TEAM YANKEE

WORLD WAR III

The Corps commander began to run his finger along the front line trace of his units, stopping every so often to study Warsaw Pact forces that were opposing the corps. Without turning away from the map, and motioning with his hand as he spoke, the general began to issue instructions to his operations officer. "Frank, get your plans people to work on an attack centered around the 21st Panzer Division. As soon as the French relieve it, I want the 21st to move here and attack north into the Thuringer Wald. The mission of the 21st is to breach the Soviet security screen and then cross the IZB here. The second phase of the operation will be to continue the attack north across the Saale River towards Leipzig."

The operations officer studied the map for a moment, then turned to the general. "Sir, can I plan on using the 25th Armored Division? Also, how far do you want us to plan after we reach Leipzig?"

"Use everything we've got. For planning purposes you will consider our axis of advance from where we are to Leipzig, Berlin, and finally the Baltic coast. I intend to go for broke. Until one of the Jedi knights in the G-3 Plans section comes up with a more fearsome name, we're calling this operation Winner Take All."

As well as playing free-form missions, you can play specific scenarios, either from the *Team Yankee* novel, from your own imagination, or inspired by historical events in other wars. This section provides three scenarios from Team Yankee's battles as described on pages 8 to 13.

Team Yankee is part of the 25th 'Winner Takes All' Armored Division, and the following scenarios tell the story of its battles leading up to and as part of the Corps' counterattack towards Leipzig.

The first, The Last Battle of Tank 66, recreates the battle between Captain Bannon's Alpha 66 and three Soviet tanks on the way to Objective Link, Hill 214. This is a great scenario to try out when you are still learning the rules and collecting your forces.

The second battle, The Battle for Hill 214, uses small forces, The third scenario, The Counterattack, is a larger game to expand your horizons.

There are many ways you can use these scenarios. You can pick one of the scenarios, grab the forces given at the end of the scenario, and play it out. You can then swap sides and see if you can do better than your opponent did.

You can also play the scenarios in order, using the Consequences and Campaign sections to carry forward the results from one game to the next. Again, swapping sides and replaying the whole campaign is a fun way to decide who is the better general!

Alternatively, you can use the scenarios as inspirations for your own games. Change the terrain or pick different forces (the Alternative Force section tells you how many points the given forces are) and see what difference that would make to the scenario. How would Team Yankee have faired if they were defending Hill 214 against a tank battalion rather than a motor rifle battalion, for instance?

The key point is to have fun with these scenarios, then create some more of your own. It's worth noting at this point, that scenario forces don't have to obey the rules for picking a force on page 74. Just select the forces that match those in the story or events that inspired you.
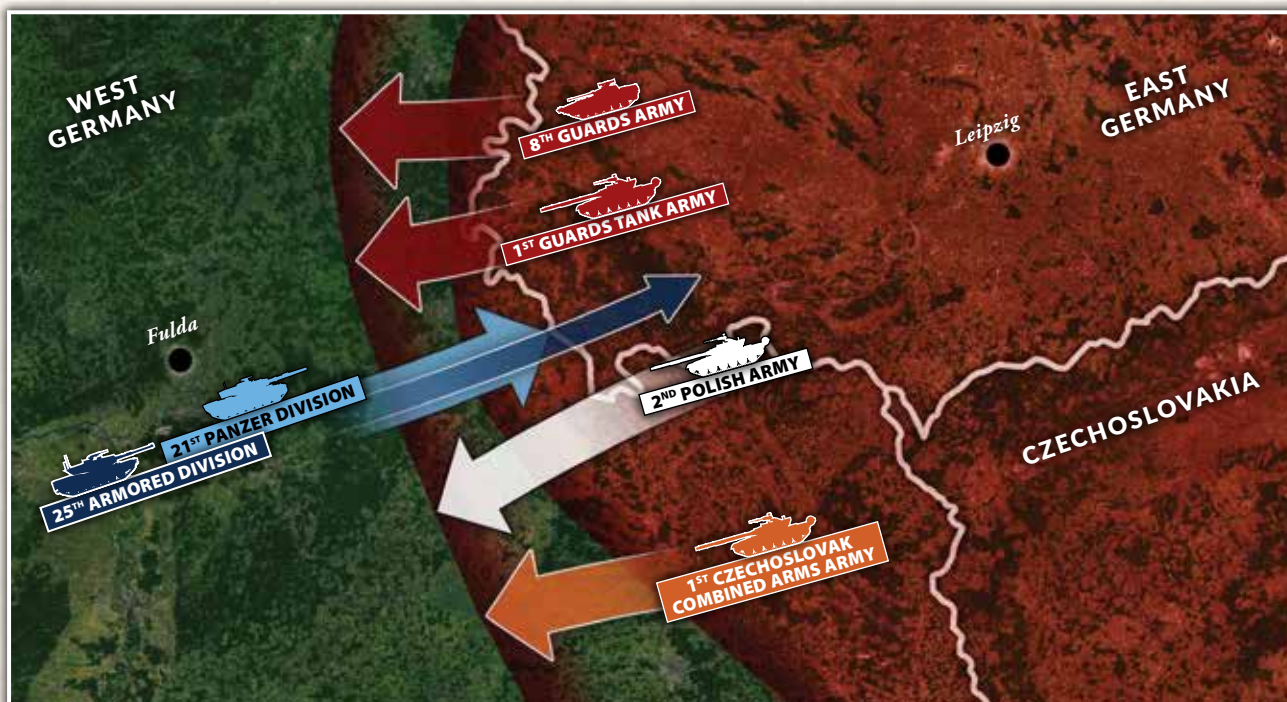
It was only as he was climbing back into the commander's cupola that Bannon noticed 66 had lost its antennas. That, he realized, explained why the other four tanks had not stopped when he had called them. The last order the Team had heard from him was to keep moving. Apparently they had thought he wanted them to keep going all the way to Hill 214.

