



# 2018 ARMY STAFF EXERCISE



## SCENARIO #3: DELAY AT LAUTERBACH





## 32<sup>nd</sup> Armored Mission Summary (1-32<sup>nd</sup> and 3-32<sup>nd</sup> Battalions)



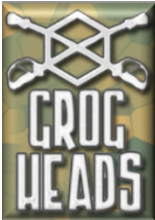
# DELAY AT LAUTERBACH GROGHEADS STAFF EXERCISE #3

- Defend Lauterbach in order to ensure the safe westward evacuation of a TEL.
- A Lance nuclear missile TEL (Transporter-Erector-Launcher) has broken down west of Lauterbach. Parts to restore mobility are en route.
- Withdraw forces from the area once the TEL is evacuated.
- Enemy forces are advancing into this area. Strength and mission are unknown.
- The enemy is not believed to know about the TEL.
- Reinforcements are roughly 90 minutes away!
- Division Command states low enemy electronic warfare interference in the operational zone.
- Weather is clear with a small chance of rain through the night.

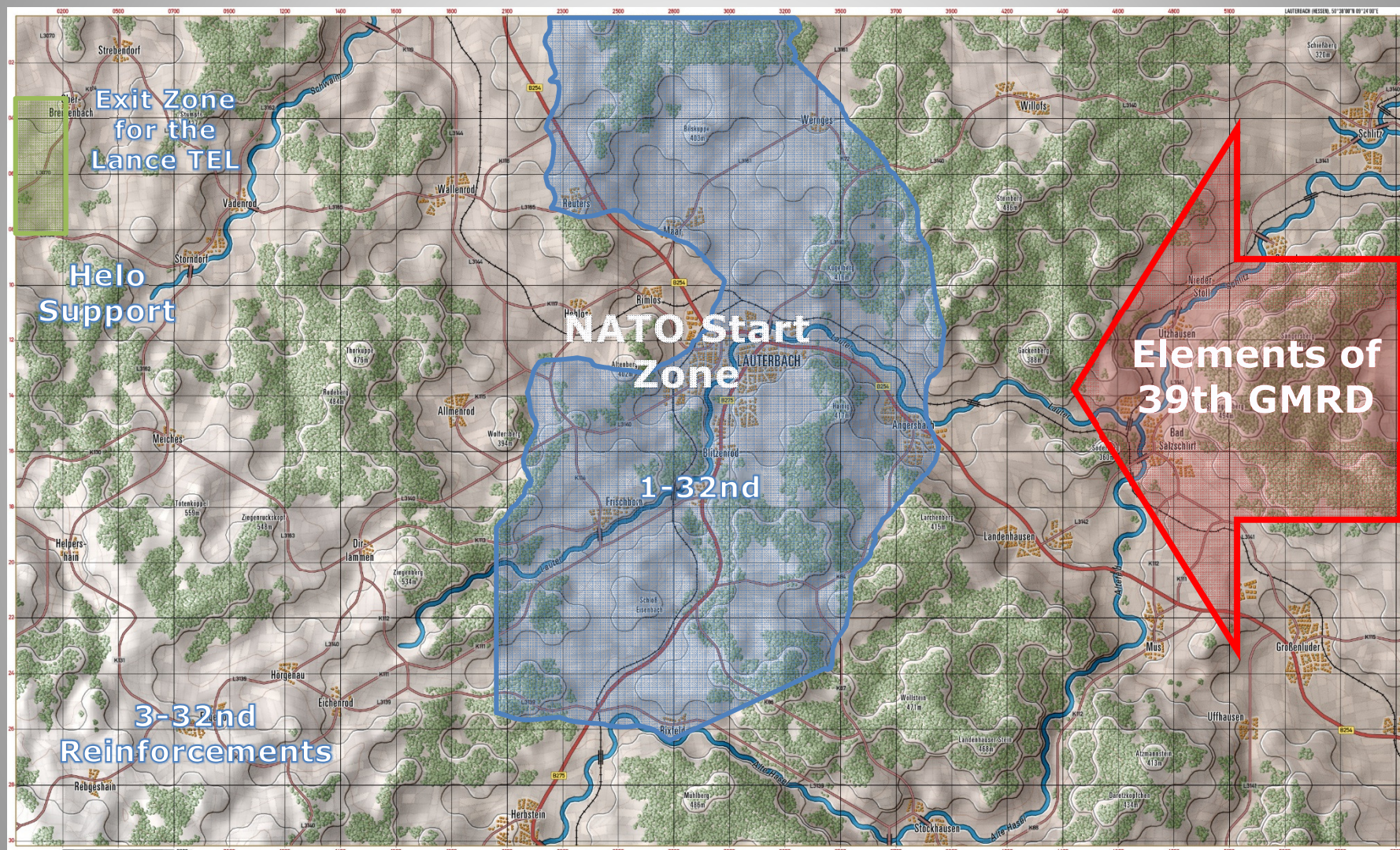
**Start Time: 1730 15 June 1989**  
**Dusk at 2231 Local Time**

