battle and why the stand was lost (Destroyed, Quality Check fail or unit losses). Also note which Campaign turn the unit was lost.

After the battle use the Recovery from Losses table to see how many troops a side gets back. Note that in order to recover Destroyed units you have to maintain control of the battlefield where the losses occurred, so you can only recover Destroyed losses if you won the battle. If the battle was drawn or lost then those units that were Destroyed cannot be recovered. Round any recovery fractions down.

The elapsed time after the battle of 'Next battle / Campaign turn' is for when a unit has to fight another battle immediately after the previous battle. Otherwise an elapsed time of 'Subsequent battle / Campaign turn' is to show that the recovery of the stand does not take place until the Campaign turn after next. Note the Campaign turn a recovered unit will appear in.

Recovery from Losses			
Failure reason	Elapsed time after battle	Percentage restored for battle winner	Percentage restored for battle loser or draw
Individual Quality check fail	Next battle / Campaign turn	33%	25%
Unit 2/3 losses Quality check fail		75%	50%
Destroyed units		25%	0%
Individual Quality check fail	Subsequent Battle / Campaign turn	66%	33%
Unit 2/3 losses Quality check fail		100%	75%
Destroyed units		50%	0%

Recovered stands may be reorganized by reassigning them to other understrength combat units to bring them up to full strength (but they may not exceed full strength).

Campaign Command points

After both the north and south battles have been fought for a Campaign turn both players may spend command points. A maximum of 5 command points may be spent after each Campaign turn. Deduct spent command points from the side's remaining command points for the campaign. The WP player starts the Campaign with 16 Command points, NATO starts with 12 Command points.

Command points may be spent to remove exhaustion points, to replace stands, or to modify the die roll for the selection of the next battle.

Each command point spent to reduce exhaustion removes one exhaustion point.

Each command point spent to get replacements allows the player to restore to his force three stands of his choice that have been lost.

Each command point spent to modify the die roll will add either a +1 or a -1 to the next battle selection die roll as the player designates.

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A Command point may be expended to purchase Air Cover over the battlefield before rolling on the Battle Selection table. This influences whether any Air Strikes successfully arrive. The WP Player is automatically assumed to have Air Cover over each battle for the first two Campaign Turns.

Both sides secretly record what their purchased modifier will be, and reveal it after both sides have indicated they are done spending command points for this battle cycle. This must be done prior to the next battle selection die roll.

Exhaustion points

Each battle type lists the Exhaustion points each side will gain for playing that battle. After a battle is played add the relevant Exhaustion points to the parent formation of each side involved in the battle, eg to the WP Tank Division or NATO Brigade that fought in that battle. (Note: if generating random NATO forces don't really need to track this. Only need to track NATO Exhaustion points if using actual NATO units).

When a WP Tank Division's Exhaustion points score reaches 22 it cannot be selected for any further attacks. It must spend a Campaign turn in the same Battle Zone and assume a defensive posture. It recovers 4 Exhaustion points at the end of each Campaign turn spent recovering from Exhaustion.

However, the WP player, if still holding the Initiative (ie is the Attacker) at the start of the Campaign turn where Exhaustion is exceeded, still rolls for the Battle Selection at the start of the Campaign turn as normal, but just cannot fight the battle(s) that Campaign turn with the Exhausted unit. The Exhausted unit does nothing that Campaign turn but recover from Exhaustion.

If no other WP Tank Divisions are allocated to that route (northern or southern) and no Tank Division allocated to the battle then the next Campaign turn NATO is assumed to have won the battle on that route and will roll for Battle Selection in that route (north or south) at the start of the next Campaign turn. NATO is assumed to have gained the Initiative in that route. 3rd Shock Army units cannot be allocated to a route without a non-Exhausted Tank Division being in that route.

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Warsaw Pact (WP) Forces

The side playing the Warsaw Pact forces is in charge of the Soviet 3rd Shock Army. This comprises 4 Tank Divisions, details of which are shown later, plus 3rd Shock Army troops.

Battles are based on a WP Regiment as the base unit for the WP forces.

The WP player initially advances along two routes, one along the northern map zones and one along the southern map zones, with an initial Tank Division advancing on each route.

The other two Tank Divisions will enter the eastern map edge on Day 2, Campaign turn 3, as reinforcements. Both will enter around the middle of the eastern edge approximately along the line of the autobahn. They advance along the middle of the map and can be used to fight in the northern or southern map zones at the WP players' discretion, but once committed stay in the northern or southern zone sectors.

Each lead WP Tank Division will initially enter the eastern map edge advancing in two columns, each column comprising of two WP Regiments from that Division advancing one behind the other. The lead Regiment will be used in a battle with the following Regiment used depending on the battle type and WP Player selection.

Campaign turn 1 starts with each column from each Tank Division making a Hasty Attack. Hence on Campaign turn 1 there will be a total of 4 battles, two WP Hasty Attack battles in Zone 1 north and two WP Hasty Attack battles in Zone 1 south.

On subsequent Campaign turns the WP Player may alter the advancing formation of each Tank Division to one, two or three columns, each comprising a WP Regiment. Note that a four column advance must not be used. The WP Player may need to roll to see if the Regiment they select makes it to the head of a column, as this depends on the result of the previous battle (see the 'After a battle..' section for WP Troops).

