

Scenarios & vehicles

Eight missions. Know your crew and your targets.

A remastered companion to the original DOS manual: scenario objectives, vehicle recognition, ammunition and anti-tank threats. The original simulation remains the authority during play.

Scenario briefs

All eight missions, with their stated objectives and relevant hazards.

Vehicle recognition

All sixteen manual entries. M113, M1A1, M2 Bradley and M60A3 are friendly units.

Weapons and objectives

ATGW teams, tank ammunition and the convoy, bases and rescue objectives.

Source

Content is paraphrased from the supplied DOS manual. Page references use its printed numbering; add four for the PDF page number. Specifications and threat levels reflect the manual, and its threat ratings.

Dedicated to David “Ming” Kenny.

Original creators

Original game by Dynamix

Published by Electronic Arts

Director and design: Damon Slye

Simulation: David McClurg

Product shell: Richard Rayl, Greg Volkmer

Artistry: Kobi Miller, Cyrus Kanga

World creation: Jerry Luttrell

Producer: Rich Hilleman

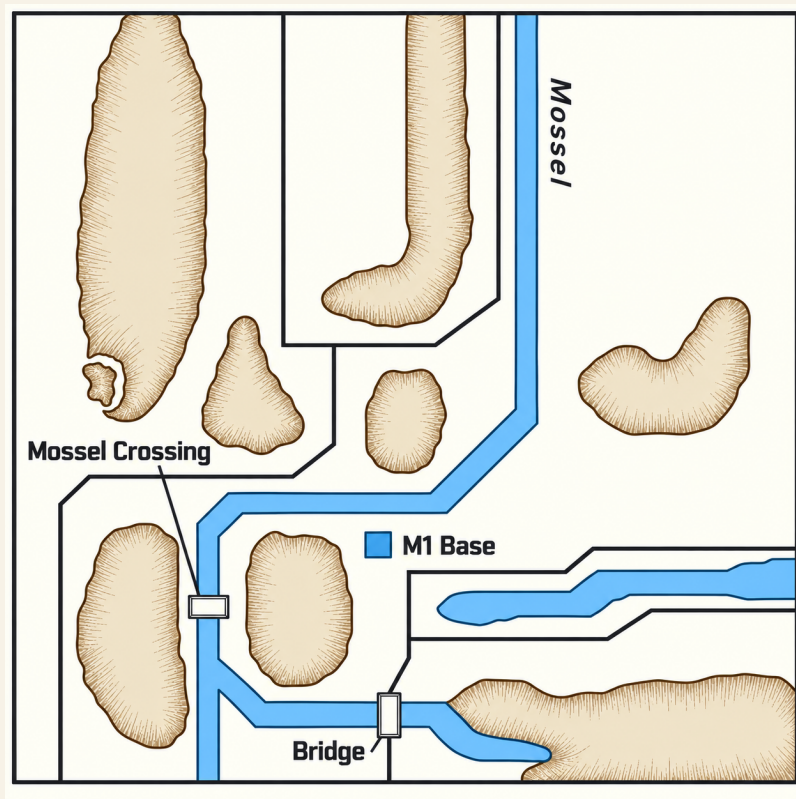
Original game copyright 1988, 1989 Dynamix, Inc.

Fan Remastered by Nell Watson. Dedicated to David “Ming” Kenny.

The Mossel Defense

Manual p. 23, 24

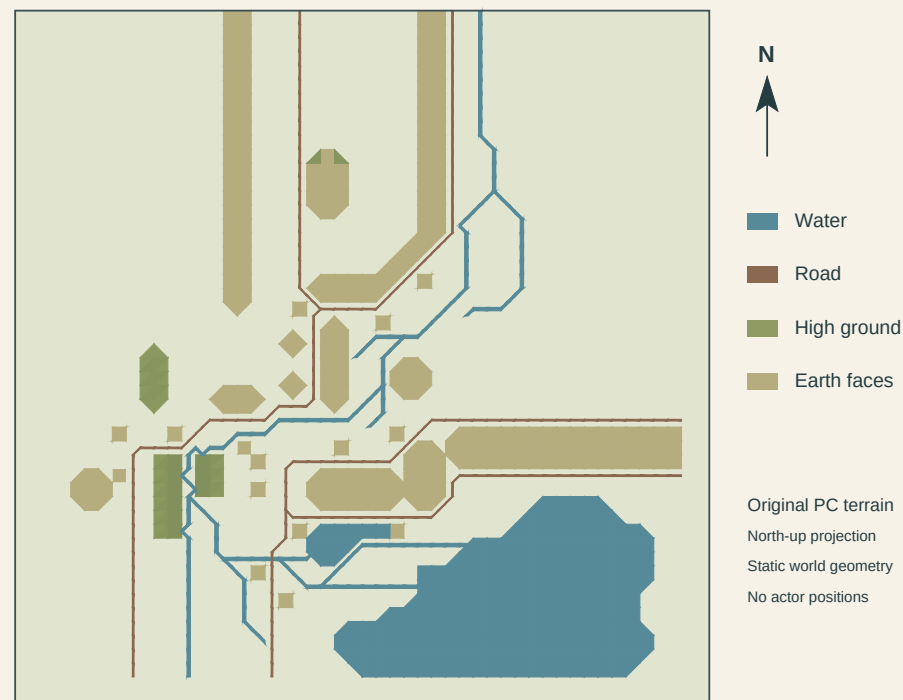
NATO-style manual map



Manual scenario geography and tactical symbols.

Soviet forces have broken Allied defenses and approach the Mossel River in successive waves.

Extracted PC game-data map

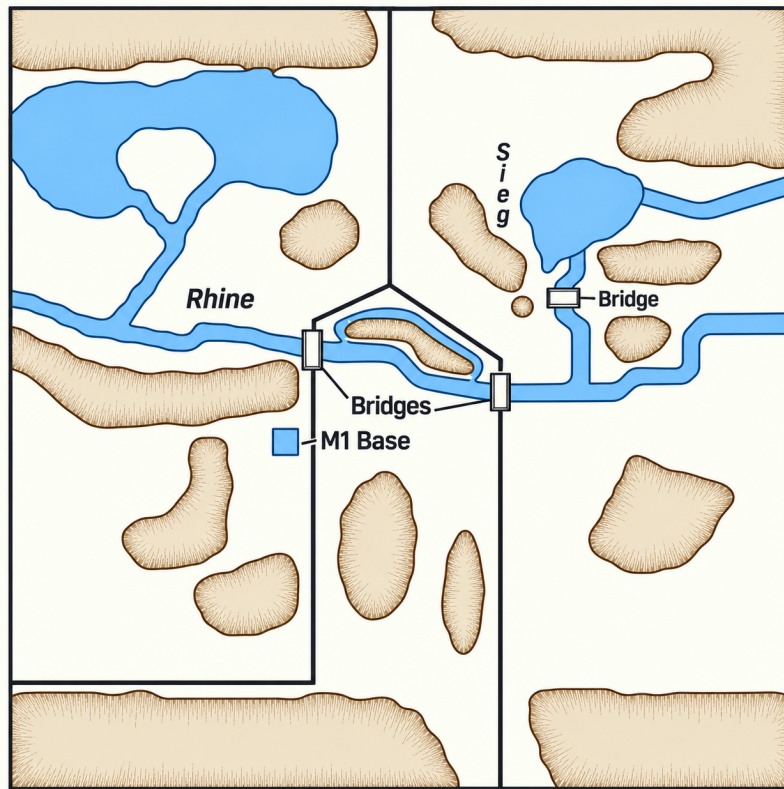


Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Survive and destroy every attacking Soviet vehicle.

Siegen Infiltration

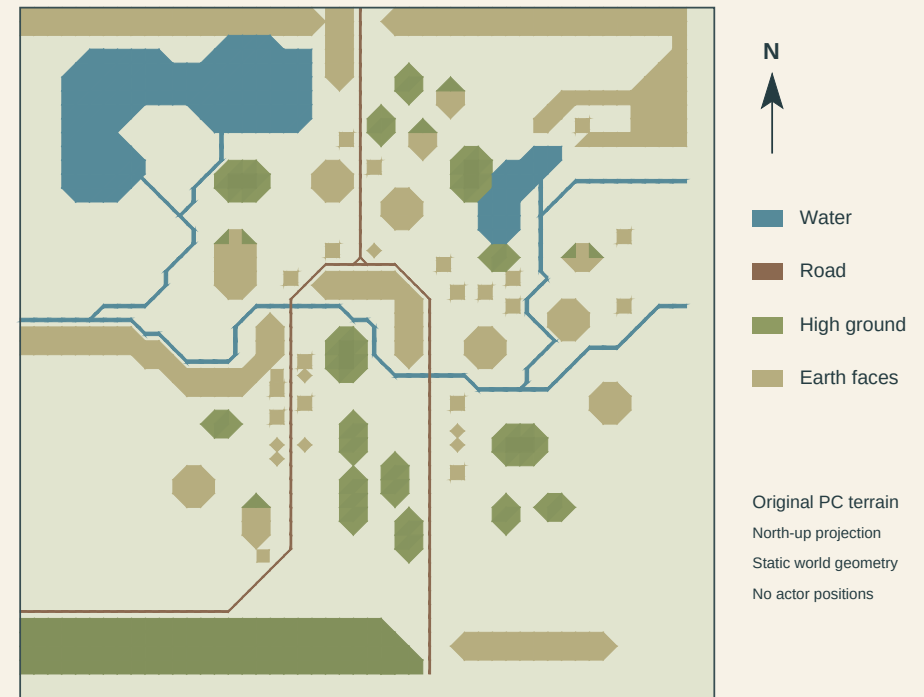
NATO-style manual map



Manual scenario geography and tactical symbols.