**End time: 2430 16 June 1989**  
**Night at 2231 Local Time**





# THE BATTLE AREA FOR TODAY

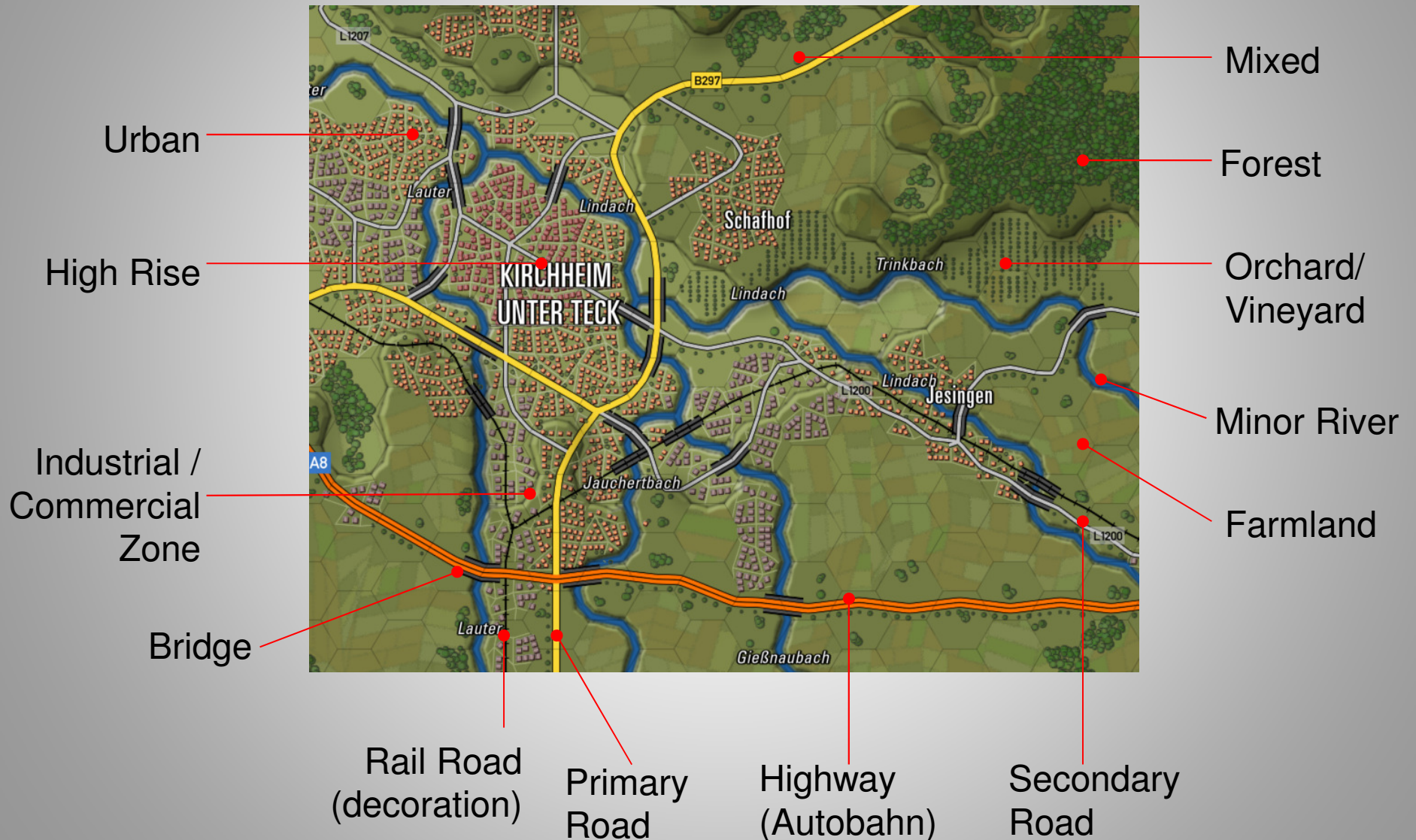


25km x 15km, Many hills forests, and towns, a number of minor rivers

Origins Staff Ex 2018 Scenario #3

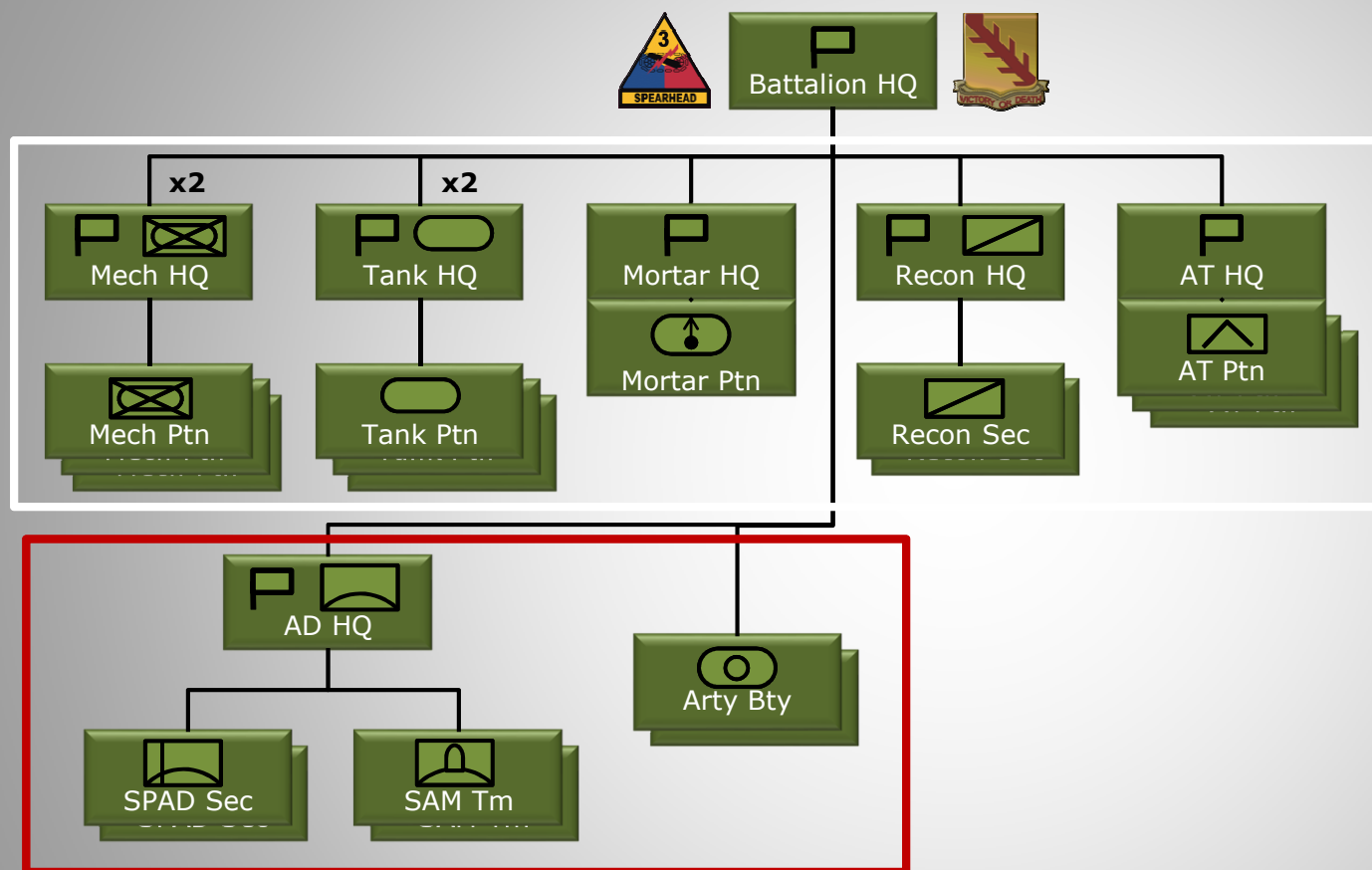


# MAP LEGEND





# Elements of 1-32<sup>nd</sup>, 3<sup>rd</sup> Armor