



# 2018 ARMY STAFF EXERCISE



## SCENARIO #1: CROSS THE SCHLITZ!





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



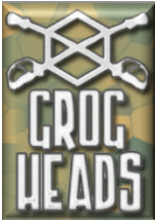
# CROSS THE SCHLITZ! GROGHEADS STAFF EXERCISE #1

- Secure a crossing over the Schlitz in order to enable 3-32nd to exploit the breach eastwards
  - Attack to seize the two crossings over the Schlitz in the OA
  - Ensure it is secure from enemy interference
  - Pass 3-32 Bn eastwards across the Schlitz to attack enemy logistics
  - 3-32 Bn will arrive in approximately 90 minutes
  - Enemy presence in this sector thought to be light screening forces; enemy exact intentions are not known at this time.
  - Moderate enemy jamming has been in use in the battle space.
  - Weather is clear, some fog possible and a small chance of rain during the day

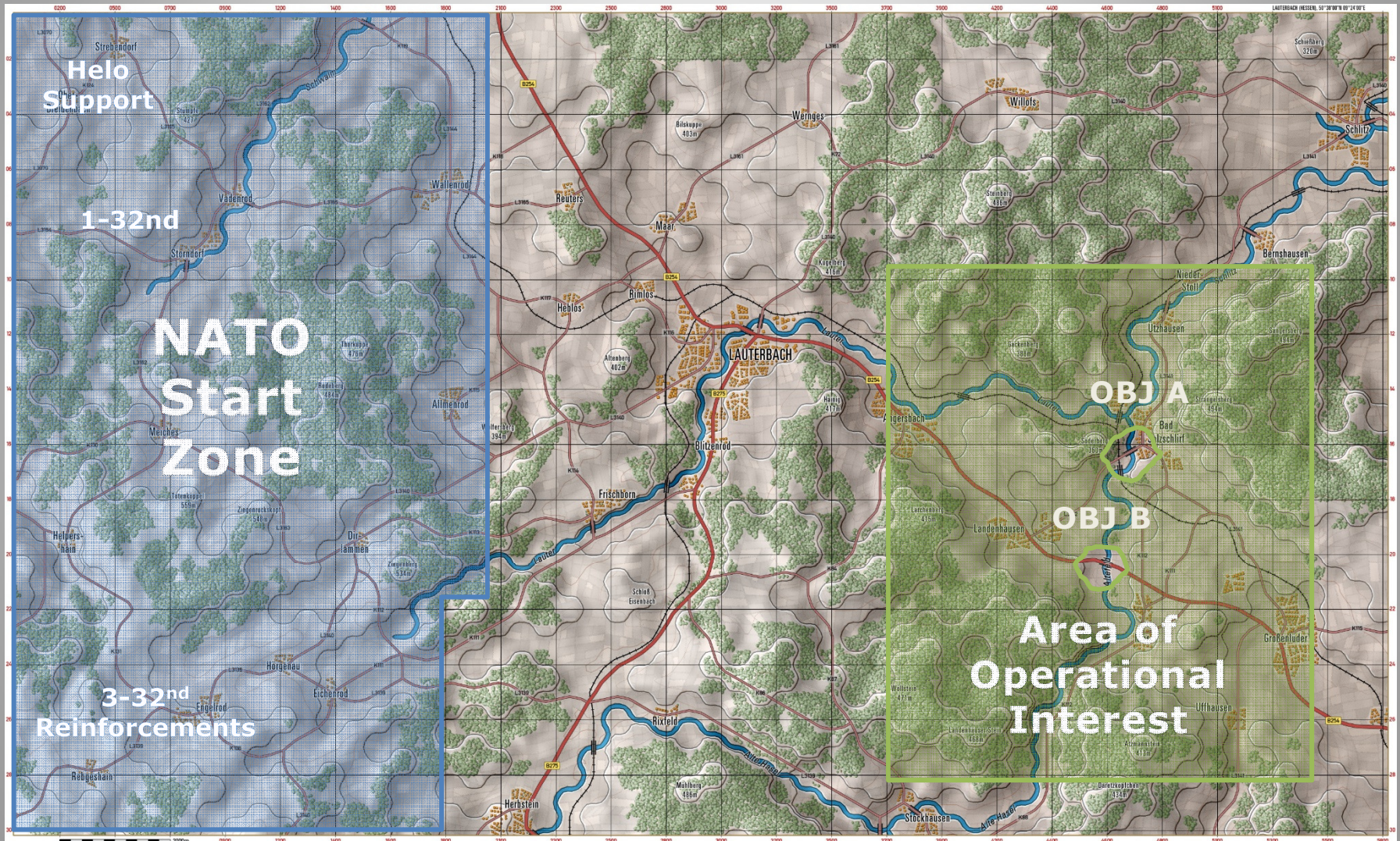
**Start Time: 1100 15 June 1989**  
**Dawn at 0343 Local Time**