Supply convoys from Essen have disappeared near hilly Siegen. Intelligence suggests one or possibly two Soviet bases; Hind sightings remain unconfirmed in the briefing.

Extracted PC game-data map



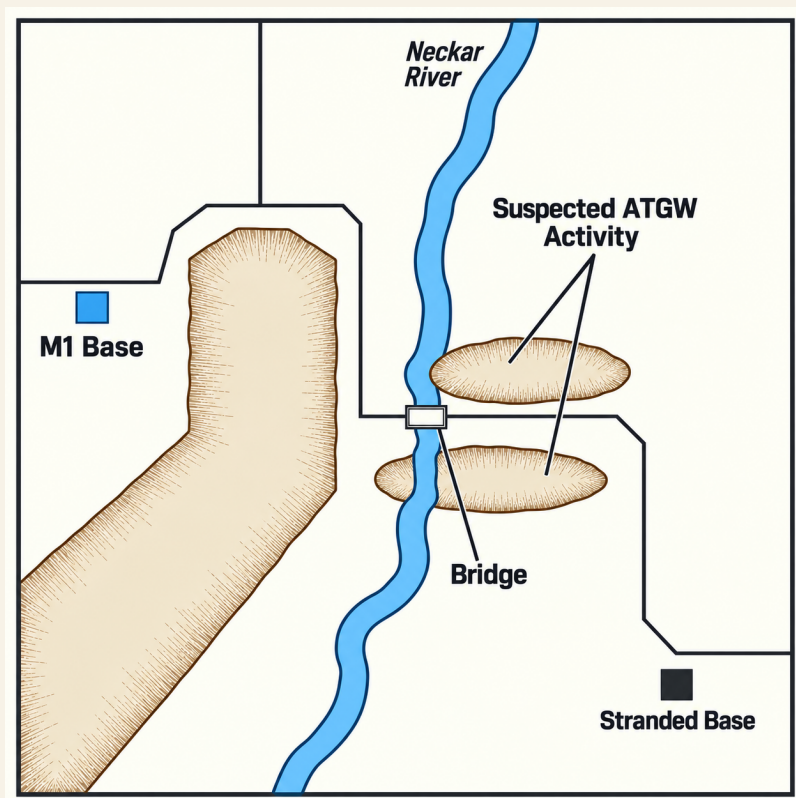
Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Find and destroy the Soviet base or bases.

Watch for: Hilly terrain permits ground and air ambushes. Possible Hind helicopters.

Nuremberg Highway

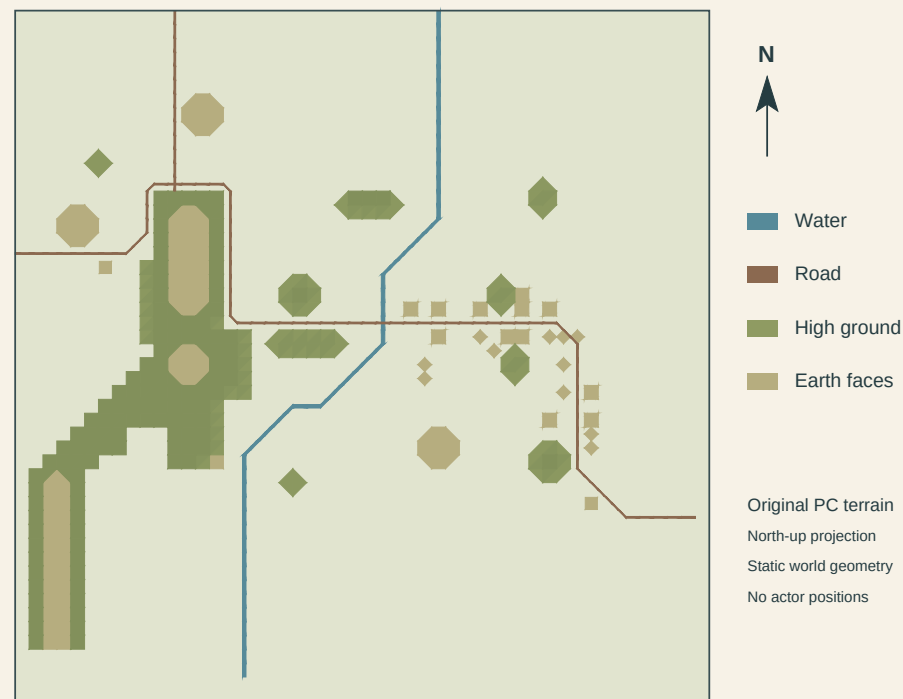
NATO-style manual map



Manual scenario geography and tactical symbols.

An Allied base has lost resupply; two convoys failed to arrive. Intelligence reports heavy ATGW activity in roadside hills.

Extracted PC game-data map

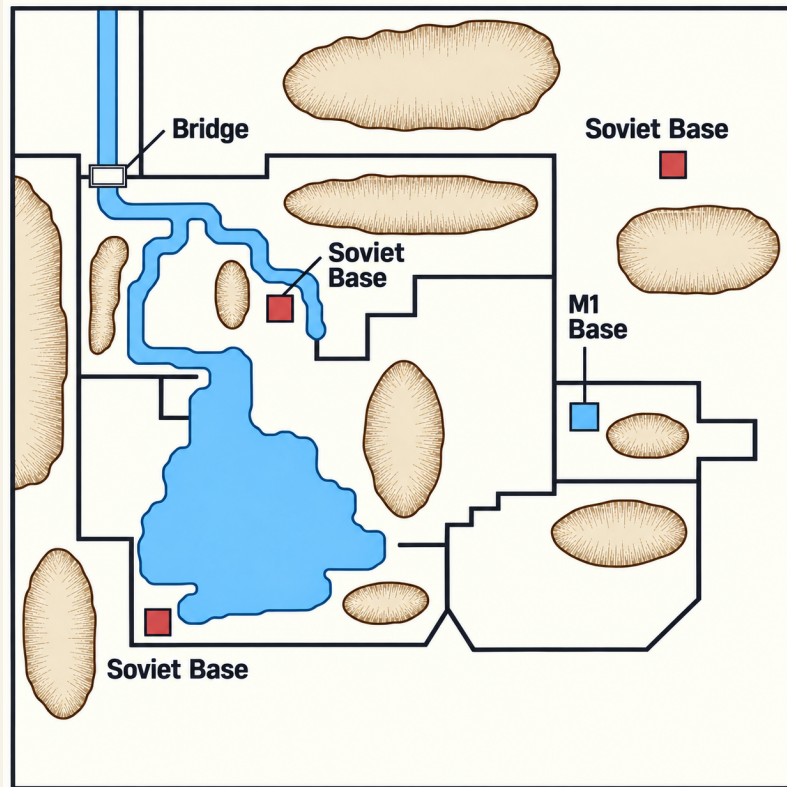


Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Clear all Soviet forces along the highway and reopen the supply route.

Mass Destruction

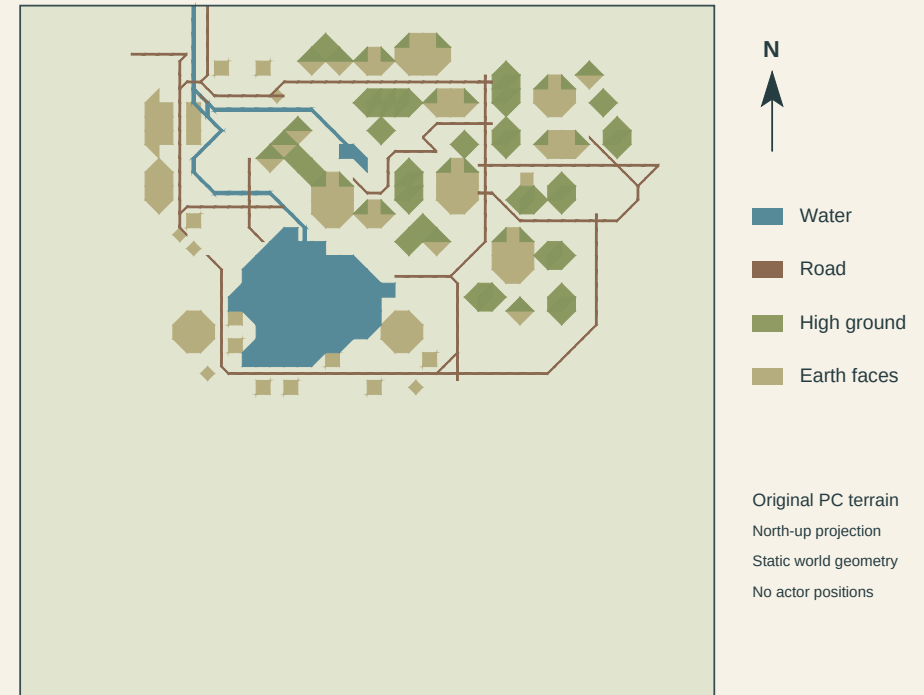
NATO-style manual map



Manual scenario geography and tactical symbols.