Division



## Battalion HQ:

HQ Platoon (2x M2A2, 5x M577, Stinger)

## 2x Mechanized Company:

HQ Platoon (M2A2, M113A1, 2xHq, Stinger)

3x Mechanized Platoon (4x M2A2, 3x Mech Rifle, Mk 19 GL, LMG, TOW)

## 2x Armored Company:

HQ Platoon (2x M1A1(HA), 1x M113A1, Stinger)

3x Armor Platoon (4x M1A1(HA))

## Mortar Platoon

HQ Platoon (2x M577, Stinger)

Mortar Platoon (6x M106A2)

## Recon Platoon

HQ Platoon (2x M3A1, 2x Scout)

2x Recon Sec (2x M3A1, 2x Scout)

## Anti-Tank Company

HQ Platoon (M113A1, Stinger)

3x AT Platoon (4x M901, M113A1)

## Attached AD Support

HQ Platoon (M113A1, 4x Truck)

2x SPAD Section (2x M163A2)

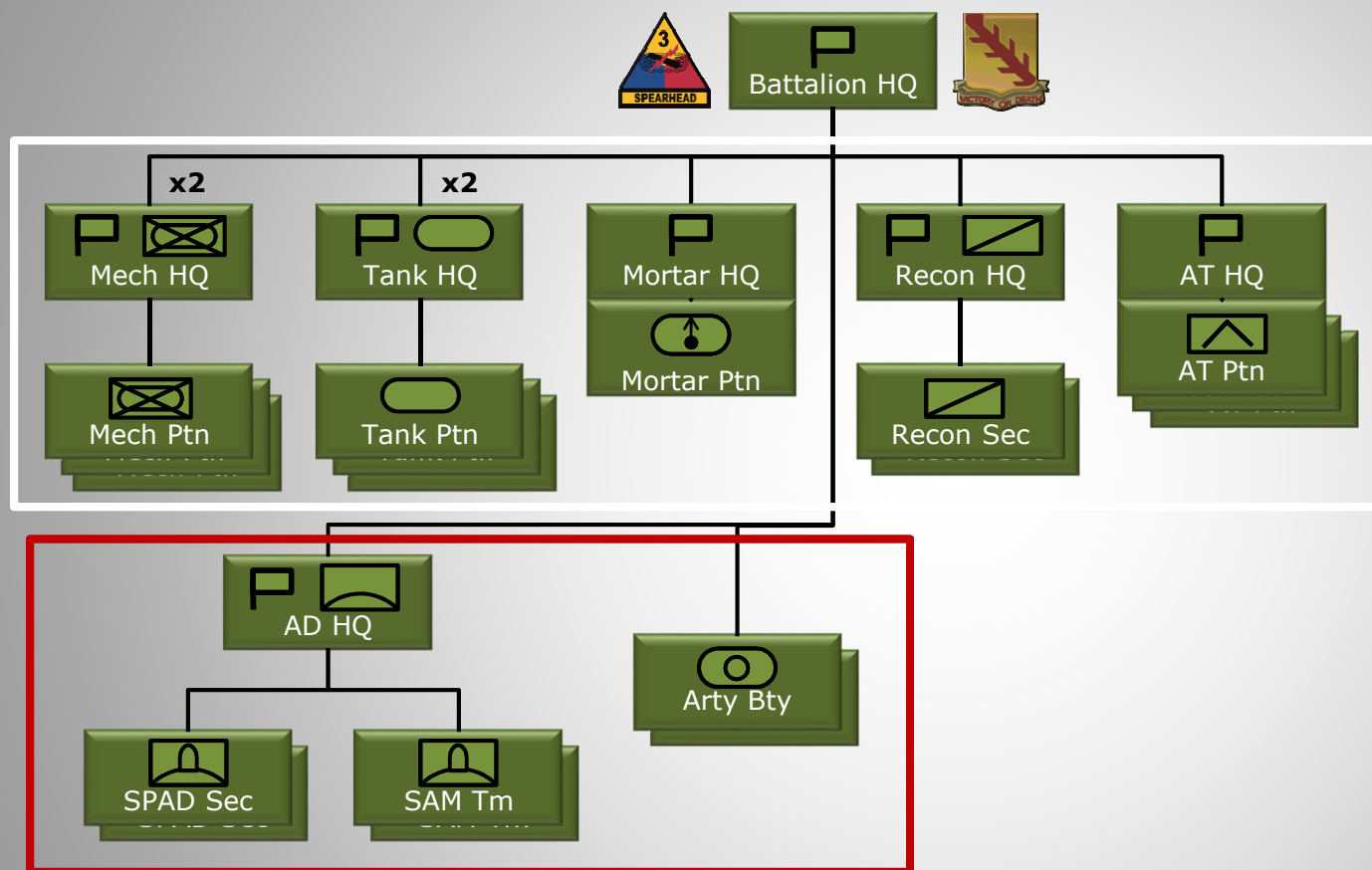
2x SAM Section (M1026, Stinger)