For the first Campaign turn for each route (northern or southern) the WP player picks a Division and picks two Regiments from those available to that Division as the lead unit for each of the 2 initial columns. Providing other Battalions and units are not already allocated to another battle this Campaign turn they may be allocated to a battle depending on the type of battle being fought. Depending on the result of a battle the troops to be used in the next battle may be mandated (see the 'After a battle..' section for WP Troops).

WP Attack:

Add up to 2 on table fighting battalions (Recon or Engineer) from Division (do not include other Regiments).

Add up to 1 Artillery Battalions from Division in Direct Support (with FO's on table). Battalions may also be dedicated to counter-battery tasks.

Rest of Divisional artillery and Helicopter Squadron on General Support (availability -1).

Meeting Engagement (Encounter battle):

Add up to 1 on table fighting battalion (Recon or Engineer) from Division (do not include other Regiments)

Add up to 1 Artillery Battalion from Division in direct support (with on table FO).

Rest of Divisional artillery and Helicopter Squadron on General Support (availability -1).

WP Defend:

Add up to 1 on table fighting battalion (Recon or Engineer) from Division (do not include other Regiments)

Add up to 1 Artillery Battalion from Division in direct support (with on table FO).

Rest of Divisional artillery and Helicopter Squadron on General Support (availability -1).

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WP Prepared Attack (Breakthrough, Deliberate attack or River Crossing):

Add up to 2 extra on table Regiments from the rest of the Division, including their Regimental Artillery battalion. Selected Regiments must not have been used in a battle in the previous Campaign turn.

Add any extra Artillery Battalions from Division in Direct Support (with FO's on table). Battalions may also be dedicated to counter-battery tasks.

Rest of Divisional artillery and Helicopter Squadron on General Support (availability -1).

Add up to 2 on-table Army Level Regiments or Brigades.

Add up to 6 Army Level Artillery battalion or Helicopter Squadron per 2 fighting battalions in Direct support (FO's on table).

Warsaw Pact (WP) Attachments

All 3rd Shock Army Divisions are Tank Divisions and as such they do not have as many Divisional level attachments available for attachment as Motor Rifle Divisions. The types of units that are available are:

Divisional Battalions

Recon battalion (1 only).

Engineering battalion (1 only).

These battalions may be split into Companies and allocated to columns as Companies.

Divisional Artillery Support

SP 152mm 2S3 battalion (3 off) (may be towed – see Divisional lists).

BM21 Rocket battalion (1 only).

Attack Helicopter Squadron (1 only).

For a Prepared attack (Breakthrough, Deliberate or River Crossing attack) the following Army Level units may be chosen:

Independent Tank Rgt or Bde (3 off – see lists).

Assault Bridging battalion (2 off). (River Crossing battle only).

Airborne Assault battalion (2 off). (River Crossing battle only).

Army/Front artillery support (with FO's on table).

Army Attack Helicopter Squadron (3 off) each of x10 Mi-24.

SP 152mm 2A36 gun battalion (3 off).

2S7 203mm battalion (3 off).

BM24 Rocket battalion (8 off).

Artillery Ammo: see the Assault Ammo Rosters for available ammo counts per battle.

General Support artillery battalions only have 4 fire missions available and must be declared as either on-table support or counter-battery before game start.

WP Artillery delivered Mines (FASCAM) or ICM: are not yet available to WP forces in 1985. Must use HE, Smoke or Chemicals only.

Also there are no Nukes available to any player in this Campaign.

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Counter-Battery fire

For both sides: If an artillery battalion is allocated to counter-battery use the following to resolve any strikes against targeted enemy artillery batteries:

Counter-battery	DRMs
Use Normal Artillery 'To Hit' Number	-1 if target is SP or mortar + if target is towed + target's Quality 'To Hit' rating x-1
Resolve as a normal Artillery strike but use the 'Soft in Hvy Cover' / 'AFV in Cover' column. An 'S' effect and x1 target unit is unavailable for the rest of the turn. A 'QC Fail' effect and x1 target unit is unavailable for the rest of the turn and the rest of the battle.	

3rd Shock Army comprises: 7th Gds Tank Div
11th Gds Tank Div
12th Gds Tank Div
47th Gds Tank Div

Plus 3rd Shock Army troops

Pick 2 Divisions to enter the eastern map Battle Zone 1 on Campaign turn 1, one for the northern route and one for the southern route. The other 2 Divisions enter on Campaign turn 3.

Warsaw Pact troop quality:

Troop quality for a WP Regiment is not known prior to the Regiment being selected for their first battle.

After selecting a Regiment for a battle if the troop quality for those units has not previously been determined then the WP player rolls 1d6 for the troop quality for each Regiment to be used in the battle. Also roll 1d6 for each support battalion, eg Recon or Engineers:

- 1 – 2 Marginal
- 3 – 4 Fair
- 5 Average
- 6 Good

DRM: +1 if Recon

Record the Troop Quality after rolling. Troop quality may alter after a battle. Keep track of troop quality of a unit between battles. After a battle a Regiment may gain a troop quality rating dependant on the level of Victory achieved.