Soviet troops approach from north and west, threatening the M1 base near the Emes River.

Extracted PC game-data map



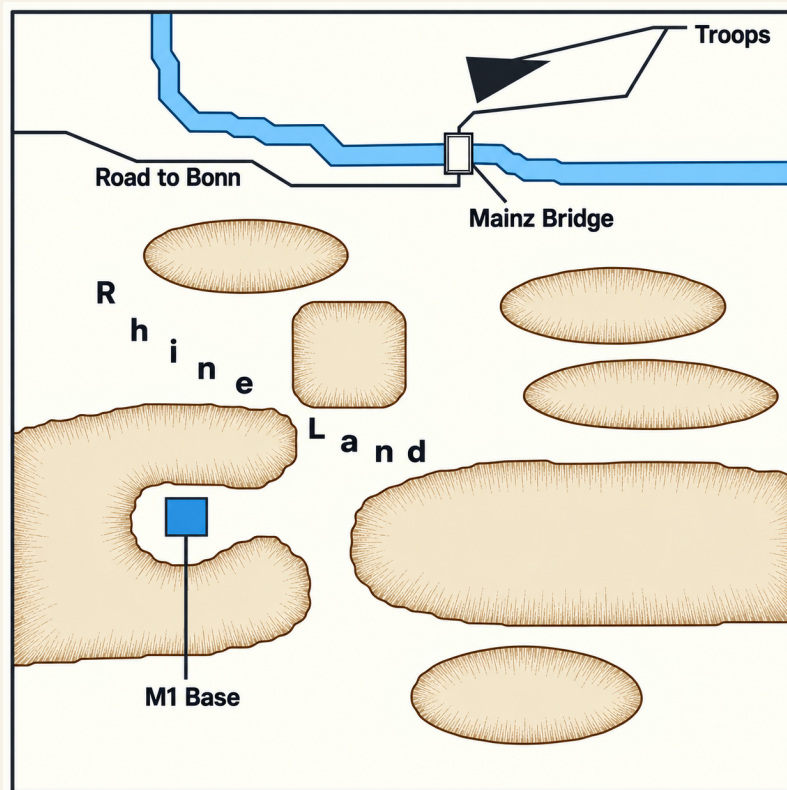
Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Destroy all three nearby enemy bases.

The Road to Bonn

Manual p. 25, 26

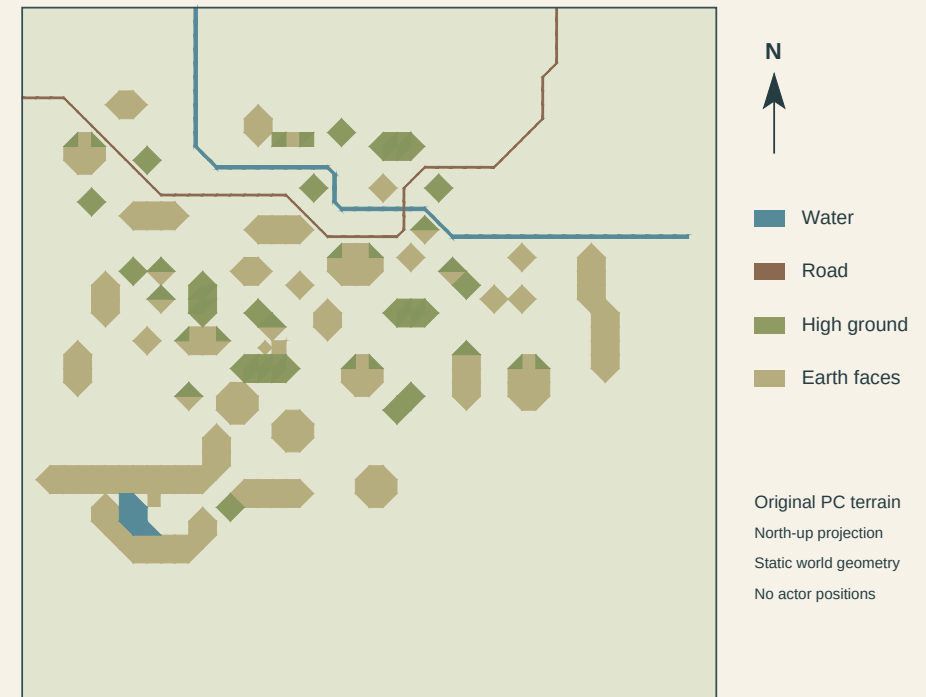
NATO-style manual map



Manual scenario geography and tactical symbols.

After Frankfurt falls, Soviet armor moves toward Bonn. The Mainz bridge offers passage across the Rhine around Allied forces at Koblenz.

Extracted PC game-data map



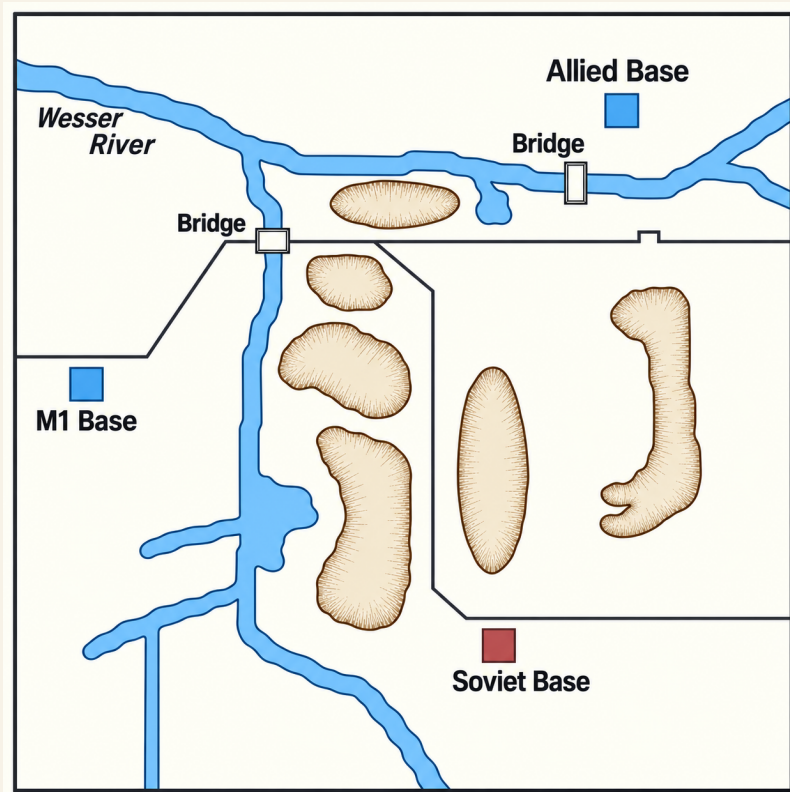
Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Destroy the Mainz bridge.

Destroy as much of the Soviet reconnaissance team as possible.

Hannover Push

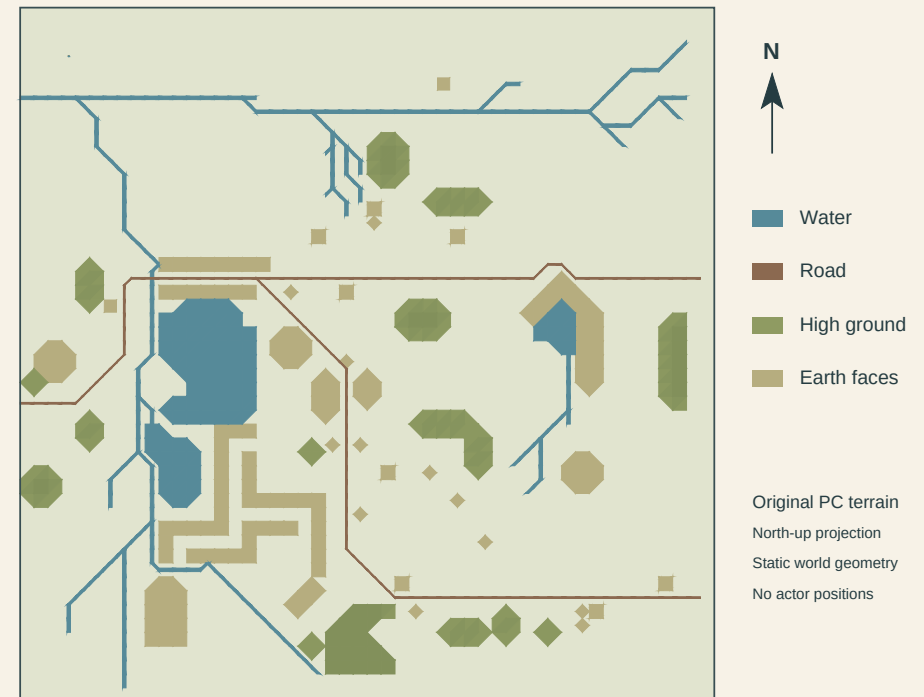
NATO-style manual map



Manual scenario geography and tactical symbols.