## Artillery Battery

Arty Bty (8x M109, M577A2, Stinger)



# Elements of 3-32<sup>nd</sup>, 3<sup>rd</sup> Armor Division



Follow on force to arrive in 1-2 hours to support delay and withdrawal

## Battalion HQ:

HQ Platoon (2x M2A2, 5x M577, Stinger)

## 2x Mechanized Company:

HQ Platoon (M2A2, M113A1, 2xHq, Stinger)

3x Mechanized Platoon (4x M2A2, 3x Mech Rifle, Mk 19 GL, LMG, TOW)

## 2x Armored Company:

HQ Platoon (2x M1A1, 1x M113A1, Stinger)

3x Armored Platoon (4x M1A1)

## Mortar Platoon

HQ Platoon (2x M577, Stinger)

Mortar Platoon (6x M106A2)

## Recon Platoon

HQ Platoon (2x M3A1, 2x Scout)

2x Recon Sec (2x M3A1, 2x Scout)

## Anti-Tank Company

HQ Platoon (M113A1, Stinger)

3x AT Platoon (4x M901, M113A1)

## Attached AD Support

HQ Platoon (M113A1, 4x Truck)

2x SAM Section (2x M48A1, M113A1)

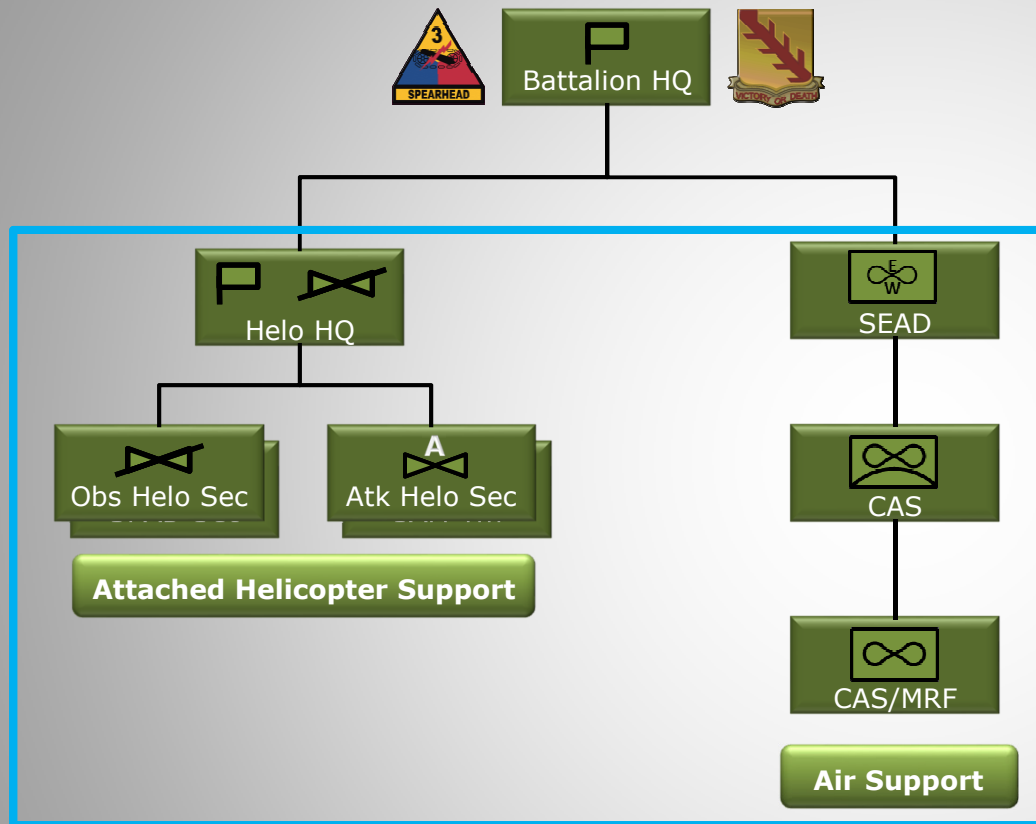
2x SAM Section (M1026, Stinger)

## Artillery Battery

Arty Bty (8x M109, M577A2, Stinger)



# Aviation Units for 3<sup>rd</sup> Armor Division



## At Start:

Helo HQ Section (2x OH-58C)  
 2x Recon Helo (2x OH-58C)  
 2x Attack Helo (2x AH-1F/TOW)

## At 10 minutes in / 70 minute exit:

2x F-4 Phantoms – SEAD Strike Aircraft

## At 20 minutes in / 85 minute exit:

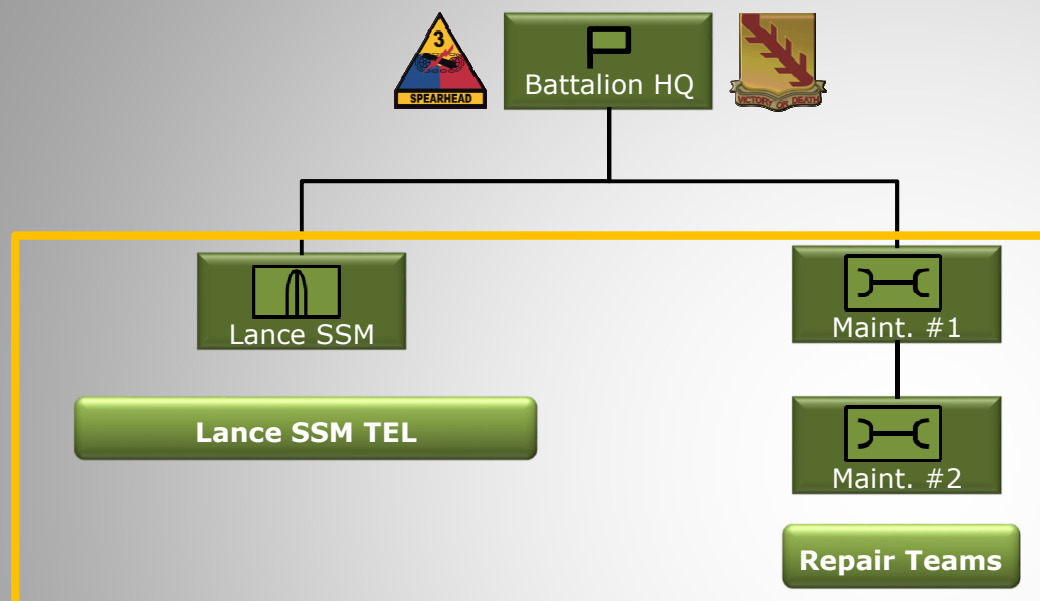
2x A-10 Warthogs – Close Air Support Aircraft