This unwelcomed thought was interrupted by the sight of three Soviet tanks off to his right. All were moving north and on an intersecting course with 66, causing Bannon to guess they had been headed to hit the tanks on Hill 214 in the rear before they had spotted 66. Grabbing the TC's override, he jerked it over as far as he could, swinging the turret toward this new threat.

The Last Battle of Tank 66 scenario is a refight of the battle that occurs when Captain Bannon and his tank, Alpha 66, finds himself left behind on the way to Hill 214. Racing to catch up with the rest of Team Yankee, he encounters a trio of Soviet tanks attempting to hit the Team in the rear.

SPECIAL RULES
• Sean Bannon (see below)

SEAN BANNON
In this scenario Sean Bannon's M1 Abrams tank can still Shoot at its full ROF when it is Bailed Out.

SETTING UP
Lay out the terrain on a 4' x 4' (120cm x 120cm) table as shown on the map below.

DEPLOYMENT
The Soviet player then places three T-72 tanks from a T-72 Tank Company (TS102) within 8"/20cm of any one table edge where they will be visible to a tank at the centre of the table.

The American player places one M1 Abrams tank from an Armored Combat Team HQ (TU101) in the centre of the table.
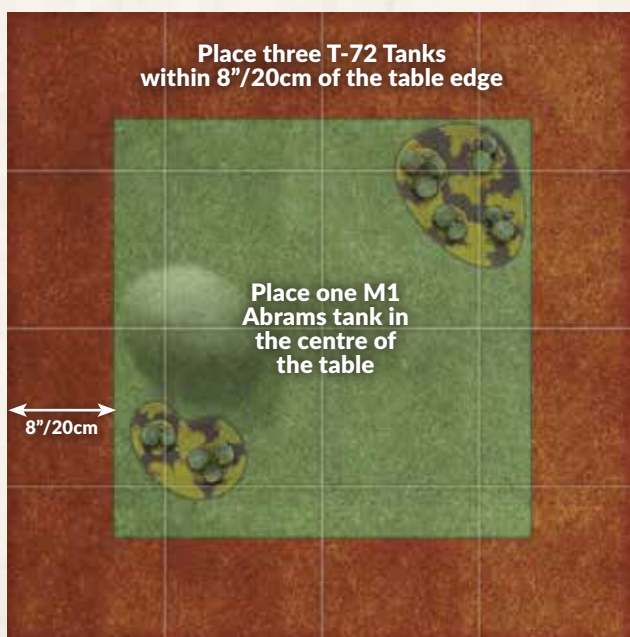
STARTING THE GAME
The American player is the Attacker and has the first turn, but may not Move in this turn.

WINNING THE GAME
The US player wins if all three of the Soviet tanks are Destroyed or the T-72 Tank Company fails a Unit Morale Check. The Soviet player wins if they Destroy the M1 Abrams tank.

CONSEQUENCES
If Tank 66 survives, it can take part in the Battle for Hill 214 scenario.

If the Soviet tanks destroy Tank 66, the surviving Soviet tanks can take part in the Battle for Hill 214 scenario.

WHAT HAPPENED
Tank 66 was destroyed, but Bannon's determination allowed him to destroy all three Soviet tanks before finally abandoning the smoking wreck. Polgar's Mech Platoon then picked Bannon and his crew up on the way to Hill 214.