Soviet forces have overrun Hannover and amassed weapons and vehicles for an attack toward Cologne. A communications fort lies east of their base.

Extracted PC game-data map

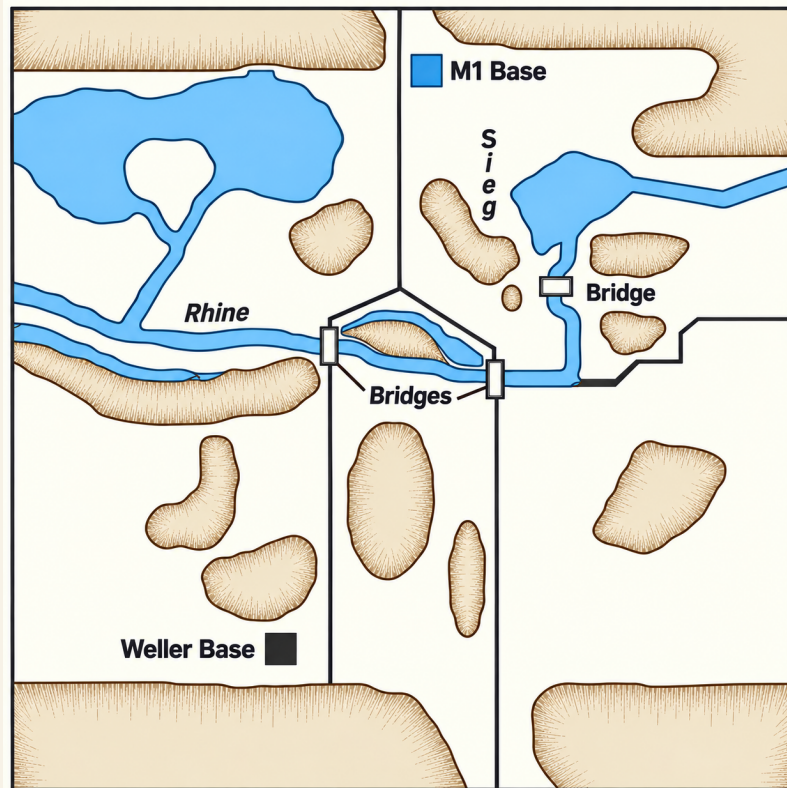


Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Destroy the Soviet base.
Find and eliminate the communications fort.

Convoy

NATO-style manual map



Manual scenario geography and tactical symbols.

Soviet attacks threaten civilian relief supplies moving through Siegen toward Weller.

Extracted PC game-data map



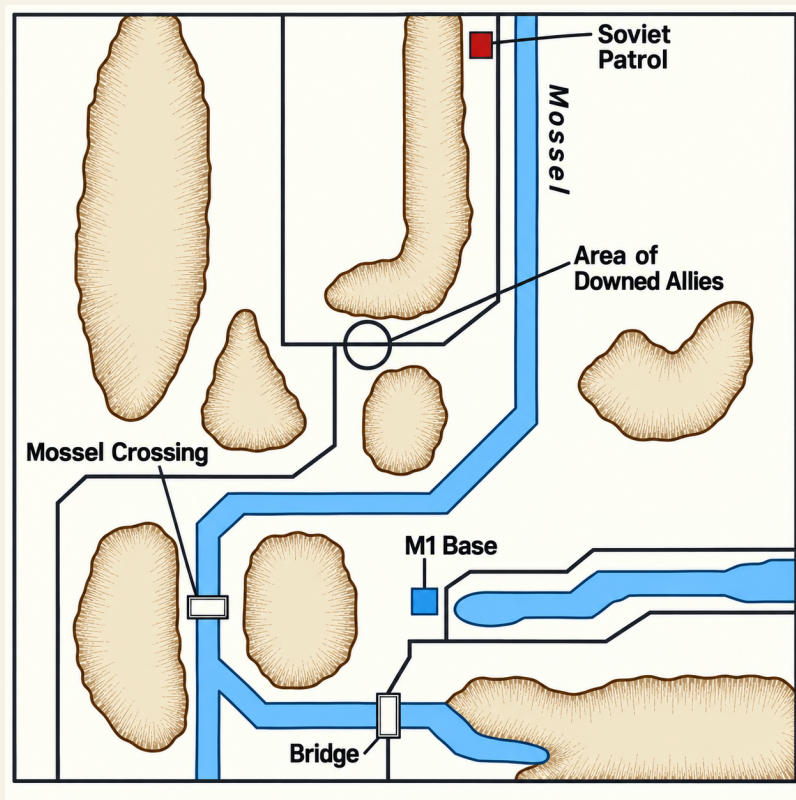
Original PC terrain geometry. Moving units and objectives are omitted.

Objective: Escort and protect the five-truck convoy until it reaches Allied Base Weller across the Rhine.
Protect all five trucks throughout the journey.

The Mossel Intercept

Manual p. 27, 28

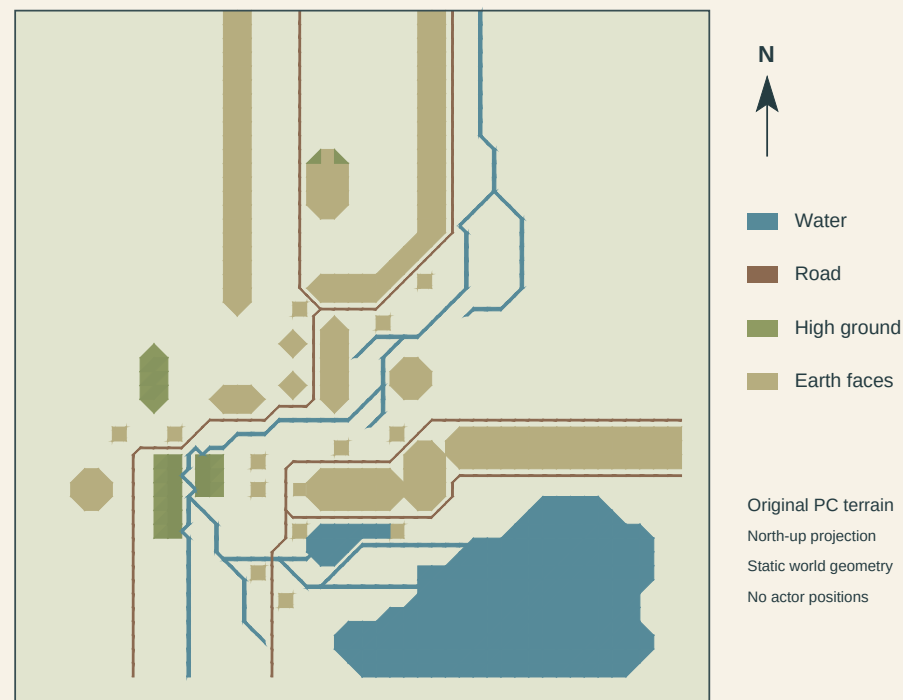
NATO-style manual map



Manual scenario geography and tactical symbols.

Damaged Allied vehicles lie west of the player, across the Mossel, after defeating a Soviet reconnaissance group. A powerful Soviet patrol approaches southward along the river.

Extracted PC game-data map

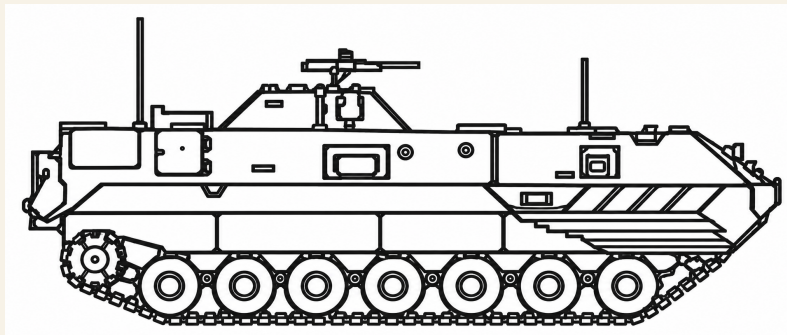


Original PC terrain geometry. Moving units and objectives are omitted.

