



2018 ARMY STAFF EXERCISE



SCENARIO #2: SEIZE LAUTERBACH





32nd Armored Mission Summary (1-32nd and 3-32nd Battalions)

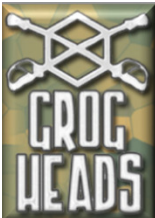


SEIZE LAUTERBACH GROGHEADS STAFF EXERCISE #2

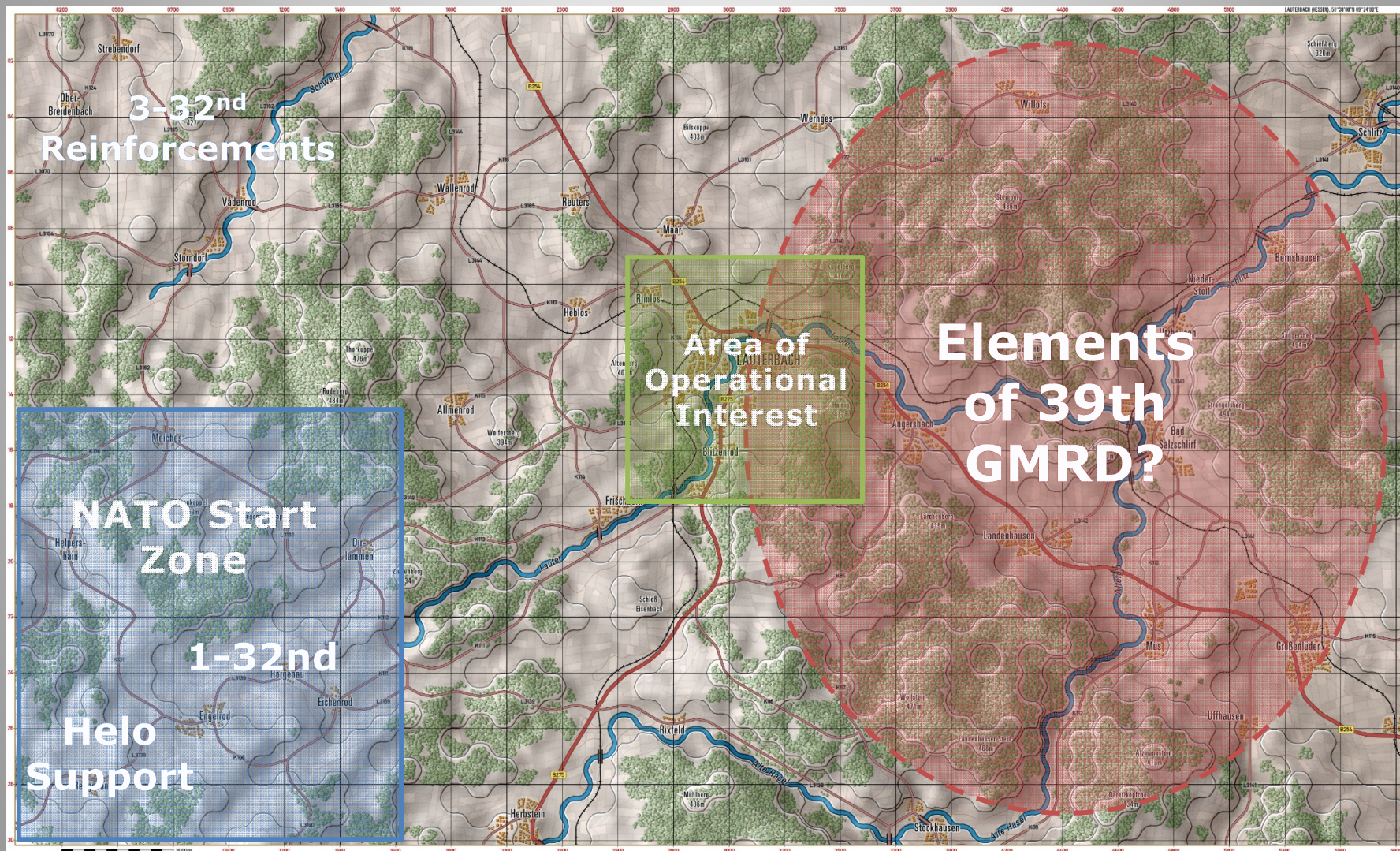
- Attack to Seize Lauterbach
- Secure Lauterbach river crossings
- Enemy force status is uncertain
- Follow-on force 3-32 Bn is roughly 90 minutes out
- Division Command states moderate enemy electronic warfare interference in the operational zone
- Weather is clear, fog possible at daybreak and a small chance of rain