Place three T-72 Tanks within 8"/20cm of the table edge

Place one M1 Abrams tank in the centre of the table

8"/20cm

FORCES
TEAM YANKEE
Armoured Combat Team HQ **(BANNON)**
1x M1 Abrams
T-72 TANK BATTALION
T-72 Tank Company
3x T-72

Lt. Col. Yuri Potecknov was preparing to execute his new mission in the exact, scientific manner that he had been taught at the Frunze Military Academy and had used in Afghanistan. It was a simple mission and well within the capabilities of his unit. A small probing attack by some American tanks had penetrated the thin security screen on the Army's flank and was threatening a critical town named Arnsdorf. Colonel Potecknov's orders were to wipe out the enemy force and restore the security screen.

The Fight for Hill 214 scenario recreates Team Yankee's defence of Objective Link, Hill 214. Having lost heavily to take the hill, for Team Yankee the ground they were standing on was now the most important piece of real estate in Germany, a hill they would hold, consequences be damned.

For Colonel Potecknov's motor rifle battalion, Hill 214 was a chance to blood his men. He hoped that a cheap victory would not only instil confidence in the officers and men of his battalion, it would provide him with an opportunity to see how well those officers performed under fire. In all probability, he reasoned, this would be nothing more than a live-fire exercise with a few targets that fired back.

SPECIAL RULES
• Ambush (page 96)
• Darkness

SETTING UP
Lay out the terrain on a 6' x 4' (180cm x 120cm) table as shown on the map on the following page. Place an Objective on the crossroads in the middle of the table.

DEPLOYMENT
The Team Yankee player holds one Unit in Ambush. In the book this was the infantry component of the M113 Mech Platoon. They then place their remaining Units within 8"/20cm of the centre of the table. They then place one Minefield marker within 12"/30cm of the centre of the table.

The Soviet player then places all of their Units in any of the four corners. Units on the Arnsdorf side of the board must be placed within 12"/30cm of the corner. Units on the wooded side of the board must be placed within 18"/45cm of the corner.

Each Unit, apart from the T-72 Tank Company, must be placed as a single group in one corner. The T-72 Tank Company can be placed as a group, or broken up into pairs to support attacks from two different directions (although one pair will be Out of Command).

STARTING THE GAME
The game is played in Darkness, so the whole game is played at Night (see page 66). The Soviet player is the Attacker and has the first turn.

WINNING THE GAME
The US player wins if the Soviet force fails a Formation Morale Check. The Soviet player wins if they Hold the Objective, marked 🔴, at the start of one of their turns.

CAMPAIGN
If Team Yankee won The Last Fight of Tank 66, they add another M1 Abrams tank to their force at the start of the game. Reduce the Armored Combat Team HQ to one tank and add a second M1 Abrams Tank Platoon of two tanks.

If the Soviet player won The Last Fight of Tank 66, they add any surviving tanks from that scenario to their T-72 Tank Company. These extra tanks can be placed either with the standard tanks, or as an additional group on their own.

CONSEQUENCES
If Team Yankee wins, they will be able to demand replacements for their lost infantrymen from the other companies in the Task Force, giving them more troops for their next battle.

If the Soviet player won, the start of Operation Winner Takes All is delayed, giving the Soviet command more time to bring up forces to counterattack.

WHAT HAPPENED
Team Yankee surprised each of Potecknov's thrusts, destroying them in well-timed counterattacks.

Exhausted, but victorious, they held on until relieved.

Map labels:
- 12"/30cm (top left)
- 18"/45cm (top right)
- **Motor Rifle Battalion Deploys in the four corners**
- **Team Yankee Deploys Here**
- 8"/20cm
- **Hill 214**
- 12"/30cm (bottom left)
- 18"/45cm (bottom right)

FORCES

TEAM YANKEE

Armoured Combat Team HQ **(BANNON)**
  2x M1 Abrams

M1 Abrams Tank Platoon **(HEBROCK)**
  2x M1 Abrams

M113 Mech Platoon **(POLGAR)**
  2x M249 SAW team with M72 LAW anti-tank
  2x M47 Dragon missile team

M113 Personnel Carriers **(ULESKI)**
  2x M113

Minefields
  1x Minefield

ALTERNATIVE FORCE: 35 POINTS + 1x MINEFIELD

MOTOR RIFLE BATTALION

BMP Motor Rifle Battalion HQ **(POTECKNOV)**
  1x AK-74 team

3x Motor Rifle Companies (each)
  7x AK-74 team with RPG-18 anti-tank
  6x RPG-7 anti-tank team
  2x PKM LMG team

T-72 Tank Company
  4x T-72

MORE TANKS, LESS INFANTRY

As an alternative, you can use this force to see what might have happened if the Soviet general had more tanks, but less infantry, to launch the counter-attack with.

T-72 Tank Battalion HQ
  1x T-72

T-72 Tank Company
  7x T-72

Motor Rifle Company
  7x AK-74 team with RPG-18 anti-tank
  6x RPG-7 anti-tank team
  2x PKM LMG team

ALTERNATIVE FORCE: 48 POINTS

The Soviet tank battalion commander was in the middle of a raging fit. As the lead tank of his second company raced along the narrow trails to catch up with the company already engaged, it had thrown a track making a sharp turn. Now it was blocking the trail.