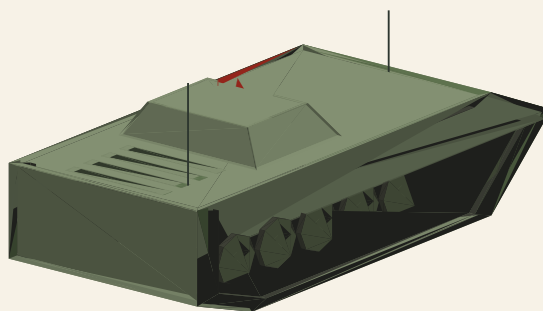
Objective: Reach the damaged Allied vehicles before the Soviet patrol, then escort them to your base.

ACRV-2

ENEMY · Command Vehicle



Manual side view



Modern model study

Tracked mobile command post; intended to operate away from the front line.

Introduced: 1974

Weight (t): 13

Length (m): 6.32

Width (m): 2.84

Height (m): 2.34

Maximum speed (km/h): 58

Primary weapon: none

Secondary weapon: Not stated

Reload (s): Not stated

Range (m): Not stated

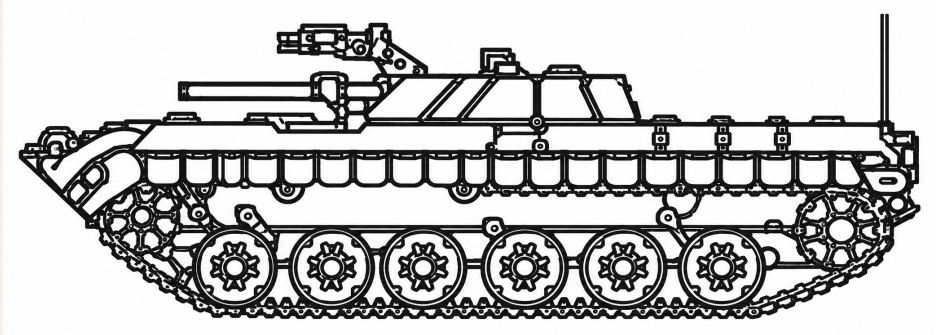
Armour: light

Threat: Negligible

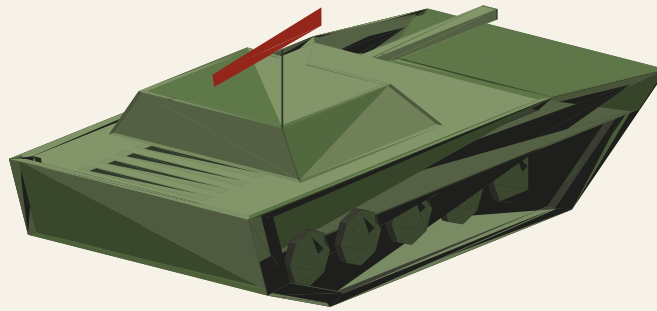
Manual p. 29

BMP-1

ENEMY · Infantry Fighting Vehicle



Manual side view



Modern model study

Combat-capable infantry carrier with a crew of three and room for nine infantry.

Introduced: 1967

Weight (t): 14

Length (m): 6.74

Width (m): 2.94

Height (m): 2.15

Maximum speed (km/h): 78

Primary weapon: Sagger missile (5 rounds)

Secondary weapon: 73mm gun (40 rounds)

Reload (s): 3

Range (m): 1500

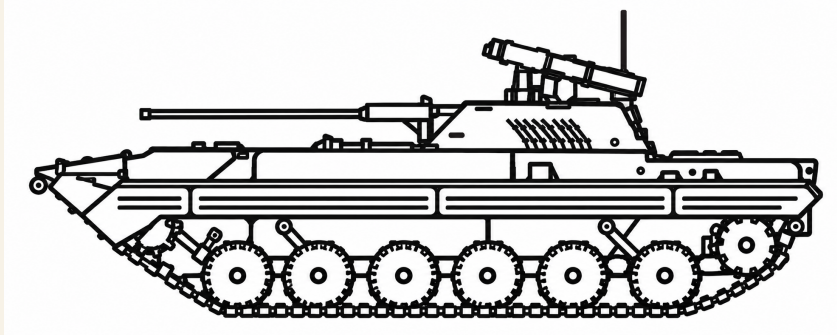
Armour: light

Threat: Moderate

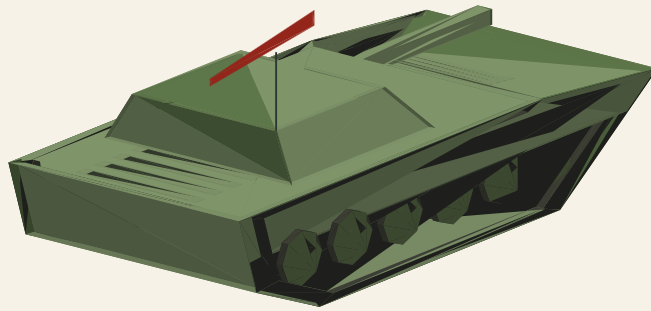
Manual p. 29, 30

BMP-2

ENEMY · Infantry Fighting Vehicle



Manual side view



Modern model study

BMP-1 development with a larger turret, a 30mm cannon, 7.62mm coaxial gun and Spandrel ATGW.

Introduced: 1981

Weight (t): 16

Length (m): 6.71

Width (m): 3.09

Height (m): 2.06

Maximum speed (km/h): 62

Primary weapon: Spandrel missile (4 rounds)

Secondary weapon: 30mm MG (40 rounds)

Reload (s): 3

Range (m): 2500

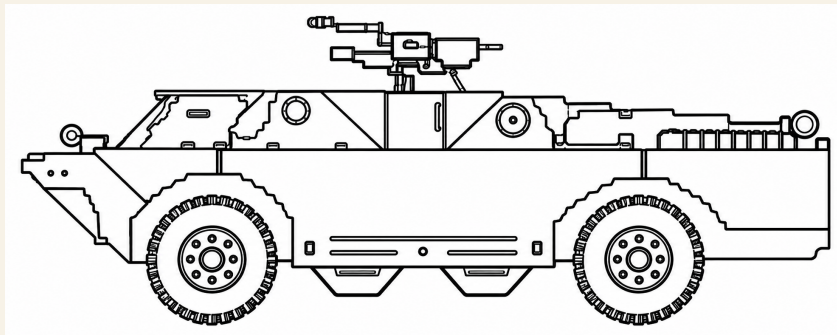
Armour: moderate

Threat: High

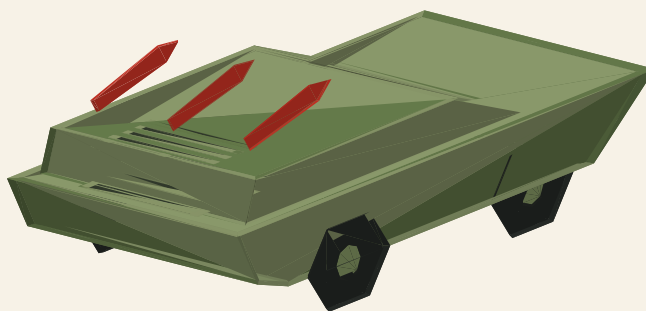
Manual p. 30

BRDM-2

ENEMY · Tank Destroyer



Manual side view



Modern model study

Wheeled reconnaissance or tank-destroyer vehicle; reconnaissance versions generally omit ATGWs.

Introduced: 1966

Weight (t): 8

Length (m): 5.75

Width (m): 2.35

Height (m): 2.31

Maximum speed (km/h): 95

Primary weapon: Sagger missile (14 rounds)

Secondary weapon: 14.5mm MG

Reload (s): 3

Range (m): 1500

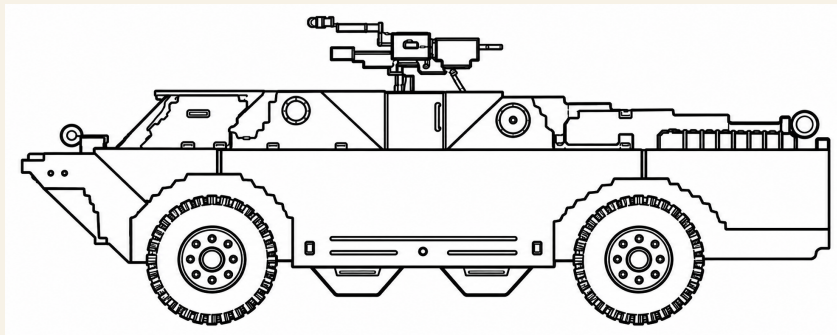
Armour: light

Threat: Moderate

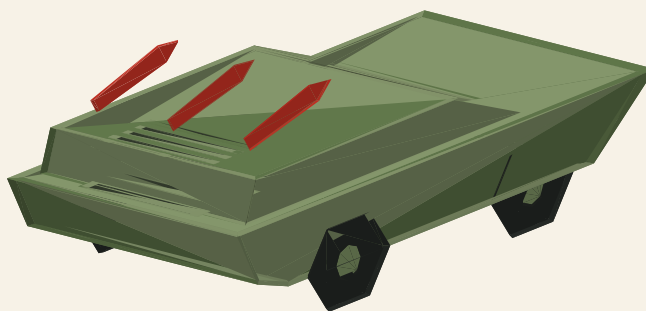
Manual p. 30, 31

BRDM-3

ENEMY · Tank Destroyer



Manual side view



Modern model study

BRDM-2 development replacing Sagger with the more powerful Spandrel.