Start Time: 0330 15 June 1989
Dawn at 0343 Local Time

End time: 0930 15 June 1989
Day at 0443 Local Time



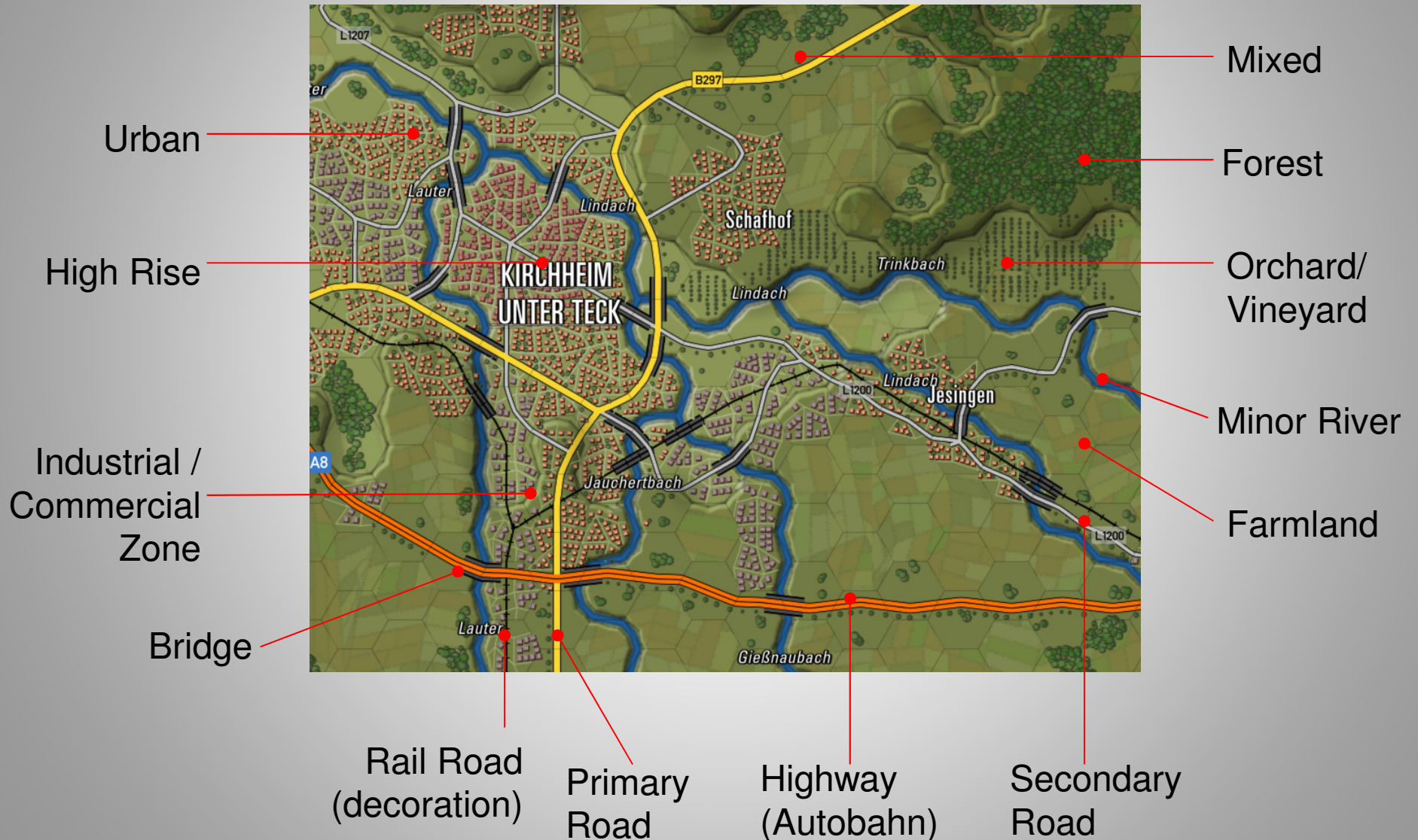
THE BATTLE AREA FOR TODAY



