TEAM YANKEE
WORLD WAR III

INVASION ICELAND
A TEAM YANKEE CAMPAIGN CONCEPT

INVASION ICELAND

In a conversation with Beasts of War, Phil Yates came up with some ideas of a Team Yankee campaign based on *Red Storm Rising* set in Iceland (visit *http://www.beastsofwar.com/team-yankee/leopard-week/red-storm-rising-planning-campaigns* to learn more).

The campaign could be played as a four or five game series, with the results of each game feeding into the next.

SOVIET ASSAULT

The initial Soviet landings are a surprise assault by an elite force. The defenders have been driven back into a pocket and are desperately attempting to hold out as troops scattered all over the island gather to oppose the attack.

Use the Bridgehead mission from the *More Missions* pack (see *http://www.flamesofwar.com/Portals/0/Documents/Team Yankee/Team_Yankee_Expanded_Missions.pdf*) with a force from the Afgantsy Air Assault Battalion briefing (see *http://www.team-yankee.com/Default.aspx?tabid=878&art_id=5125*) or a BMP Motor Rifle Battalion as the attackers and a suitable NATO force as the defenders.

As both forces are lightly equipped, it's a good idea to keep the points levels low (say 25-35 points) and avoid heavy tanks. If you want to stay closer to the books, you might want to leave and transports for infantry units out of the game as well.

NATO LANDING

With the Soviets in control of Iceland, shipping in the Atlantic is under heavy pressure making resupply and reinforcement of the European battlefield difficult. An amphibious force is sent to re-take the island.

You can either play the No Retreat mission from the rulebook with the attacker's edge of the table representing the water line or use some of the *Flames Of War* amphibious rules to recreate a modern amphibious landing.

You can find amphibious assault rules in the *Gung Ho* and *Normandy Battles* books or on line at *http://www.flamesofwar.com/hobby.aspx?art_id=3957*. One difference from WWII is the use of hovercraft (air cushion) landing craft. If you are using these you could allow them to always land where they want to without drifting and disgorge their cargo anywhere on the beach rather than at the water's edge, making it easier for vehicles to cross the soft sand of the beach. As the hovercraft were brand new at the time, you might like to limit how many the NATO player can have.

You can print out hovercraft and landing craft templates from back of this pdf.

In this and the following missions, the Soviet forces should be limited to no more than one company of tanks to reflect the difficulty of shipping heavy equipment to Iceland through waters contested by NATO.

COUNTERATTACK

After the success of the NATO landing, the Soviet defenders massed what mobile forces they could for a major counterattack.

Use the Counterattack mission for this game. As the Soviet forces are throwing in everything they have, you could potentially have more tanks and BMPs than in the other games.

DELAYING ATTACK

Further inland, the NATO advanced guard and the Soviet defenders clash over a crossroad on the way to Reykjavik.

You could play this game instead of the previous one or in addition to it to create a longer campaign.

Use the Delaying Attack scenario from the *Leopard* book for this battle. You might want to use different forces for this game than those specified in the scenario (possibly at a smaller points level if you are focussing on lighter forces for your campaign).

TAKING REYKJAVIK AIRPORT

The final game in the campaign is the assault on Reykjavik Airport, the whole reason for the campaign. This airport makes Iceland into an unsinkable aircraft carrier!

For this game, you can use the No Retreat mission from the rulebook with the Soviet defenders around Reykjavik Airport and the attackers facing them across the relatively open fields. As the final game, make this the grand finale with a bigger battle than the previous ones!

LINKING GAMES

One of the essential parts of a campaign is the links between the battles. There are three simple ways to handle this: scenario-specific bonuses, general victory bonuses (such as espionage!), and carrying casualties forward. Use one or more of these to link your games together.

SCENARIO-SPECIFIC BONUSES

You could set up specific bonuses for winning each stage of the campaign.