Introduced: 1974

Weight (t): 9

Length (m): 5.78

Width (m): 2.38

Height (m): 2.61

Maximum speed (km/h): 95

Primary weapon: Spandrel missile (15 rounds)

Secondary weapon: 14.5mm MG (40 rounds)

Reload (s): 3

Range (m): 2500

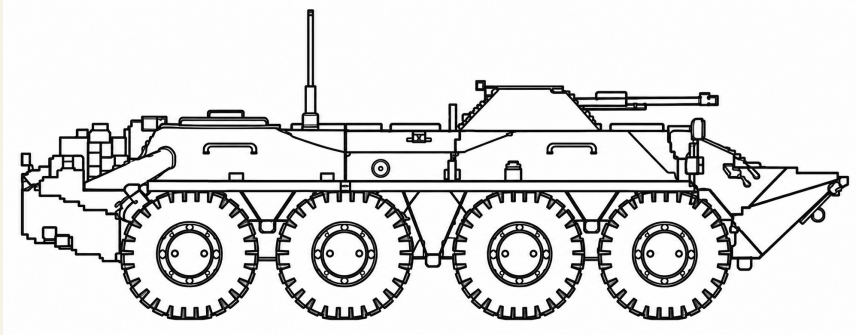
Armour: light

Threat: Extremely high

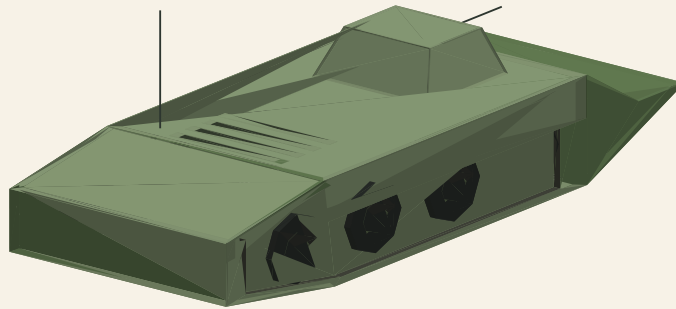
Manual p. 31

BTR

ENEMY · Armored Personnel Carrier



Manual side view



Modern model study

Amphibious wheeled Warsaw Pact transport; two crew and up to nine passengers; thin armor discourages combat.

Introduced: 1978

Weight (t): 12

Length (m): 7.85

Width (m): 2.8

Height (m): 2.45

Maximum speed (km/h): 80

Primary weapon: 14.5mm MG (40 rounds)

Secondary weapon: none

Reload (s): Not stated

Range (m): 750

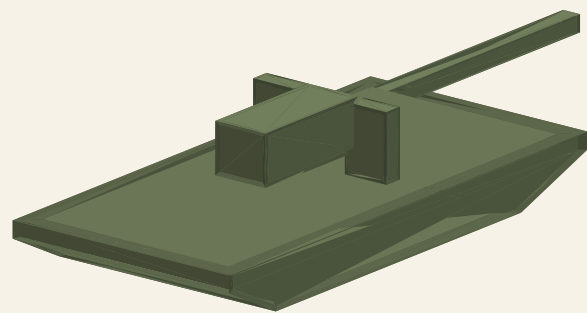
Armour: light

Threat: Negligible

Manual p. 32

FST-1

ENEMY · Main Battle Tank



Modern model study

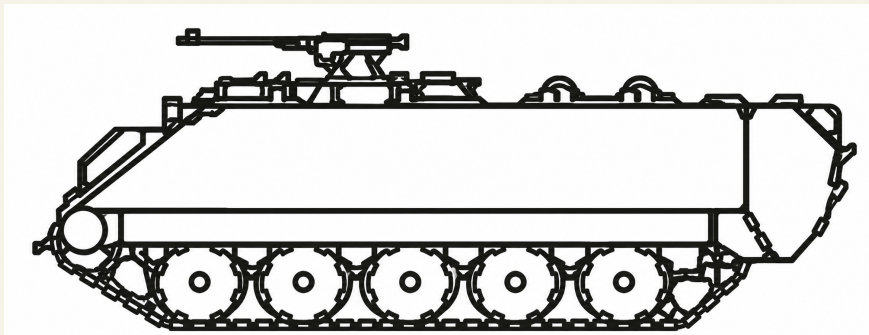
Manual describes Soviet field trials and explicitly treats turretless construction, automatic loader, thermal blinder and two-person crew as beliefs or rumors.

Introduced: 1988	Primary weapon: 135mm smooth bore cannon (40 rounds)
Weight (t): Not stated	Secondary weapon: unknown
Length (m): Not stated	Reload (s): 4
Width (m): Not stated	Range (m): 2250
Height (m): Not stated	Armour: heavy (reactive)
Maximum speed (km/h): Not stated	Threat: Extremely high

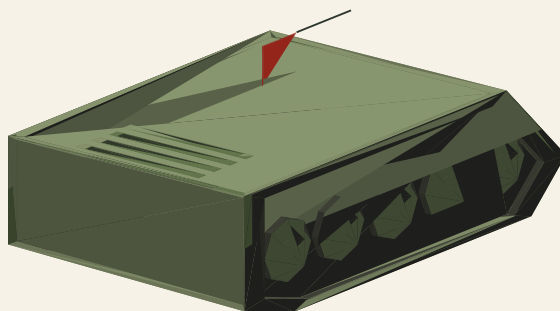
Manual p. 32

M113

FRIENDLY · Armored Personnel Carrier



Manual side view



Modern model study

US Army troop transport; reliable and practical, with less armor than an IFV.

Introduced: 1960

Weight (t): 12

Length (m): 4.86

Width (m): 2.28

Height (m): 2.54

Maximum speed (km/h): 67

Primary weapon: 12.7mm MG

Secondary weapon: none

Reload (s): Not stated

Range (m): 750

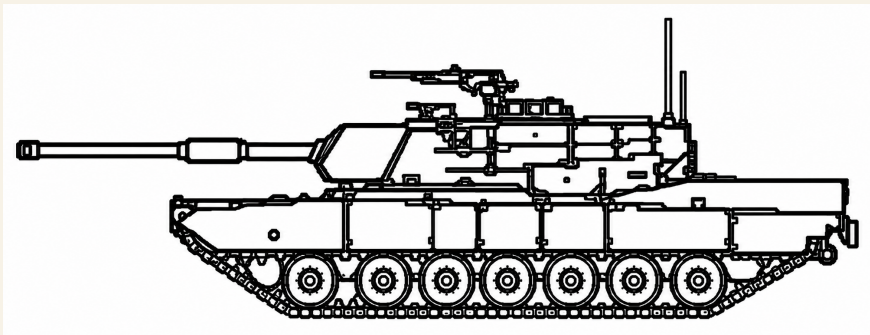
Armour: light

Threat: N/A

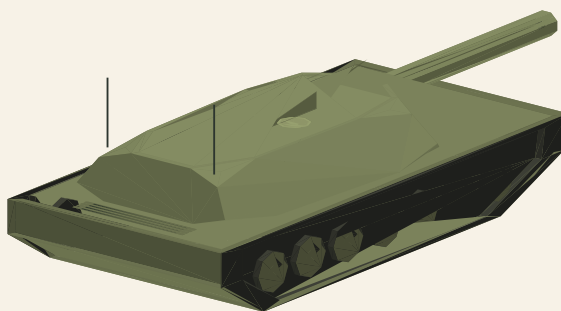
Manual p. 33

M1A1 Abrams

FRIENDLY · Main Battle Tank



Manual side view



Modern model study

Player tank, with Rheinmetall cannon, Chobham armor and thermal imaging.