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

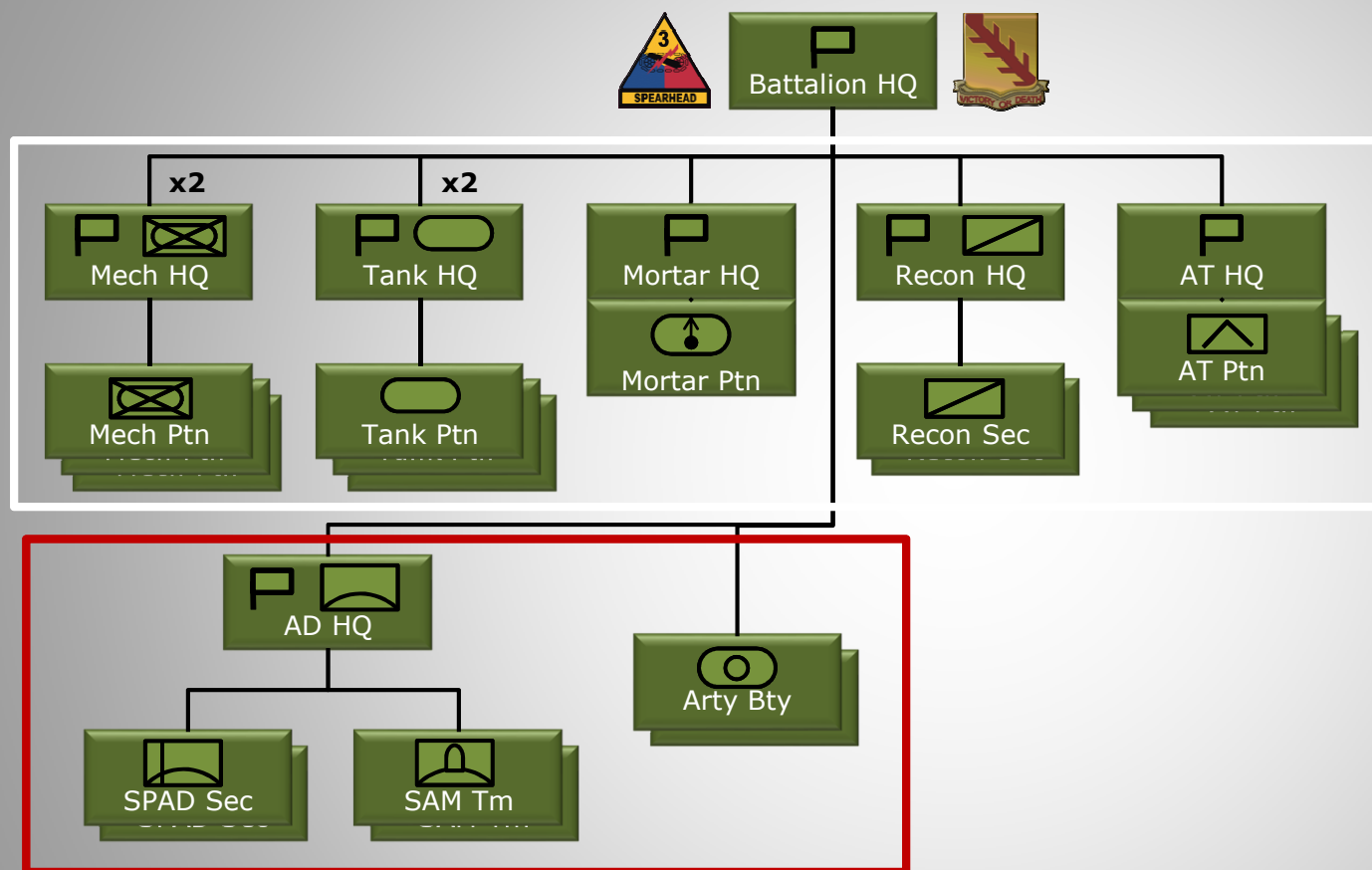
Origins Staff Ex 2018 Scenario #2

MAP LEGEND





Elements of 1-32nd, 3rd 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)