**End time: 1700 15 June 1989**  
**Dusk at 2131 Local Time**





# THE BATTLE AREA FOR TODAY

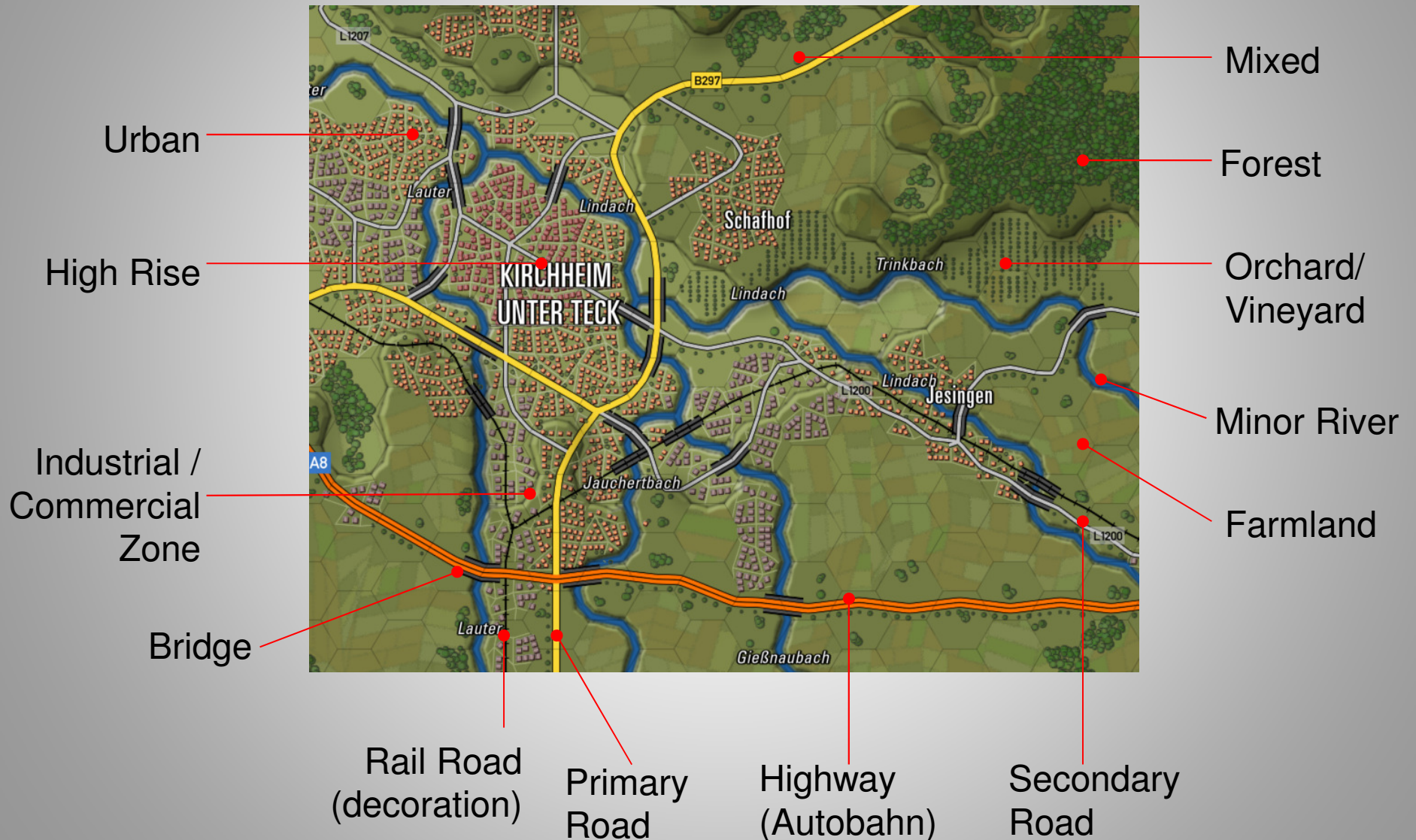