For example, if the Soviet player wins the first game, they round up all of the defenders, leaving the NATO landing 'in the dark' so to speak. This could mean that the Soviet player gets to deploy one of their units after the NATO player has placed their landing craft at sea. On the other hand, if the NATO player wins the first game, their stay-behind teams give them excellent intel on the Soviet deployment. Catching the Soviets by surprise, it takes longer for their reserves to arrive. On the first turn that they are eligible for reserves, the Soviet player will only receive reserves on a roll of a 6.

You could make up similar bonuses for each subsequent game, perhaps having these bonuses reflect the developing narrative as your campaign goes along.

VICTORY BONUSES AND ESPIONAGE

Winning a game could give the winning player a choice of advantages. Some ideas are:

- They get to see half of the other player's force before deciding on what they will take as their force.
- They get to take 5 extra points to the next battle.
- They get one re-roll of any die in the next battle.

CARRYING CASUALTIES FORWARD

One aspect of real campaigns that can be interesting to introduce to your games is the issue of casualties and replacements. An easy way to do this would be to give each player a 50-point reinforcement pool. In each game they can have their choice of say 25 points of core troops, and can take an allocation from the reinforcement pool to bring their points up to the total for the game.

Any casualties taken by units in the reinforcement pool carry over to future games, although you still pay the full price for the unit if you include it in your force. At the start of each game you can roll for each destroyed team, replacing it with a new team on a roll of 4+.
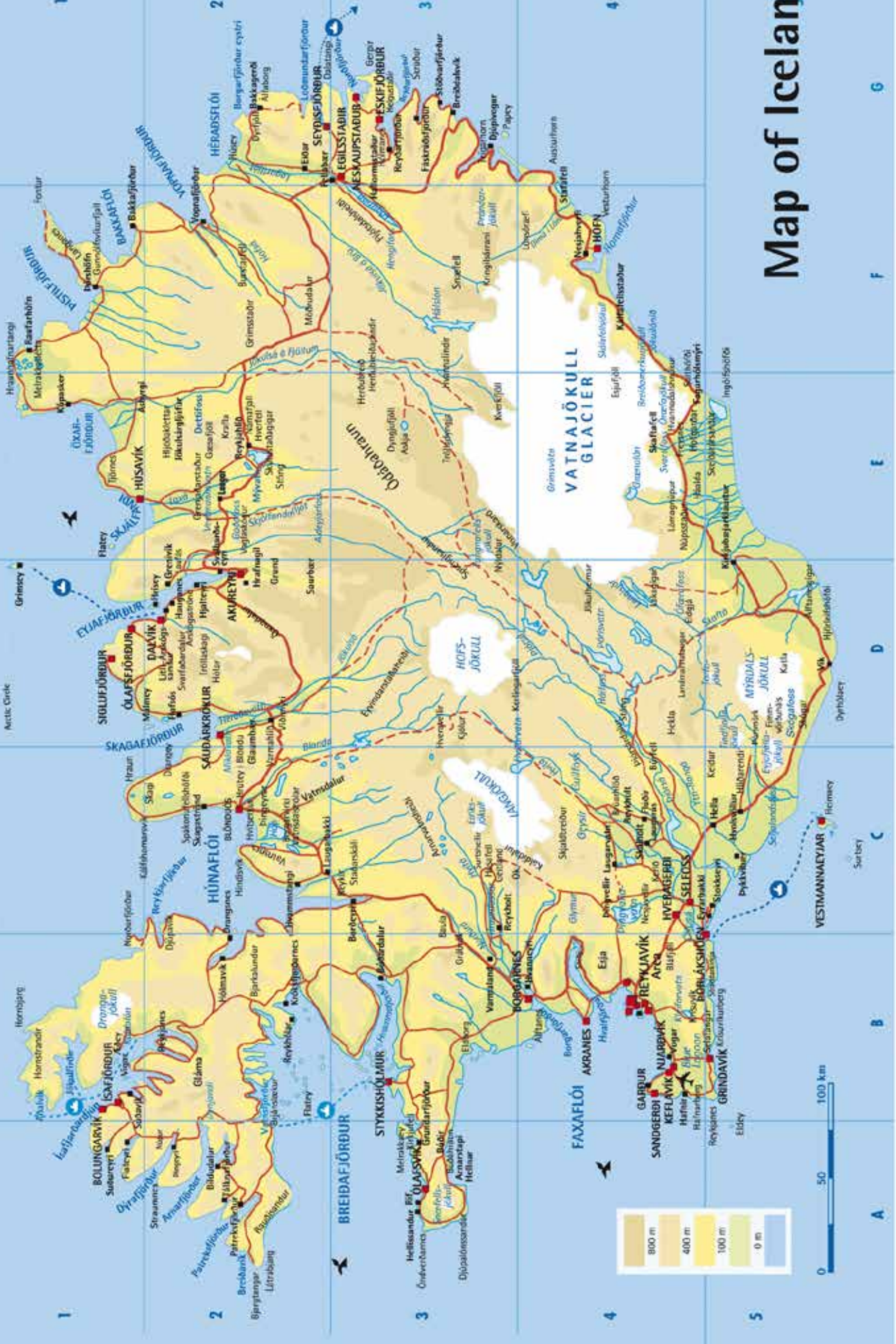
THE MOST IMPORTANT THING!