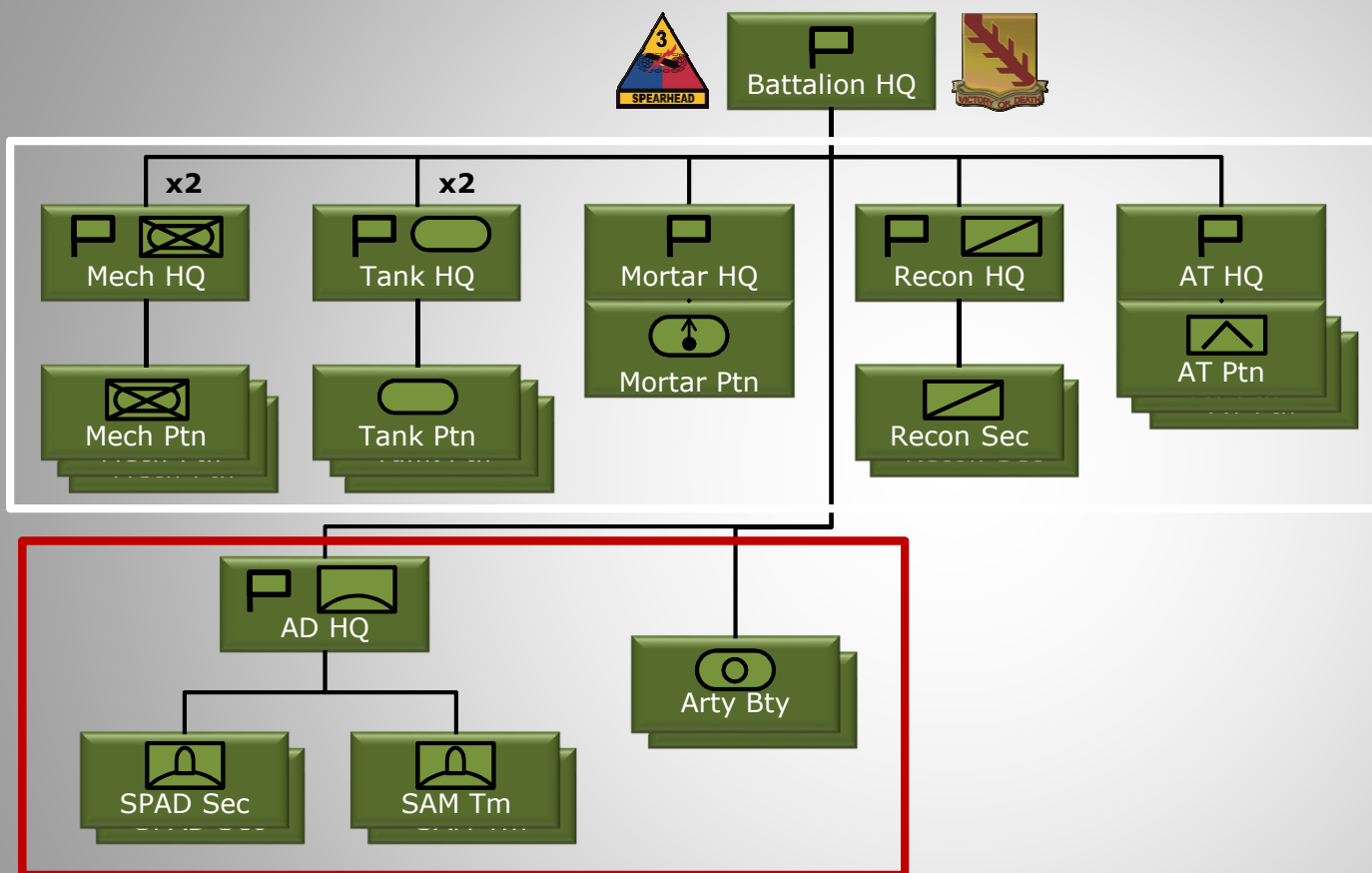
2x SAM Section (M1026, Stinger)