25km x 15km, Many hills forests, and towns, a number of minor rivers

Origins Staff Ex 2018 Scenario #1

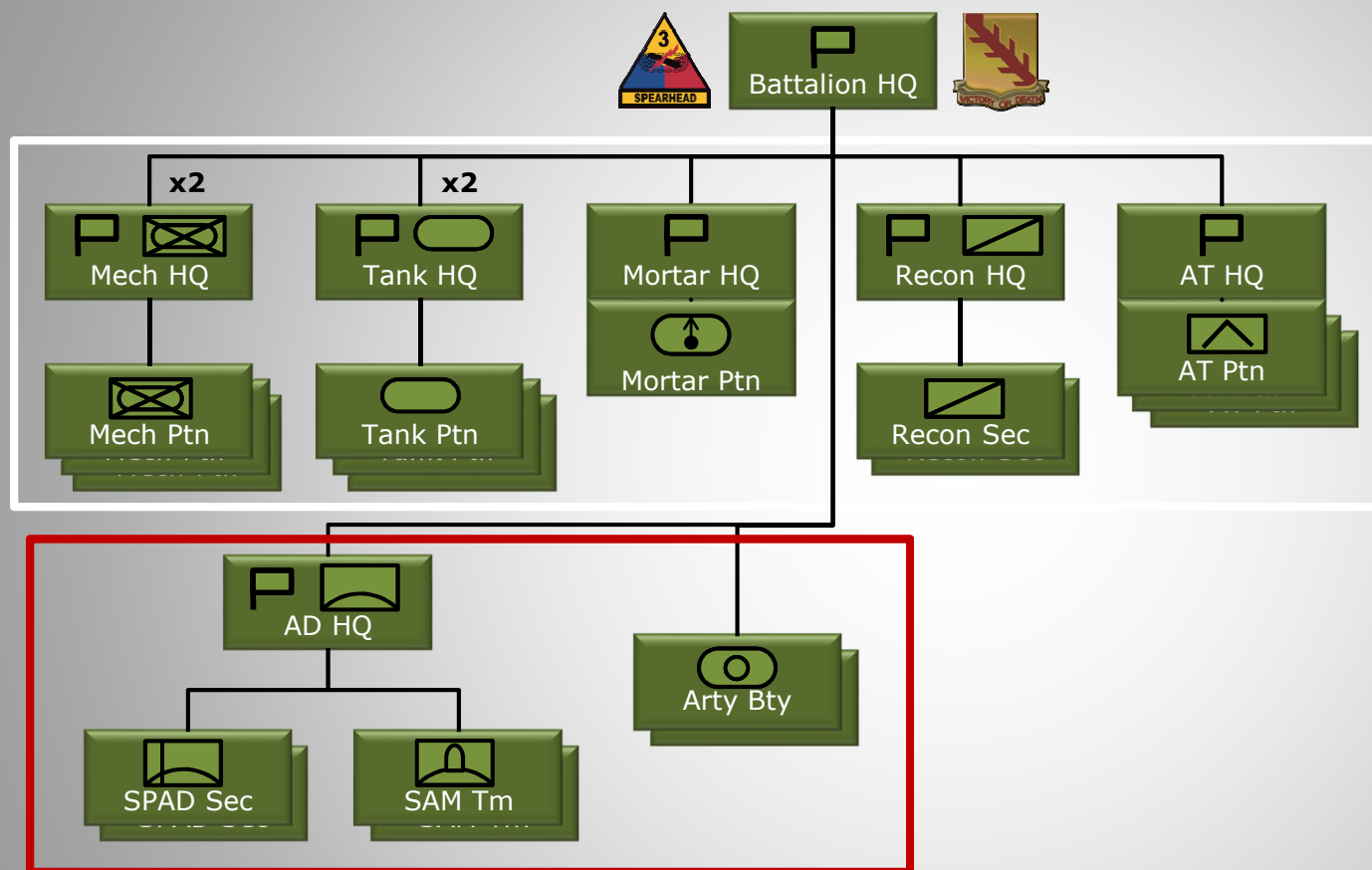