Introduced: 1981

Weight (t): 63

Length (m): 7.91

Width (m): 3.65

Height (m): 2.37

Maximum speed (km/h): 72

Primary weapon: 120mm smooth bore cannon (40 rounds)

Secondary weapon: 7.62mm MG (80 rounds)

Reload (s): 4

Range (m): 2250

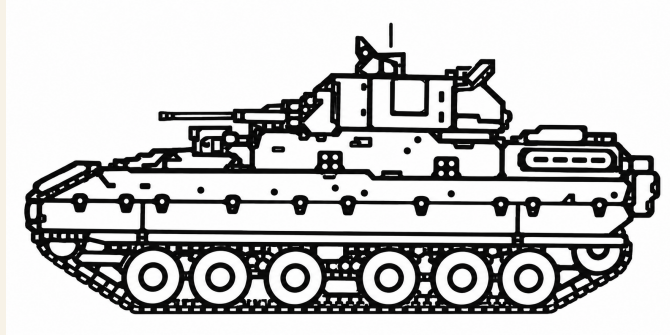
Armour: very heavy (Chobham)

Threat: N/A

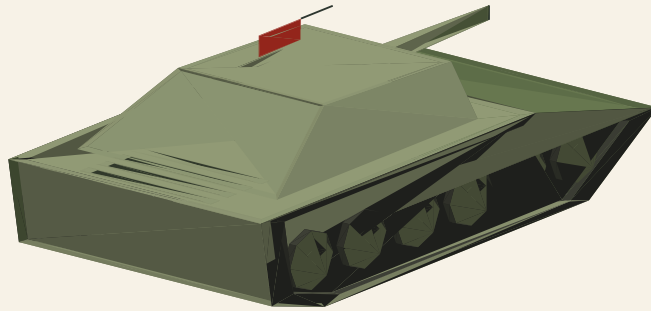
Manual p. 33, 34

M2 Bradley

FRIENDLY · Infantry Fighting Vehicle



Manual side view



Modern model study

M1 infantry-team partner engaging softer targets and spotting or destroying anti-tank weapons; more mobile, better armed and better protected than M113.

Introduced: 1981

Weight (t): 24

Length (m): 6.45

Width (m): 3.23

Height (m): 2.56

Maximum speed (km/h): 66

Primary weapon: TOW missile (6 rounds)

Secondary weapon: 25mm chaingun (40 rounds)

Reload (s): 4

Range (m): 2500

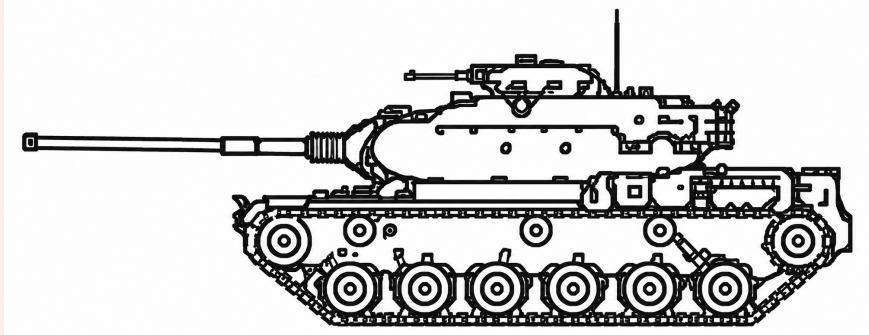
Armour: light

Threat: N/A

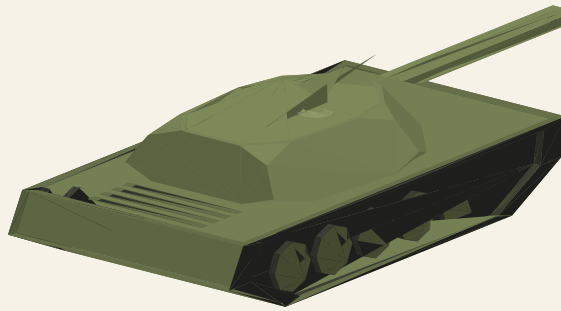
Manual p. 34

M60A3

FRIENDLY · Main Battle Tank



Manual side view



Modern model study

M60 development with slower speed and a higher profile than newer tanks; manual contrasts it unfavorably with T-80.

Introduced: 1977

Weight (t): 57

Length (m): 6.94

Width (m): 3.63

Height (m): 3.27

Maximum speed (km/h): 48

Primary weapon: 105mm rifled bore cannon (6 rounds)

Secondary weapon: 7.62mm machine gun (40 rounds)

Reload (s): 4

Range (m): 750

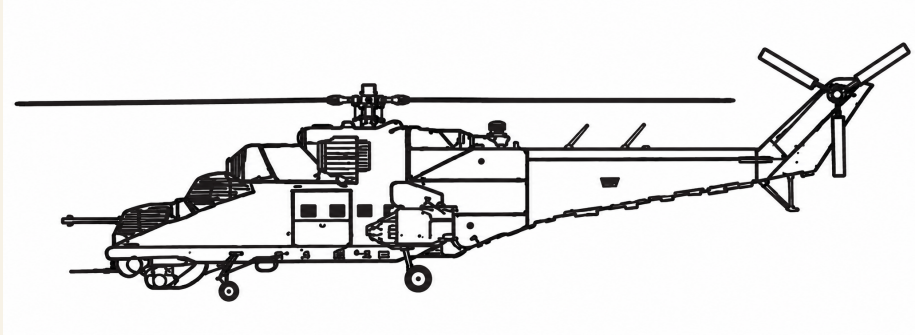
Armour: heavy

Threat: N/A

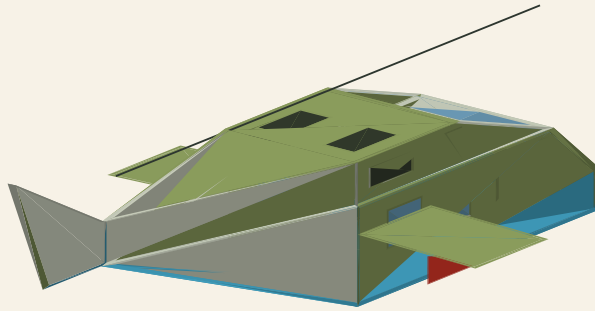
Manual p. 34, 35

Mi-24 Hind

ENEMY · Assault Helicopter



Manual side view



Modern model study

Large, fast armed helicopter carrying eight equipped troops and anti-tank guided weapons.

Introduced: 1971

Weight (t): 11

Length (m): 17.0

Width (m): 12.0

Height (m): 6.5

Maximum speed (km/h): 320

Primary weapon: Spiral missile (4 rounds)

Secondary weapon: 23mm cannon (40 rounds)

Reload (s): 3

Range (m): 2750

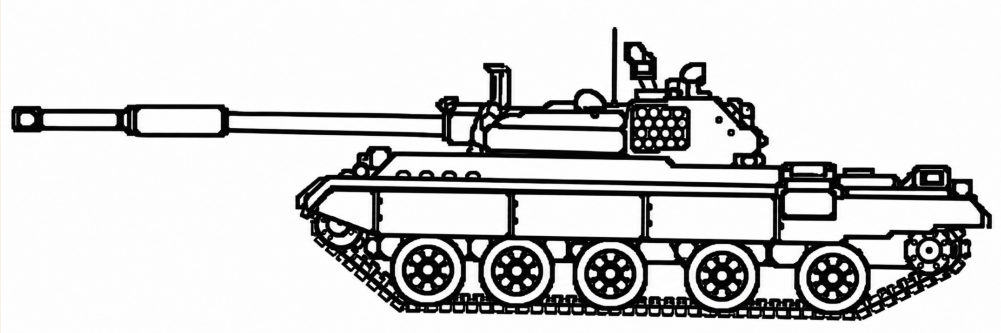
Armour: light

Threat: Extremely high

Manual p. 35

T-62

ENEMY · Main Battle Tank



Manual side view



Modern model study

T-54/55 development; considered outclassed by newer tanks in the manual.

Introduced: 1962

Weight (t): 44

Length (m): 6.63

Width (m): 3.3

Height (m): 2.39

Maximum speed (km/h): 50

Primary weapon: 115mm smooth bore cannon (40 rounds)

Secondary weapon: 7.62mm MG (40 rounds)

Reload (s): 12

Range (m): 750

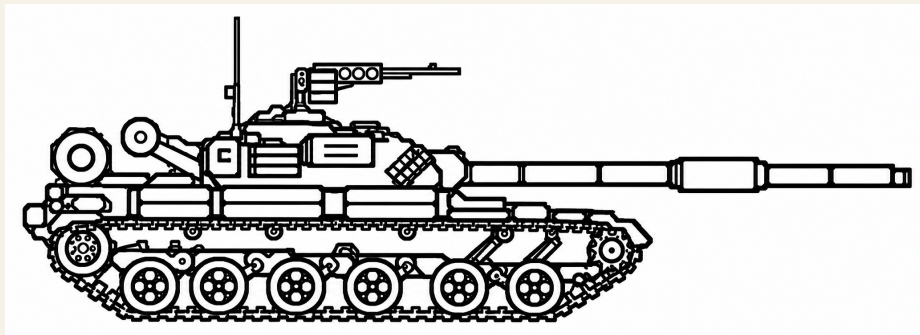
Armour: heavy

Threat: Very low

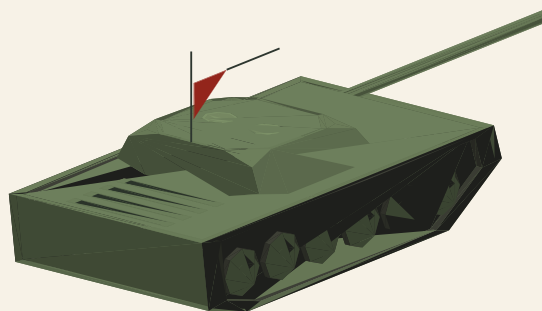
Manual p. 36

T-64

ENEMY · Main Battle Tank



Manual side view



Modern model study

Introduces a 125mm gun and automatic loader, reducing crew to three.