At first he was not worried. There appeared to be plenty of room for the other tanks of the battalion to bypass the disabled tank with ease. The fourth tank that tried to do so, however, also threw a track. As he was watching one of the crews of the crippled tanks struggle with the thrown tracks, the battalion political officer climbed on board his tank and up onto the turret next to him. "Well, comrade, what are we going to do? Your attack seems to be failing."

Having held Hill 214, Team Yankee lead the attack out of the West German 21ˢᵗ Panzer Division's bridgehead across the Inter-Zonal Border. After breaking through the Polish division facing them, they sped towards Korberg, unmolested until the Soviet counterattack arrived. The leading Soviet tank company mauled Charlie Company, before breaking off to cover the arrival of the rest of the battalion. Unfortunately for them, Team Yankee turned back to tackle the survivors and block the battalion's exit from the woods.

SPECIAL RULES
- Ambush (page 96)
- Delayed Reserves (page 97)
- Komissar (see below)

KOMISSAR
The Soviet Formation Commander is under pressure from the political officer, so has Courage, Morale, Remount, and Counterattack numbers of 2+.

In addition, the Soviet Force does not need to take a Formation Morale Check until the Commander's T-72 tank has arrived from Reserve.

SETTING UP
Lay out the terrain on a 6' x 4' (180cm x 120cm) table as shown on the map on the following page.

DEPLOYMENT
The Soviet player the places their five-tank T-72 Tank Company in the area shown, and their three-tank T-72 Tank Company on the road in single file facing onto the table. The remainder of their force is held in Delayed Reserves and will arrive along the road into the woods.

The Team Yankee player holds one Unit in Ambush. In the book this was the infantry component of the M113 Mech Platoon. The Ambush may be placed in any part of the table. The A-10 Warthog Fighter Flight is held in Delayed Reserves. The player then places their remaining Units within 12"/30cm of the corner shown.

STARTING THE GAME
The five-tank Soviet T-72 Tank Company starts the game concealed in a Smoke Screen that will disappear at the start of their turn. The American player is the Attacker and has the first turn.

WINNING THE GAME
The Soviet player wins if they exit at least ten T-72 tanks from their Delayed Reserves off the far table edge.

The US player wins if the Soviet force fails a Formation Morale Check.

CAMPAIGN
If Team Yankee won The Battle for Hill 214, they add another two M249 SAW teams with M72 LAW, two M47 Dragon missile team, and two M113 tracks to the Mech Platoon.

If the Soviet player won The Battle for Hill 214, their reserve force arrives as Reserves rather than Delayed Reserves.

CONSEQUENCES
If Team Yankee defeated the Soviet counterattack, they have saved Operation Winner Takes All. The attack will cross the Saale River and reach Leipzig.

If the Soviet player pushed through Team Yankee and won the battle, they smash the rest of Task Force Third of the Seventy-Eighth, halting Operation Winner Takes All in its tracks.

WHAT HAPPENED
'Like medieval knights, the two groups of tanks charged at each other with lowered lances.'

Team Yankee emerged victorious from the first clash, enabling it to take up positions across the clearing before the rest of the Soviet battalion made its attack. Only the timely intervention of 'The Snowman' and his wingman in their A-10s saved them from being overrun.

12"/30cm

Team Yankee Deploys in this Corner

One US Platoon Deploys in Ambush

12"/30cm

Three T-72 tanks deploy on the road

Soviet Reserves arrive along road

24"/60cm

Five T-72 tanks deploy in this area

16"/40cm

FORCES

TEAM YANKEE

Armoured Combat Team HQ **(BANNON)**
  2x M1 Abrams

M1 Abrams Tank Platoon **(GARGER)**
  4x M1 Abrams

M1 Abrams Tank Platoon **(HEBROCK)**
  3x M1 Abrams

M113 Mech Platoon **(POLGAR)**
  2x M249 SAW team with M72 LAW anti-tank
  2x M47 Dragon missile team
  2x M113

DELAYED RESERVES

A-10 Warthog Fighter Flight **(THE SNOWMAN)**
  2x A-10 Warthog

ALTERNATIVE FORCE: 82 POINTS
AIRCRAFT MUST START IN DELAYED RESERVES

TANK BATTALION

T-72 Tank Company
  5x T-72

T-72 Tank Company
  3x T-72

DELAYED RESERVES

T-72 Tank Battalion HQ
  1x T-72 (with Komissar rule)

T-72 Tank Company
  7x T-72

T-72 Tank Company
  10x T-72

ALTERNATIVE FORCE: 118 POINTS
AT LEAST 84 POINTS MUST START IN RESERVES
AND DELAYED RESERVES COMBINED