# MAP LEGEND





# 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)

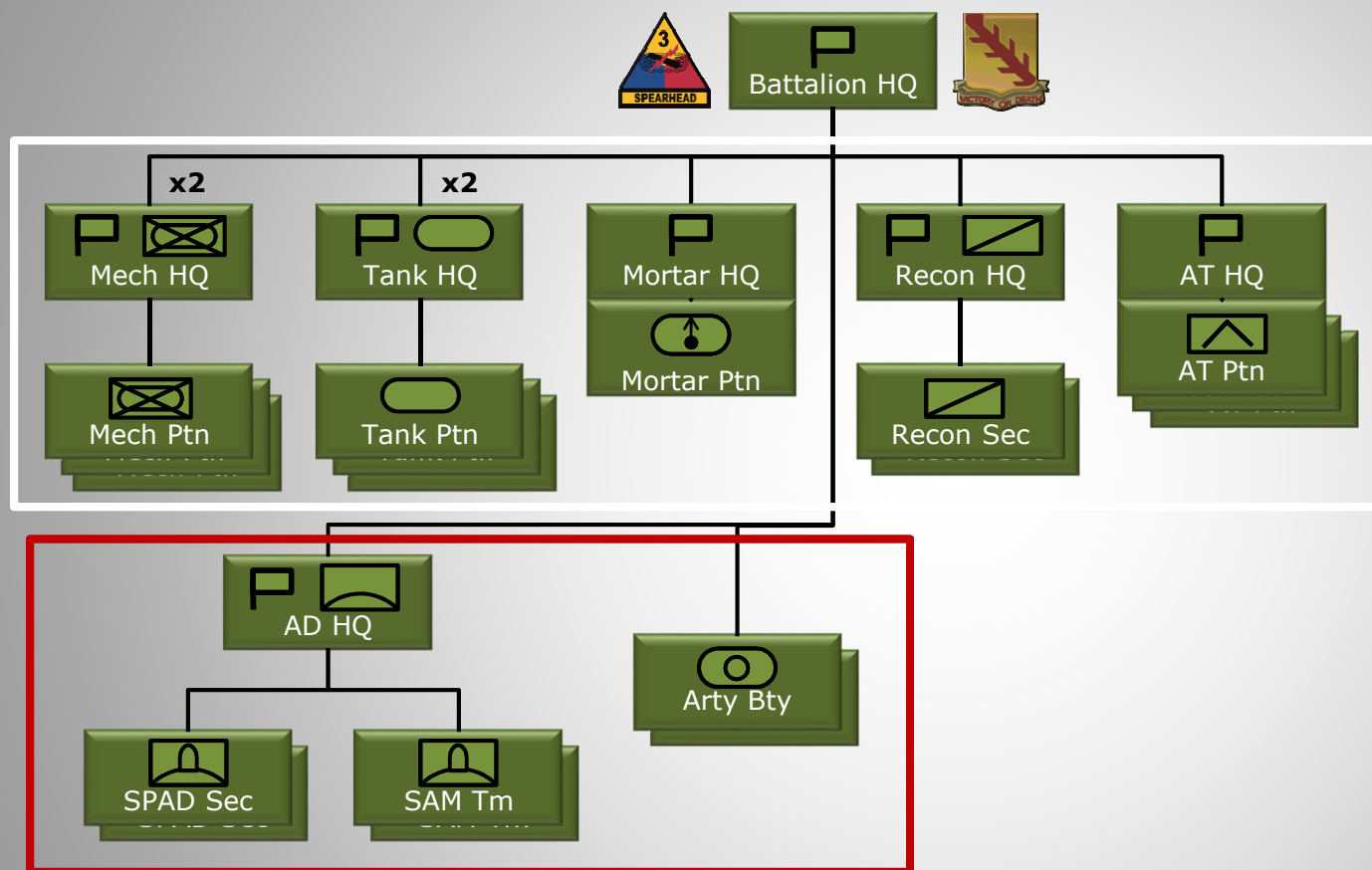
2x SAM Section (M1026, Stinger)