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7th Gds Tank Div	Exhaust Pts:		Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	55 th Gds Tank Rgt	T-80B x3 + BMP2							
	56 th Gds Tank Rgt	T-80B x3 + BMP2							
	79 th Gds Tank Rgt	T-80B x3 + BMP2							
	40 th Motor Rifle Rgt	T-64BV + BMP2 x3							
	7 th Gds Recon Bn								
N/A	7 th Atk Helo Sqdn	Mi-24							
N/A	670 th Gds Arty Rgt	2S3 x3 + BM21	As per calling Rgt.						
	7 th Eng Bn								
N/A	ADA	SA-6 + SA-13 + ZSU-23	Average						

11th Gds Tank Div	Exhaust Pts:		Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	7 th Gds Tank Rgt	T-80 x3 + BMP2							
	40 th Gds Tank Rgt	T-80 x3 + BMP2							
	44 th Gds Tank Rgt	T-80 x3 + BMP2							
	11 th Motor Rifle Rgt	T-62 + BMP2 x3							
	11 th Gds Recon Bn								
N/A	11 th Atk Helo Sqdn	Mi-24							
N/A	841 st Gds Arty Rgt	2S3 x3 + BM21	As per calling Rgt.						
	11 th Eng Bn								
N/A	ADA	SA-6 + SA-13 + ZSU-23	Average						

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12 th Gds Tank Div	Exhaust Pts:		Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	48 th Gds Tank Rgt	T-80 x3 + BMP2							
	332 nd Gds Tank Rgt	T-80 x3 + BMP2							
	353 rd Gds Tank Rgt	T-80 x3 + BMP2							
	200 th Gds Motor Rifle Rgt	BMP2 x2 + x1 BMP1 + x1 T-80B							
	18 th Gds Recon Bn								
N/A	12 th Atk Helo Sqdn	Mi-24							
N/A	117 th Gds Arty Rgt	2S3 x2 + D-30 x1 +BM21	As per calling Rgt.						
	12 th Eng Bn								
N/A	ADA	SA-6 + SA-13 + ZSU-23	Average						

47 th Gds Tank Div	Exhaust Pts:		Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	26 th Gds Tank Rgt	T-64 x3 + BMP2							
	153 rd Gds Tank Rgt	T-64 x3 + BMP2							
	197 th Gds Tank Rgt	T-64 x3 + BMP2							
	245 th Gds Motor Rifle Rgt	T-64BV + BMP2 x3							
	47 th Gds Recon Bn								
N/A	47 th Atk Helo Sqdn	Mi-24							
N/A	99 th Gds Arty Rgt	2S3 x2 + D-30 x1 +BM21	As per calling Rgt.						
	47 th Eng Bn								
N/A	ADA	SA-6 + SA-13 + ZSU-23	Average						

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3rd Shock Army Troops:

3rd Shock Army Troops are only available for Prepared attacks (Deliberate, Breakthrough or River Crossing).

31 st Ind Mot Rifle Bde			Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	1 st Motor Rifle Rgt	T-80BV x1 + BTR80x3							
	2 nd Motor Rifle Rgt	BTR80 x3							
	Recon Co								
	AT Co	BRDM-5							
N/A	Arty Bn	2S1 x1	As per calling Rgt.						
	Eng Co								

3 rd Sep Tank Bde			Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	3 rd Tank Rgt	T-80B x3 + BMP2x1							
	Recon Co								
	AT Co	BRDM-5							
N/A	Arty Bn	2S3 x1	As per calling Rgt.						
	Eng Co								

113 th Sep Tank Rgt			Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	113 th Sep Tank Rgt	T-64 x3							

Other 3 rd Shock Army Troops			Northern or Southern route?						
Column #	Unit	Equipment (x# Bns)	Troop Quality	Turn: Battle Zone #					
				1	2	3	4	5	6
	3 rd Shock Recon Bn								
	451 st AT Rgt	BRDM-5 + 100mm ATG							
N/A	3 rd Atk Helo Rgt	Mi-24 Squadron x3 (ea x10 Mi-24)							
	Air Assault Bn	x2							
	Bridging Rgt	x2							
N/A	304 th LR Arty Bde	2A36 x3 + 2S7 x3 + BM-24 x8	As per calling Rgt.						

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After a battle and WP Troop Recovery

For the next and subsequent battles work out which units are recovered and what changes in Troop Quality may occur. The battle result may also mandate which troops will be used in the next battle.

Recovery from Losses			
Failure reason	Elapsed time after battle	Percentage restored for battle winner	Percentage restored for battle loser or draw
Individual Quality check fail	Next battle / Campaign turn	33%	25%
Unit 2/3 losses Quality check fail		75%	50%
Destroyed units		25%	0%
Individual Quality check fail	Subsequent Battle / Campaign turn	66%	33%
Unit 2/3 losses Quality check fail		100%	75%
Destroyed units		50%	0%

For recovered units note which units will appear next turn and which units will appear in the subsequent Campaign turn.

Last battle was a 'Pushed Back' (lost):

On a 5 – 6 with a 1d6 may change to use a different Regiment in the next battle. Otherwise must use the same Regiment again.

Destroyed losses are not recovered.

QC fails are recovered at the losers rate.

No change in Regiment troop quality rating.

Last battle was a 'No Result' (draw):

Must use the same Regiment again in the next battle (plus extras if battle type changes).

Destroyed losses are not recovered.

QC fails are recovered at the losers rate.

No change in Regiment troop quality rating.

Last battle was a 'Minor Victory' (win):

On a 3 – 6 with a 1d6 may change to use a different Regiment. Otherwise must use the same Regiment again in the next battle.

Destroyed losses are recovered. Other QC fails are recovered at the winners rate.

On a 6+ Regiment that fought improves a troop quality rating.

Last battle was a 'Major Victory' (win):

May pick any Regiment in the next battle.

Destroyed losses are recovered. Other QC fails are recovered at the winners rate.

On a 5+ Regiment that fought improves a troop quality rating.