## At 30 minutes in / 100 minute exit:

2x F-16 Falcons – Close Air Support Aircraft



# Lance SSM and Maintenance Units for 3<sup>rd</sup> Armor Division



## Lance SSM:

Damaged Lance Missile TEL with one Lance missile equipped with a W-70 selectable yield nuclear warhead (1-100 kt)

## Repair Teams:

2x Maintenance Platoon(3x Truck, 3x Engineers )

## Repair Operations:

Repairs to get the Lance TEL operational requires 40 minutes of time for one team and one truck. Each additional truck and team will take 5 minutes off of the repair time down to a minimum of 15 minutes. After that the TEL may be moved toward the exit area.





# 39th GMRD Warsaw Pact Forces



## Guards MRD Operational Maneuver Group (OMG+) Elements

1x Brigade HQ (1x T-80, 4x BMP-1K, 6x Truck, 2x HQ)

1-4x Combat Recon Patrol (CRP) (4x T-80, 2x BRDM)

1-2x Forward Security Element (FSE) (8x T-80, 4x BMP-2, 4x Mech Inf, AT-7, SA-16, 6x 2S1)

2-3x Tank Battalions, each:

3x Tank Companies (13x T-80, 2x BMP-K)

2-3x MR Battalions (BMP), each:

3x Companies (10x BMP-2, 10 Mech Inf, HQ, AT-7, 2x BMP-1, 2 AGS-17, 4x HMG)

1x Mortar Battery (8x 82mm tracked mortar)

3x SAM Platoon (1x BMP-1D, 3x SA16 Teams)

1x Tank Company (13x T-80)



# 39th GMRD Warsaw Pact Forces



## Guards MRD Operational Maneuver Group (OMG+) Elements

1-2x MR Battalions (BTR), each:

3x Companies (10x BTR-80, 10 Mech Inf, HQ, AT-7, 2x BMP-1, 2 AGS-17, 4x HMG)

1x Mortar Battery (8x 82mm tracked mortar)

1x Anti-tank Coy (5x BTR-80, 2x SPG-9, 4x AT-4, 4x RPG-29)

3x SAM Platoon (1x BMP-1D, 3x SA16 Teams)

1x Tank Company (13x T-80)

1-2x Bgd Recon Coy (1x BRM, 3x T-64, 4x BRDM-2)

1-2x Bgd ADA Coy (1x BRDM-2U, 2x BTR-60PU, 4x 2S6, 4x SA-13, 6x BMP-1, 12x SA-16 Teams)

1X Bgd AT Coy (1x BRDM-2U, 9x BRDM-3)

1-3x Artillery Bn (1x PRP, 8x ACRV 18x 2S1 122mm SP Arty)

## Supporting Forces:

Divisional Recon Elements

Mi-24V Attack Helicopters

Close Air Support aircraft

Off Map Heavy Artillery

Off Map Multiple Rocket Launchers.





# System Capabilities Overview 1/2



**Recon** (M3, **BRDM**, Scouts): Used to locate enemy forces in order to determine strength and location and intent. Can call in support from artillery or aircraft to engage targets. Stealthy and not really used to fight in most cases.

**Tanks** (M1A1, **T-80**): Can kill any ground system out to 4 or 5 hexes (2000-2500m) and can fire with decreasing effectiveness out to 8-10 hexes (4000-5000m) if visibility permits. Tanks have heavy armor but most units have anti-tank weapons of some kind.

**T-80s carry an ATGM (Anti-Tank Guided Missile) with a range of 12 hexes (6000m).**

**IFVs** (Infantry Fighting Vehicles): Lightly armored, but pack ATGMs and carry infantry  
M2, M3 carry a TOW ATGM with a range of 7 hexes (3750m).

**BMP-2 carry an AT-5 ATGM with a range of 8 hexes (4000m).**

**Infantry:** Carried by IFVs. Good at hiding, hard to dig out of woods or towns.

Infantry squads have small arms and short-ranged light anti-tank rockets (1 hex (500m)).