## Artillery Battery

2x 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 exploit river crossing

## 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)

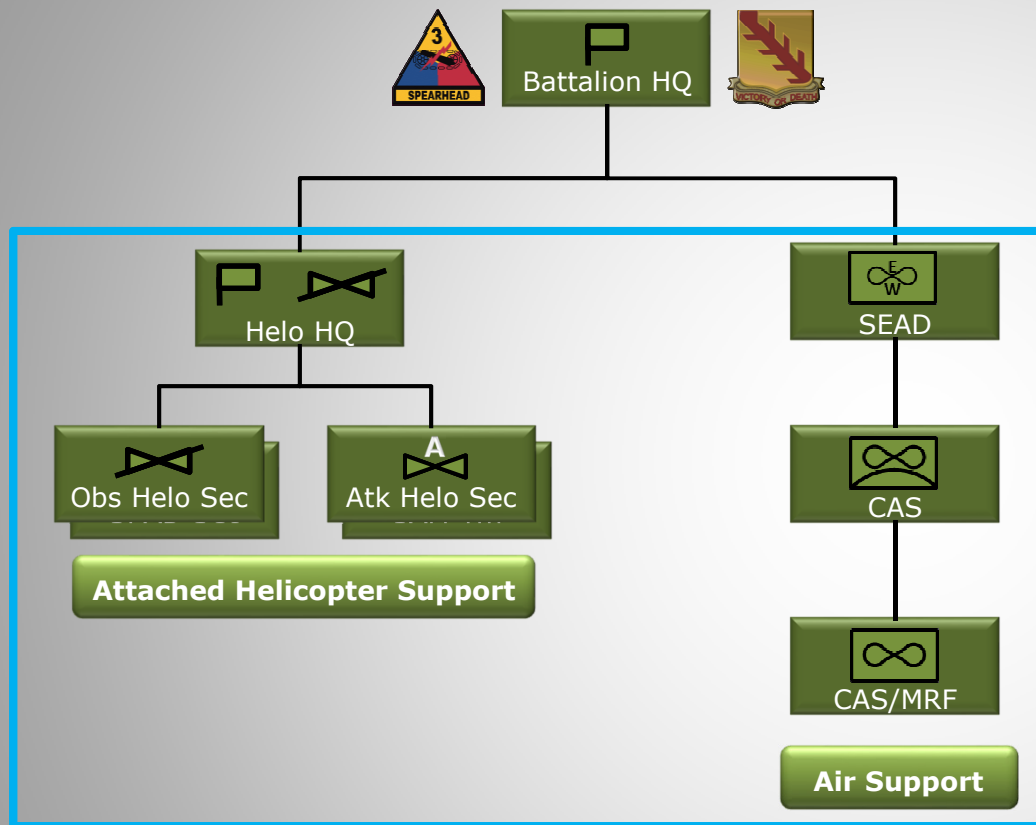
2x SAM Section (M1026, Stinger)

## Artillery Battery

2x 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 / 120 minute exit:

2x F-4 Phantoms – SEAD Strike Aircraft

## At 30 minutes in / 180 minute exit:

2x A-10 Warthogs – Close Air Support Aircraft

## At 60 minutes in / 240 minute exit:

2x F-16 Falcons – Close Air Support Aircraft



# 39th GMRD Warsaw Pact Forces



## Motorized Rifle Regiment Elements

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

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

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

2x Tank Battalions, each:

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

2x 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



## Motorized Rifle Regiment Elements

1x 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)

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

1x 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)

1x 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(HA), 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 of 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.<br>RU: Recon Sec.       |
| Tank                         |      |     | US: M1A1<br>RU: T-80BV                 |
| Infantry                     |      |     | US: Infantry Ptn.<br>RU: Infantry Ptn. |
| Mechanized Infantry          |      |     | US: M2/M3 + Inf.<br>RU: BMP-2 + Inf.   |
| Anti-Tank<br>Tracked/Wheeled |      |     | US: M901<br>RU: BRDM-3                 |
| Mortar<br>Tracked/Wheeled    |      |     | US: M106<br>RU: 82mm                   |
| Artillery                    |      |     | US: M109<br>RU: 2S1 or 2S3             |
| SEAD Aircraft                |      | N/A | US: F-4 WW                             |
| Recon<br>Tracked/Wheeled     |      |     | US: M3<br>RU: BRDM-2                   |

| Platform                         | NATO | WP  | Examples                                   |
|----------------------------------|------|-----|--|
| Air Defense                      |      |     | US: Stinger or Hawk<br>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.<br>RU: HQ Sec.                 |
| Observation Helicopter           |      | N/A | US: OH-58                                  |
| Attack Helicopter                |      |     | US: AH-1 Cobra<br>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                            |