Last battle was a 'Shattering Victory' (win):

May pick any Regiment in the next battle.

Destroyed losses are recovered. Other QC fails are recovered at the winners rate.

On a 5+ Regiment that fought improves a troop quality rating.

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By Bry B

WP Column advances after a battle

The WP Player rolls for Battle Selection for the westernmost column or columns in a route. If a column ends up to the east of other columns in that route then that column doesn't roll for Battle Selection but instead becomes a trailing part of the western column(s) in that route.

If a column is forced back then that column moves east one map zone and the NATO player now becomes the attacker on that route (northern or southern), providing no other columns in that route are to the west of that zone on that route. So for NATO to gain the Initiative and roll for Battle Selection and get the +2 DRM on the Battle Selection Table NATO must stop (draw) or push back all columns in a Zone northern or southern route.

Let's say that after Campaign Turn 1 the WP Player got :

Route	Battle / Column	Result
North	1	Minor Victory
North	2	Minor Victory
South	3	Draw
South	4	Minor Victory

With these results Columns 1 and 2 would get a 1 Zone advance and end up in Battle Zone 2. If the WP Player wanted he could switch the leading Regiment for the following Regiment in that column by rolling 3 – 6 on a 1d6. Destroyed losses would be recovered at the battle winner rate, picking which destroyed units would be available next Campaign Turn and which would be available the Campaign Turn after. The same would be done for losses from Quality Check fails. The WP Player would also roll once for each Column on the Battle Selection Table.

The Column for Battle 3 only achieved a Draw and hence would stay in Battle Zone 1. Unless the WP Player rolled for a Breakthrough, Deliberate or River Crossing attack they would have to use that Regiment again in place. If they did get a Breakthrough, Deliberate or River Crossing attack roll on the Battle Selection Table they could then also allocate the following Regiment for that column, in addition to having to use the original Regiment because of the battle result. They could also allocate a Regiment or Brigade from 3rd Shock Army, but once allocated to a northern or southern route that 3rd Shock Army Regiment or Brigade would stay in that route and not be available for use in the other route.

However, because the other column of that Division did better and achieved a Minor Victory in Battle 4 this column advanced in to Battle Zone 2 south, hence bypassing column 3's failure. Column 3 now gets subsumed into the back of Column 4, with a 1 Campaign Turn delay.

Column 4 could now split into 2 columns, if the WP Player wished and rolled 3 – 6 on 1d6. If Column 4 splits the remnants of column 3 can be attached to either or both parts, again with a 1 Campaign Turn delay.

Note that if the result for Battle 3 had been a 'Pushed Back' NATO would not have gotten the Initiative in Battle Zone 1 South, because Column 4 had already bypassed it. If Battle 4 had been a Draw and Battle 3 a 'Pushed Back' then NATO would have gained the Initiative and been able to attack in Battle Zone 1 South.

Note that the way the Victory Points work in order to get an advance of 2 or more zones the WP Player must exit 2 or more Regiments off an opponent's battle edge, and that means fighting a Deliberate or Prepared battle or River Crossing. If that happens NATO gets extra troops and lots of Engineering, which makes it more difficult. The WP Player can also only use extra Regiments that have not been in a battle the Campaign Turn before. Hence that means keeping some Regiments in reserve and precludes using too many columns.

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NATO Force Composition

NATO forces can either be determined randomly or drawn from the NATO force listing shown later. Make the choice before the start of the Campaign.

Random NATO Force selection

NATO forces are determined randomly for each battle using the following tables:

Nationality: roll 1d6: 1 – 3 West German, 4 – 6 British.

For the first Campaign turn (only) NATO forces are German.

For the first battle the Germans must use a Recon battalion in one of their forces. Also there is no attrition for NATO units for the first battle – they use full listings with no reduction of number of units.

Battle Type	Number of NATO Battalions
NATO Defending	2 Battalions
Meeting engagement	3 Battalions
NATO Attacking	4 Battalions

For the first battle use the numbers listed in the NATO Battalions table.

In addition if the WP rolls a prepared attack (Breakthrough, Deliberate or River Crossing) then NATO may add one battalion plus supports for this battle. NATO will also get 4 hours of Engineering prep time, regardless of previous battle result, with British having one Engineering Company per defending battalion and Germans having one Engineering Company in total.

NATO Battalion types:

NATO Defending	1 – 3 Infantry 4 – 6 Armour
Meeting Engagement	1 – 3 Infantry 4 – 6 Armour
NATO Attacking	1 – 2 Infantry 3 – 6 Armour

For each battalion roll 1d6: on a 3 – 6 the NATO player can change 1 company in the battalion for a company of the other type, eg 1 infantry company for 1 armoured company. If Germans are selected and using this option then use the Mixed Battalion listing.

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NATO Battalion Composition: British:

British Quality: Roll 1d6 for each on table battalion and attachment:

1 = Average, 2 -4 = Good, 5 = Excellent, 6 = Superb
+1 DRM if Recon.