Introduced: 1965

Weight (t): 42

Length (m): 6.45

Width (m): 3.62

Height (m): 2.33

Maximum speed (km/h): 60

Primary weapon: 125mm smooth bore cannon (40 rounds)

Secondary weapon: 7.62mm MG (40 rounds)

Reload (s): 10

Range (m): 1250

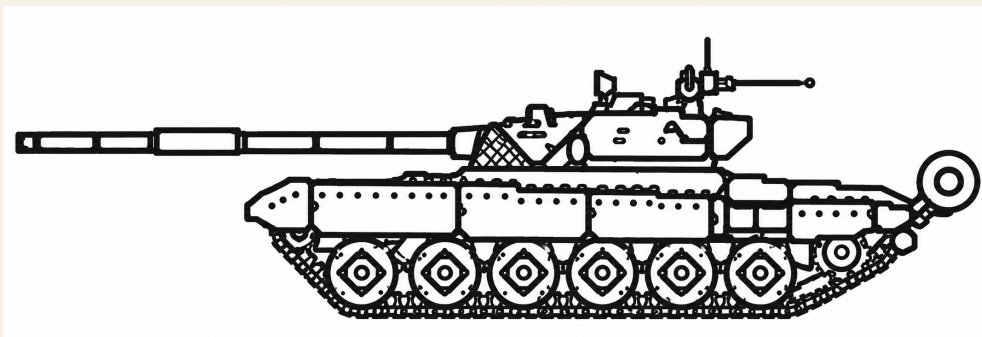
Armour: heavy

Threat: Low

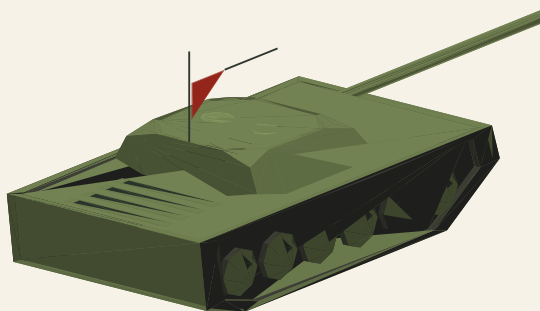
Manual p. 36, 37

T-72

ENEMY · Main Battle Tank



Manual side view



Modern model study

Principal Soviet MBT in the manual; stabilized gun allows some moving fire, with dispersion problems beyond 1000m.

Introduced: 1972

Weight (t): 45

Length (m): 6.95

Width (m): 3.6

Height (m): 2.37

Maximum speed (km/h): 60

Primary weapon: 125mm smooth bore cannon (40 rounds)

Secondary weapon: 7.62mm MG (40 rounds)

Reload (s): 8

Range (m): 1500

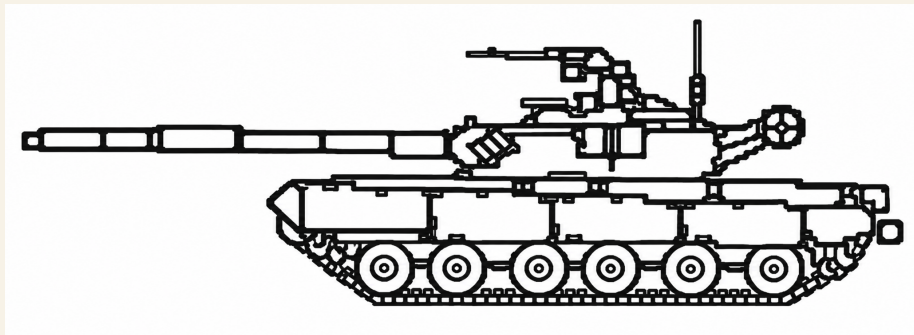
Armour: heavy

Threat: Moderate

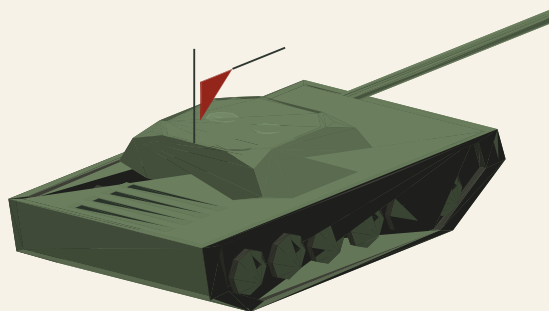
Manual p. 37

T-80

ENEMY · Main Battle Tank



Manual side view



Modern model study

T-64 evolution with a 1000hp turbine, improved suspension, laser rangefinder, anti-PGM electronics and reactive-armor retrofit.

Introduced: 1980

Weight (t): 46

Length (m): 6.91

Width (m): 3.64

Height (m): 2.28

Maximum speed (km/h): 68

Primary weapon: 125mm smooth bore cannon (40 rounds)

Secondary weapon: 7.62mm MG (40 rounds)

Reload (s): 6

Range (m): 1750

Armour: heavy

Threat: High

Manual p. 38

Anti-tank guided weapons

AT-3 Sagger

Infantry-operated anti-tank missile, also mounted on BMP-1 and BRDM-2.

Manual p. 29, 31, 38

AT-4 Spigot

High-performance tube-launched infantry anti-tank missile.

Manual p. 39

AT-5 Spandrel

More effective than Sagger; mounted on BRDM-3 and BMP-2.

Manual p. 30, 31, 39

AT-6 Spiral

Manual describes a large laser-guided weapon on Hind-D helicopters.

Manual p. 39

TOW

US wire-guided anti-tank weapon: operator maintains sight on target. Bradley primary weapon.

Manual p. 34, 41

Ammunition & armament

Sabot

Armor-piercing kinetic dart; very effective against armor, ineffective against infantry, structures and aircraft.

Range: [0, 2500] m

Manual p. 20

HEAT

Shaped-charge round; very effective against infantry and structures, effective against armor, ineffective against aircraft.

Range: [0, 2000] m

Manual p. 20

AX

Experimental anti-helicopter/anti-armor round; slower loading because of shell size and wire guidance; strongest against aircraft, somewhat effective against other targets at extended range.

Range: [770, 4000] m

Manual p. 21

COAX

Machine gun with quick loading independent of main rounds; mildly effective against infantry and very light armor, marginal or ineffective against aircraft.

Range: [0, 1000] m

Manual p. 21

120mm Rheinmetall cannon

Fires HEAT, sabot and AX; performance depends on selected ammunition.

Manual p. 21

Smoke discharger

Defensive concealment against enemies lacking thermal imaging and sight-guided missiles such as Sagger and Spigot; effect approximately twenty seconds.

Range: [0, 100] m

Manual p. 21

Other units & objectives

Allied supply trucks

Convoy objective consists of five friendly trucks; no model, armament or performance figures supplied.

Manual p. 27

Damaged Allied vehicles

Rescue and escort objective; the manual does not specify their models or count.

Manual p. 27, 28

Cargo aircraft

Mentioned as relief-supply airlift after convoy arrival; no model or specifications and no assertion of simulated controllable aircraft.

Manual p. 27

Air scouts

Report incoming patrol in Mossel Intercept; no aircraft type or simulation role stated.

Manual p. 27

Infantry ATGW teams

Guided missiles may be vehicle-mounted or operated by infantry on the ground; most guidance uses wires.

Manual p. 38, 39

Other units & objectives

Soviet reconnaissance group / patrol

Reconnaissance units threaten Bonn and damaged Allied vehicles; composition and exact vehicle count not stated.

Manual p. 25, 26, 27, 28

Allied base

Each mission has at least one, player starts nearby; unlimited returns permit ammunition replacement, refueling and governor changes.

Manual p. 14

Soviet bases

Destruction objectives for Siegen, Mass Destruction and Hannover; Mass Destruction explicitly requires three.

Manual p. 24, 25, 26

Communications fort

Eastern Hannover link coordinating Soviet forces; secondary destruction objective.

Manual p. 26

Mainz bridge

Neutral infrastructure designated primary destruction objective in Road to Bonn.

Manual p. 25, 26

Campaign & crew

All eight scenarios; settings determined by fate. Name up to eight characters, automatic campaign saving, continue/review/erase options.

Gunner • F1

Target acquisition, identification, firing, magnified sight and thermal imaging.

Manual p. 15, 16, 17, 18

Tank commander • F2

Strategy, overhead map, 360-degree periscope scan and damage information.

Manual p. 18, 19

Cupola • F3

Hatch-level outside view, particularly useful for airborne threats.

Manual p. 19

Driver • F4

Navigation view with heading, speed, fuel and temperature.

Manual p. 20

Loader

Automatic ammunition loading, with no player-view screen.

Manual p. 20