Artillery Battery

2x Arty Bty (8x M109, M577A2, Stinger)



Elements of 3-32nd, 3rd Armor Division



Follow on force to arrive in 1-2 hours

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)

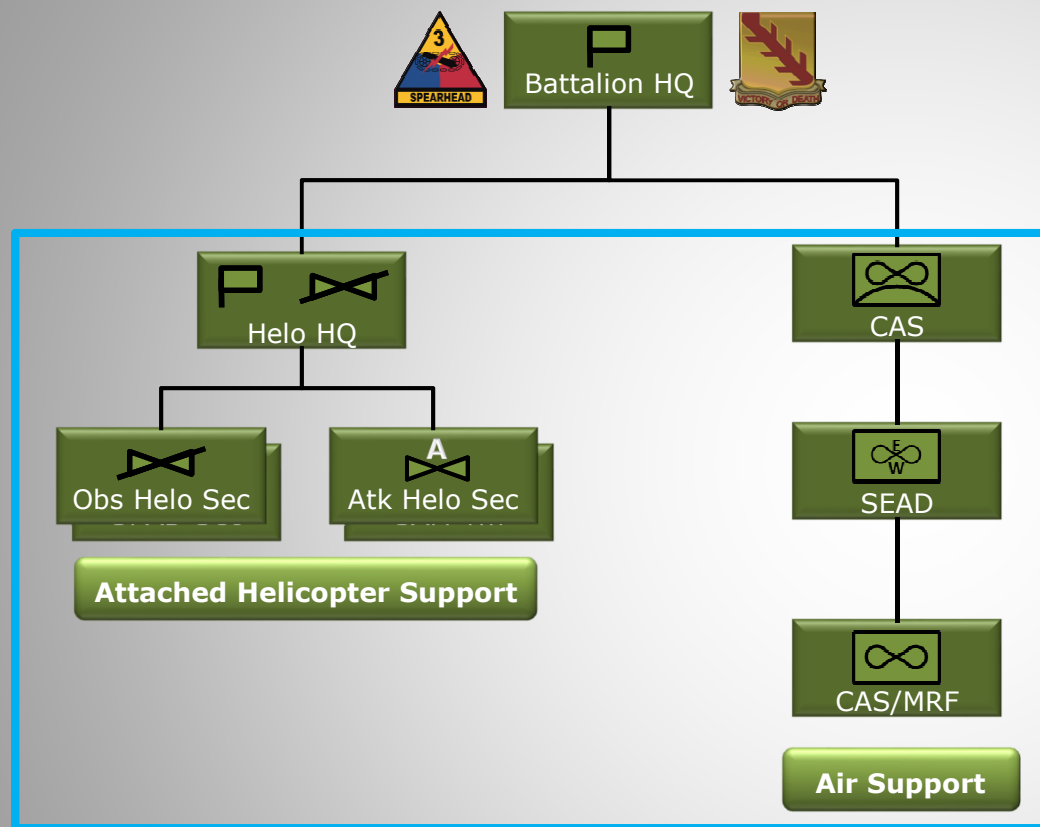
2x SAM Section (2x M48A1, M113A1)

2x SAM Section (M1026, Stinger)

Artillery Battery

2x Arty Bty (8x M109, M577A2, Stinger)

Aviation Units for 3rd Armor Division



At Start:

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

At 12 minutes in / 65 minutes exit:

2x F-16 Falcons – Close Air Support
 Aircraft

At 30 minutes in / 125 minutes exit:

2x F-4 Phantoms – SEAD Strike Aircraft

At 75 minutes in / 150 minutes exit:

2x A-10 Warthogs – Close Air Support
 Aircraft



39th GMRD Warsaw Pact Forces



Guards Motorized Rifle Division 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 Motorized Rifle Division 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(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. 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