Armoured Battalion	Roll 1d6: 1 – 4 Chieftain Mk9, 5 – 6 Challenger 1	
BnHQ	HQ Stand	1 – AFV
	Recon	x2 Scorpion
x4 Armoured Companies with a total of 11 – 16 AFV (10 + 1d6)		
	ATGM	x2 FV438

Mechanised Inf Battalion	FV432	
BnHQ	HQ Stand	FV432 + Inf
	Recon	x2 Scimitar
	Mortars	x2 FV432 Mortars + FO
	ATGM	X3 FV432 + Milan teams
x3 Mech Companies with a total of 6 – 9 FV432+ Inf teams (av dice + 4)		
(Optional x3 Weapons Platoons, 1 for each Company)		

Average dice = 2, 3, 3, 4, 4, 5

Arty Support:

Arty Battalions in support: Roll 1d6: 1 -4 = x1, 5 – 6 = x2

Arty Support type: Roll 1d6: 1 – 3 = x4 Abbott, 4 -6 x4 M-109A1 (x4 as Brits use 8-gun batteries).

General Support Arty = x4 M-110A2 203mm SP

Artillery Ammo: FASCAM ammo is available from Campaign turn 2 onwards at x3 fires per M-109A1 or M-110A2 Bn per battle. Also there are no Nukes available to any player in this Campaign.

In addition each NATO battalion may have extra support from Brigade or Division allocated. Roll once for each NATO battalion on the table below:

British:

Die Roll	Support Unit Type	
1	Air-Defence Battery	1 – 4: x2 Javelin Stands + FV432
		5 – 6: x2 Tracked Rapier
2 – 3	1 Engineer Company	HQ in Sultan
		x3 Engineer in FV432
		x2 CET FV180
		x1 Ranger Minelayer
4 – 5	1 Recon Company	HQ in Spartan
		x3 Scimitar
		x1 Striker
6	1 Attack Helo Flight	x2 Lynx

On a duplicate then re-roll.

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NATO Battalion Composition: German:

Roll for Panzer / Panzer Grenadier units: 1 = Panzer Grenadier Division, 2+ = Panzer Division.
+1 DRM if battle is in a northern Battle zone.

German Quality: Roll 1d6 for each on table battalion and attachment:
1 = Fair, 2 -4 = Average, 5 = Good, 6 = Excellent
+1 DRM if Recon.

Panzer Battalion	Leopard 2 in Panzer Division, Leopard 1A4 in Panzer Grenadier Division.	
BnHQ	HQ Stand	1 – AFV
x3 Armoured Companies with a total of 6 – 9 AFV (average dice + 4)		

Panzer Grenadier Battalion	Marder 1	
BnHQ	HQ Stand	x1 Marder
x3 PzGren Companies with a total of 6 – 9 Marder (average dice + 4)		
	Mortar	x1 120mm SP Mortar

Mixed Battalion		
BnHQ	HQ Stand	x1 Leopard
x2 Armoured Companies with a total of 3 – 6 Leopards (average dice + 1)		
x1 PzGren Company with a total of 1 – 3 Marder (d6 / 2 RU)		
	Mortar	x1 120mm SP Mortar

Recon Battalion		
BnHQ	HQ Stand	x1 Leopard 2
	x2 Heavy Companies	1 – 2 Leopard 2 (d6 / 3 RU) 2 – 5 Luchs (av dice)
	x1 Light Company	1 – 2 Leopard 2 (d6 / 3 RU) x2 M-113 + Inf teams x1 M-113 Engineer combat team
	Mortar	x1 120mm SP Mortar

Average dice = 2, 3, 3, 4, 4, 5

Arty Support: x3 M-109A1 in direct Support

General Support Arty = x2 FH-70 155mm, x1 M-110A2 203mm SP, x2 LARS

Artillery Ammo: FASCAM ammo is available from Campaign turn 2 onwards at x3 fires per M-109A1 Bn per battle.

Also there are no Nukes available to any player in this Campaign.

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In addition each NATO battalion may have extra support from Brigade or Division allocated. Roll once for each NATO battalion on the table below:

German:

Die Roll	Support Unit Type	
1	Anti-Tank Company	x3 Jpz Rakette
2	Anti-Aircraft Battery	x3 Gepard
3	1 Light Recon Company	x2 Luchs
4	1 Engineer Company	x3 Fuchs Engineer Combat Teams x1 Leopard AVLB
5	1 Heavy Recon Company	x2 Leopard 1A4 2 – 5 Luchs(average dice)
6	1 Attack Helo Flight	x2 PAH-1

On a duplicate then re-roll.

After a battle NATO Troop Recovery

For the next and subsequent battles work out which units are recovered and what changes in Troop Quality may occur. The battle result may also mandate which troops will be used in the next battle.

Recovery from Losses			
Failure reason	Elapsed time after battle	Percentage restored for battle winner	Percentage restored for battle loser or draw
Individual Quality check fail	Next battle / Campaign turn	33%	25%
Unit 2/3 losses Quality check fail		75%	50%
Destroyed units		25%	0%
Individual Quality check fail	Subsequent Battle / Campaign turn	66%	33%
Unit 2/3 losses Quality check fail		100%	75%
Destroyed units		50%	0%

For recovered units note which units will appear next turn and which units will appear in the subsequent Campaign turn.

Last battle was a 'Pushed Back' (win):

- Must use Battalions of the same NATO nationality in the next battle.
- Destroyed losses are recovered.
- QC fails are recovered at the winners rate.
- On a 5+ Battalion that fought improves a troop quality rating.

Last battle was a 'No Result' (draw):

- Must use the same battalions again (plus extras if battle type changes).
- Destroyed losses are not recovered.
- QC fails are recovered at the losers rate.
- On a 6+ Battalion that fought improves a rating.

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Last battle was a 'Minor Victory' (lost):

On a 3 – 6 with a 1d6 may change a Battalion for a fresh one (roll for each battalion).