**BMP/BTR companies have infantry AT-7 ATGM teams with a 7-8 hex range.**

**BMP/BTR companies have automatic grenade launcher teams ranging 4 hexes (1750m)**

**BMP/BTR companies have heavy machine gun teams ranging 4 hexes (2000m).**

**Some BMP1s and BTR70s carry SA16 SAMs (see below).**

**Anti-Tank** (M-901, **BRDM-3**): Self propelled Anti-Tank vehicles are lightly armored, but carry a number of ATGMs. The M-901 has a retractable mast adding to its ability to hide.

**BRDM-3 AT have AT-5 ATGM (8 hexes) but no infantry.**

**Mortars** (M106A2, **82mm**): Ranges 10-13 hexes (5000-7000m), firing HE (high explosive) and smoke rounds.



## System Capabilities Overview 2/2



**Artillery:** US 155mm artillery range is 40 hexes (20,000m) and can fire HE and smoke, with limited amounts of ICM (anti-tank cluster bomblets). FASCAM (artillery-delivered mines) may be available with approval from higher HQ.

**Soviet artillery ranges from 31-48 hexes (15,300m-24,000m), firing HE and smoke.**

- Artillery goes through ammunition quickly and will need to pause to resupply.
- Artillery needs to move to avoid being destroyed by counter-battery fire.

**Rocket Launchers:** MLRS: fires 12 227mm rockets in rapid succession; can hit a large area; high damage

**BM-27: fires 16 220mm rockets in rapid succession; can hit a large area; high damage**

- Units burn through ammo very quickly

**Air Defense:** SAM (Surface to Air Missile, guided missiles) and ADA (Air Defense Artillery)

I-HAWK: SAM using radar detection; has a 70 hex range (35km), dangerous, but immobile!

**SA-14/16/18 and Stinger are handheld heat-seeking missiles, ranges of 9 and 10 hexes respectively.**

**2S6: Radar-guided ADA cannons (8 hex/4000m) and heat-seeking SAMs (18 hex/9000m)**

**SA-13: SAM using radar detection and optical guidance; 10 hex range (5,000m)**

**SA-10: SAM using radar detection; has a 94 hex range (47km), very dangerous, but immobile!**

**Helicopters:** OH-58D: Unarmed reconnaissance helicopter; has mast mounted thermal sight.

AH-64: ATGMs (16 hexes), cannon

**Mi-24V: ATGMs (12 hexes), unguided barrages rockets (5 hexes, 2,500m), cannon**

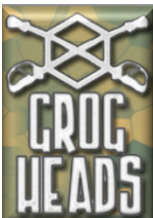
**Aircraft:** A-10: PGMs, anti-tank cluster bombs, and a heavy anti-tank cannon.

F-16C: PGMs, iron bombs, cannon

F-4 WW: ARM (SAM radar killers), FAE, cannon

**Su-25: PGMs, rockets, glide bombs, and a medium anti-tank cannon.**





# PRIMARY NATO SYMBOLS



Platform	NATO	WP	Examples
Recon			US: Recon Sec. RU: Recon Sec.
Tank			US: M1A1 RU: T-80BV
Infantry			US: Infantry Ptn. RU: Infantry Ptn.
Mechanized Infantry			US: M2/M3 + Inf. RU: BMP-2 + Inf.
Anti-Tank Tracked/Wheeled			US: M901 RU: BRDM-3
Mortar Tracked/Wheeled			US: M106 RU: 82mm
Artillery			US: M109 RU: 2S1 or 2S3
SEAD Aircraft		N/A	US: F-4 WW
Recon Tracked/Wheeled			US: M3 RU: BRDM-2

Platform	NATO	WP	Examples
Air Defense			US: Stinger or Hawk RU: 2S6, SA13, SA-9
Radar	N/A		RU: 2S6 or SA-10 Site
Anti Tank Infantry	N/A		RU: Anti-Tank Infantry
HQ			US: HQ Sec. RU: HQ Sec.
Observation Helicopter		N/A	US: OH-58
Attack Helicopter			US: AH-1 Cobra RU: Mi-24 Hind
CAS Aircraft		N/A	US: A-10 or F-16
Surface to Surface Missile (SSM)		N/A	US: Lance Missile
Maintenance		N/A	US: Maintenance