Else must use the same battalions again (plus extras if battle type changes).

Destroyed losses are not recovered.

QC fails are recovered at the losers rate.

On a 6+ Battalion that fought improves a rating.

Last battle was a 'Major Victory' (lost):

Roll for Nationality and Battalions afresh.

Destroyed losses are not recovered.

Other QC fails are recovered at the losers rate.

No change in troop quality rating for the Battalions that fought.

Last battle was a 'Shattering Victory' (lost):

Roll for Nationality and Battalions afresh.

Subtract one Battalion from that listed above, unless NATO is defending.

Destroyed losses are not recovered. Other QC fails are recovered at the losers rate.

No change in troop quality rating for the Battalions that fought.

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Engineering Tasks

A defending team may perform engineering tasks depending on the time and engineering support available. Time is dependent upon the level of victory in the previous battle, except for a WP Prepared attack (Breakthrough, Deliberate or River Crossing) when NATO gets 8 hours of Engineering prep time.

Note that there is no time available to the defender in the First Battle for any engineering activity.

Defence Prep time	
Level of previous victory	Prep time
Shattering Victory / First Battle	None
Major Victory / NATO Counter attack	1 Hour
Minor Victory	2 Hours
No Effect / Pushed Back	4 Hours

Engineering Tasks		
Task	Troops Required	Time Required
Foxholes	1 per Inf Team	2 Hours
3" x 1" Mixed Minefield	1 Engineer Platoon*	2 Hours
3" x 1" Mixed Minefield	Specialist Minelaying vehicle*	20 mins
Hulldown position	Specialist Dozer*	1 Hour per Company of tanks

* Note: Needs Engineers and may not be supplemented by ordinary troops.

For each 2 Hours of Prep time an Engineering Company can build the following:

Engineering Company	# Hulldown positions	# 3" x 1" Mixed Minefields
British	For x4 Tank Companies	15
German (Brigade Eng Co)	For x2 Tank Companies	38
WP (Regiment Eng Co)	For x2 Tank Companies	4
WP (Division Eng Bn)	For x10 Tank Companies	3

The types of engineering constructions available are:

Engineering Item	Hasty	Deliberate
Hasty Infantry Entrenchment	Yes	Yes
Hasty Vehicle Entrenchment	Yes	Yes
Deliberate Infantry Entrenchment	No	Yes
Deliberate Vehicle Entrenchment	No	Yes
Minefield (AV, AP or Mixed)	Yes (Eng only)	Yes
Road Crater	Yes	Yes
Abatis	No	Yes
Anti-Tank Ditch	No	Yes
Barbed Wire	No	Yes
Fortifications	No	No

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Air Support

If the battle type allows it then before a battle both sides roll for the number of Air Strikes available to them during the battle.

For the first two Campaign turns, plus any prepared attacks (Breakthrough, Deliberate or River Crossing) the WP player gets 2d6 Air Strikes. In all other cases roll an average dice for the number of Air Strikes (Av dice = 2, 3, 3, 4, 4, 5).

A player can also spend a Campaign Command point to get some friendly Air Cover over the Battlefield. Make the choice before rolling on the Battle Selection Table. The WP Player is automatically assumed to have Air Cover over each battle for the first two Campaign Turns.

During the battle a player may call in an Air Strike using the usual Air Strike call-in procedure outlined in the tactical rules (eg FFOT3). An FAC or a sides CO can make the call when activated and with targets in sight.

Resolve any AA or SAM fire against the Air Strike. AA and SAM range is measured to the Air Strike marker which is assumed to be at least 4 levels higher than highest terrain flown over on attacking flight path for Low Flying attacks.

If the Air Strike survives any AA or SAM fire then resolve the effects of the Air Strike on the target using the tactical rules (eg FFOT3).

All Air Strikes are considered to be made at Low Altitude, except for Guided Bomb and Missile Strikes which are made at High Altitude.

Each Air Strike can spend a maximum of 2 consecutive turns over the table.

A maximum of 2 friendly Air Strikes can be on table at once.

An airstrike can make a maximum of 3 attacks in one turn. The number of attacks of a load is detailed in the Aircraft Loads table. Roll 1d6 for the aircraft type then roll another 1d6 to see what type of ordnance loads it has and the number of attacks of the load, in addition to a single shot of cannon (usually).

Further attacks after the first must be made within 4" of the original target point. Each attack is subject to AA and SAM fire as appropriate for the attack type.

WP	Die Roll	Aircraft Type	Number of attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
	Med	Hvy		Lt	Hvy	Hvy				
	1	MiG-27	1 +	1 - 3		4 - 5		--	6	--
				x2	--	--	x1	--	x1	--
	2 – 3	Su-17M3	1 +	1 – 3		4 – 5		--	6	--
				x2	--	x1 +	x1	--	x2	--
	4 – 5	Su-25	1 +	1 - 2		3 – 4		--	5	6
				x2	--	x1 +	x1	--	x2	x2
	6	Su-24	1 +	1 – 2		3 - 4		--	5 – 6	--
x1 +				x2	x1 +	x3	--	x3	--	

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	Die Roll	Aircraft Type	Number of attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
				Med	Hvy	Lt	Hvy	Hvy		
German	1 - 2	Alphajet	1 +	1 - 3		4 - 5		6	--	--
				x1	--	x1	--	x1	--	--
	3 - 4	F-4F	1 +	1 - 3		4 - 5		--	6	--
				--	x2	x1 +	x2	--	x3	--
	5 - 6	Tornado	1 +	1 - 3		4 - 5		--	6	--
				--	x2	--	x3	--	x3	--

	Die Roll	Aircraft Type	Number of attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
				Med	Hvy	Lt	Hvy	Hvy		
British	1 - 2	Harrier GR3	1 +	1 - 3		4		5	6	--
				x1	--	x1	--	x1	x1	--
	3 - 4	Jaguar	1 +	1 - 3		4 - 5		--	6	--
				x2	--	x1 +	x1	--	x2	--
	5 - 6	Tornado	1 +	1 - 3		4 - 5		--	6	--
				--	x2	--	x3	--	x3	--

As a 'What-if' here is a US Air Strikes table:

	Die Roll	Aircraft Type	Number of attacks							
			Cannon	GP Bombs		Cluster		Rocket	Guided Bomb	Missile
				Med	Hvy	Lt	Hvy	Hvy		
US	1	F-4E	1 +	1 - 2		3 - 4		--	5 - 6	--
				--	x2	x1+	x2	--	x3	--
	2 - 3	F-16	1 +	1 - 2		3 - 4		--	5	6
				x3	--	--	x2	--	x3	x3
	4 - 6	A-10	x2 A-10+	1 - 2		3 - 4		--	5	6
				x3	--	--	x2	--	x3	x3

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Air Strike effects table:

AA & SAM Altitude	Low Altitude: AA & SAM fire						High Altitude: offboard and vehicle SAMs only	
	Cannon	GP Bomb		Cluster		Rocket	Guided Bomb	Missile
		Med	Hvy	Lt	Hvy	Hvy		
Fire Zone Radius	6" x 1"	1"	1"	2"	2"	1"	x1 within 4"	x2 within 4"
Fire Index	Pen 6, ROF3, AI = 0	15	23	12	18	12	See Hit Effect.	
1d6 To Hit	3+ To Hit	3+ to Hit. SNAFU on a 1. Reduced effectiveness if a miss.						3+ To Hit
To Hit DRMs	Crew Quality DRM. AA & SAM fire DRM. Target gets Terrains Saves.	Crew Quality DRM. AA & SAM Fire DRM.						Crew Quality DRM. SAM fire DRM only. Target gets Terrain Saves.
Hit Effect	As normal.	Use Arty table which includes terrain.						Target KO on hit Pen 18h on flank

Anti-Aircraft and SAM fire vs Aircraft

On table AA and SAM units can fire at aircraft out to their FFOT3 quoted Effective range against Low Flying aircraft, and against all attacks except Guided Bomb and Missile attacks.

Non-AA on table units can only fire AA out to FFOT3 Short range.

Only on table dedicated SAM vehicles and offboard SAMs may target aircraft making Guided Bomb and Missile attacks.

All AA fire and SAM fire has a ROF of 1 regardless of the ROF listing in FFOT3. Use 2d6 for the 1 ROF roll.

AA & SAM Fire vs Low Flying Aircraft			
AA Type	To Hit (2d6)	DRM	Range
AA guns up to 37mm	11* / 12+	+1 if radar directed No other DRMs	Non-AA = FFOT3 Short AA & SAMs = FFOT3 Effective
All SAMs and AA guns 38mm to 70mm	10* / 11+		
	*= aircraft damaged and aborts. A hit and aircraft is shot down.		

SAM Fire vs High Flying Aircraft			
AA Type	To Hit (2d6)	DRM	Range
On table dedicated SAM vehicles and offboard SAMs only	10* / 11+	No other DRMs	FFOT3 Effective
	*= aircraft damaged and aborts. A hit and aircraft is shot down.		

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AA & SAM Fire vs Helicopters			
AA Type	To Hit (1d6)	DRM	Range
Non-AA units	6+ To Hit at Effective	+1 if radar directed No other DRMs	Non-AA = FFOT3 Effective AA & SAMs = FFOT3 Long range
All SAMs and AA units	6+ at Long Range 5+ at Short and Effective.		

Note that for the Campaign it is assumed that WP forces have SA-6s as offboard SAMs and NATO has HAWK SAMs offboard.

Actual NATO Brigades

If you don't want to generate random NATO Battalions then you can use the following lists of NATO Brigades. Note that not all of the units of the Brigades listed may be engaged in a battle, ie 100% of units probably wouldn't be engaged at one time.

At the end of any battles in a Zone any remaining NATO battalions from that Zone are assumed to move west (or east) to keep in line with the WP advance. Hence the NATO units available in Zone 4 are assumed to be anything that is left over from all the preceding Zones.

Battle Zone	Nationality	Brigade, Division	Units	Quality Rating
1 North	German	33 rd Pz Bde, 11 th PG	x1 Leo2 Bn	
			x1 Leo2 Mixed Bn	
			x1 Marder Bn	
			x1 M-109 Bn	
			x1 Eng Co	
			x1 JPR Co	
1 South	German	2 nd Pz Bde, 1 st Pz	x1 Leo2 Recon Bn	
			x2 Leo2 Bn	
			x1 Leo2 Mixed Bn	
			x1 Marder Bn	
			x1 M-109 Bn	
			x1 Eng Co	
2 North	British	7 th Armd Bde, 1 st Armd	x1 JPR Co	
			x2 Challenger 1 Bn	
			x1 FV432 Bn	
			x1 M-109 Bn	
2 North	British	12 th Armd Bde, 1 st Armd	x3 Eng Co	
			x1 Chieftain Mk9 Bn	
			x2 FV432 Bn	
			x1 M-109 Bn	
2 South	British	22 nd Armd Bde, 1 st Armd	x3 Eng Co	
			x2 Chieftain Mk9 Bn	
			x2 FV432 Bn	
			x1 Abbott Bn	

..contd...

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Battle Zone	Nationality	Brigade, Division	Units	Quality Rating
2 South	German	1 st PzGr Bde, 1 st Pz	x1 Leo1 Bn	
			x1 Leo1 Mixed Bn	
			x2 Marder Bn	
			x1 M-109 Bn	
			x1 Eng Co	
			x1 JPR Co	
3 North	German	3 rd Pz Bde, 1 st Pz	x2 Leo2 Bn	
			x1 Leo2 Mixed Bn	
			x1 Marder Bn	
			x1 M-109 Bn	
			x1 Eng Co	
			x1 JPR Co	
3 North	German	21 st Pz Bde, 7 th Pz	x2 Leo2 Bn	
			x1 Leo2 Mixed Bn	
			x1 Marder Bn	
			x1 M-109 Bn	
			x1 Eng Co	
			x1 JPR Co	
3 North	British	11 th Armd Bde, 4 th Armd	x1 Chieftain Mk9 Bn	
			x2 FV432 Bn	
			x1 Abbott Bn	
			x1 Eng Co	
3 South	British	20 th Armd Bde, 4 th Armd	x2 Chieftain Mk9 Bn	
			x1 FV432 Bn	
			x1 Abbott Bn	
			x1 Eng Co	
3 South	British	33 rd Armd Bde, 4 th Armd	x1 Challenger 1 Bn	
			x2 FV432 Bn	
			x1 M-109 Bn	
			x1 Eng Co	

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Example of play

It's Campaign Turn 1 and the WP Player allocates the 7th Gds Tank Division to the northern route with the 11th Gds Tank Division allocated to the southern route.

Each Tank Division is in 2 columns and for the 7th Gds Tank Division the WP Player puts the 55th Gds Tank Rgt at the front of one column with the 79th Gds Tank Rgt behind it. For the other column of the 7th Gds Tank Division the WP player puts the 56th Gds Tank Rgt in the lead with the 40th Motor Rifle Rgt behind that.

In the south for the 11th Gds Tank Division the WP Player puts 7th Gds Tank Rgt in front of one column with 44th Gds Tank Rgt behind it. The 40th Gds Tank Rgt is placed in the front of the other column with 11th Gds Motor Rifle Rgt behind that.

Now to roll for the battles. All battles on Campaign Turn 1 are Hasty Attacks. The WP Player also gets 2d6 Air Strikes for every battle on the first 2 Campaign turns (as well as any prepared attacks).

For Battle 1: Either player can roll for the terrain and the WP Player rolls a 4 for Zone 1 North, getting terrain that will be Undulating, with Small rivers, Light Urban and Heavy Woods. The WP Player then rolls for his troops' quality, as none of them have been in battle yet. He gets a 2 so the 55th Gds Tank Rgt is rated at Marginal. He allocates one 2S3 152mm Arty Bn from Division to the battle and decides to split the Div Recon Bn up into Companies, allocating one Company to this battle. He rolls for the Recon Co's quality, getting a 3, which with a +1 for Recon gets them to 4, but still rated as Fair. For WP Air Support he rolls 2d6 and gets 6, so 6 Air Strikes available for the battle. Note that the WP Player can't allocate any other Regiments or 3rd Shock Army units to this battle as it is only a Hasty Attack. The battle needs to be a Deliberate or Prepared attack or a River Crossing for that.

The NATO player now rolls for their forces. On Campaign Turn 1 all NATO forces are German. With NATO defending they get 2 battalions and rolling for battalion types NATO gets a 1 and a 3, so both battalions are Infantry. In this case they're Mech Infantry, so x2 Marder Bns. As this is the northern route they're also from a Panzer Division. The NATO player rolls for their troop quality, getting a 3 and a 4, so both are rated at Average. Next the NATO player rolls 1d6 for each Battalion to see what assets Brigade can throw their way, getting a 2 and 3, so a Gepard battery and a Luchs Recon Company. As the Luchs are a Company they are eligible for WP Victory Points if knocked out. Assets also need a Troop Quality rating assigned, so the NATO player rolls for that getting a 2 for the Gepards (Average) and 5 for the Luchs, coming up to 6 for the +1 for Recon, making them Excellent. The Germans also get x3 M-109A1s in Direct Support and x2 FH70, x1 M-110 and x2 LARS in General Support, which the NATO player puts on Counter-battery duty.

Both players could then go on to roll for the amount of Hills, Rivers, Urban and Woods on the table. They can then take it in turns to lay the terrain pieces out on table and adjusting positions. Reading the battle description for a Hasty Attack they decide that a Hill in the NATO player's deployment area is the objective.

Prior to putting troops on the table both players then roll for the other battles this Campaign Turn.

For one of the other battles the Germans must use a Recon battalion in one of the battles, so the NATO player substitutes a Mech Bn for a Recon Bn in one of the other battles.

The other 3 battles are then rolled for and all 4 battles played out on table, with each battle rolling for terrain types and the amount of each type of terrain.

After each battle the results are collated, tracking which individual units were knocked out, failed individual Quality Checks and which units broke and ran (failed 2/3^{rds} unit level losses). Victory Points are totalled for each battle and the results used in the Advance Table to see where each column ends up.