The most important thing is that this is your campaign and you should run it the way you want to have the most fun!

SEND US YOUR PICTURES!

If you are from Iceland or have visited Iceland, send your pictures to Beasts of War so that we can compile a library of images for people wanting to refight this campaign.

If we have got anything wrong, let us know and tell us how the invasion of Iceland really would have gone!

Map of Iceland
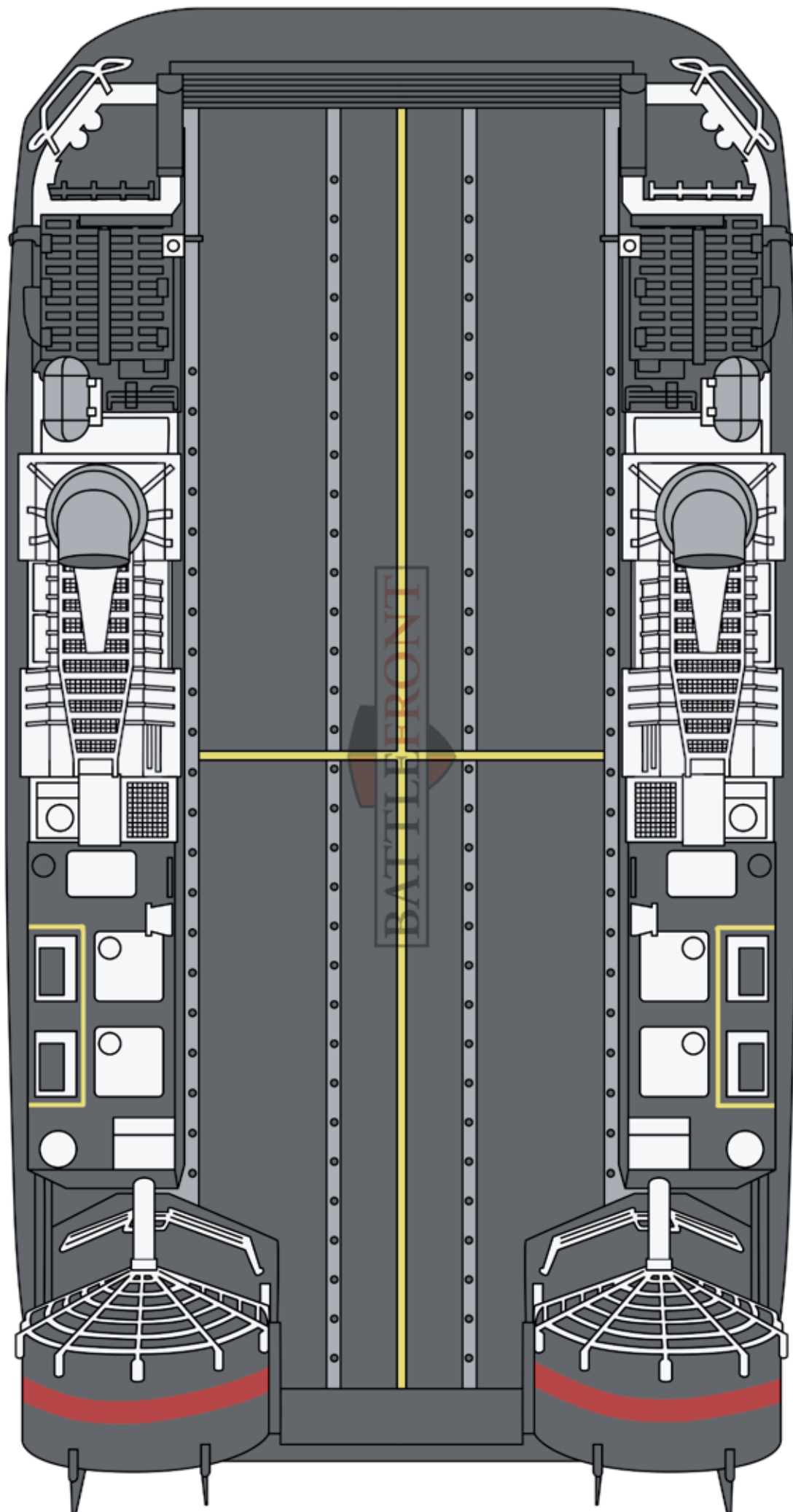

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US LCAC (LANDING CRAFT AIR CUSHION)
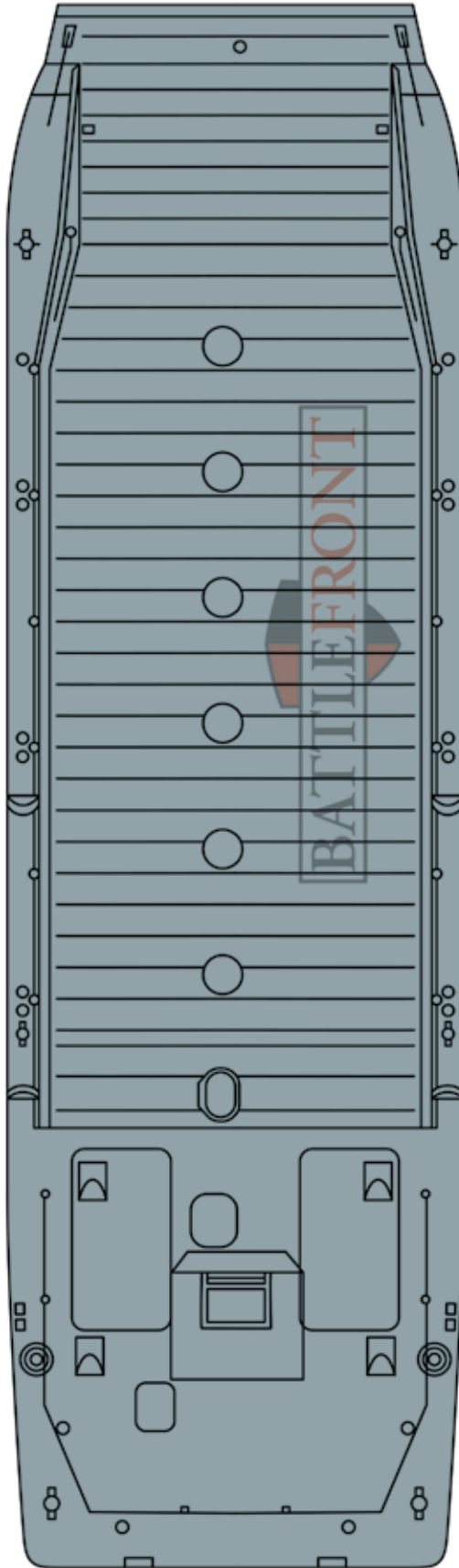
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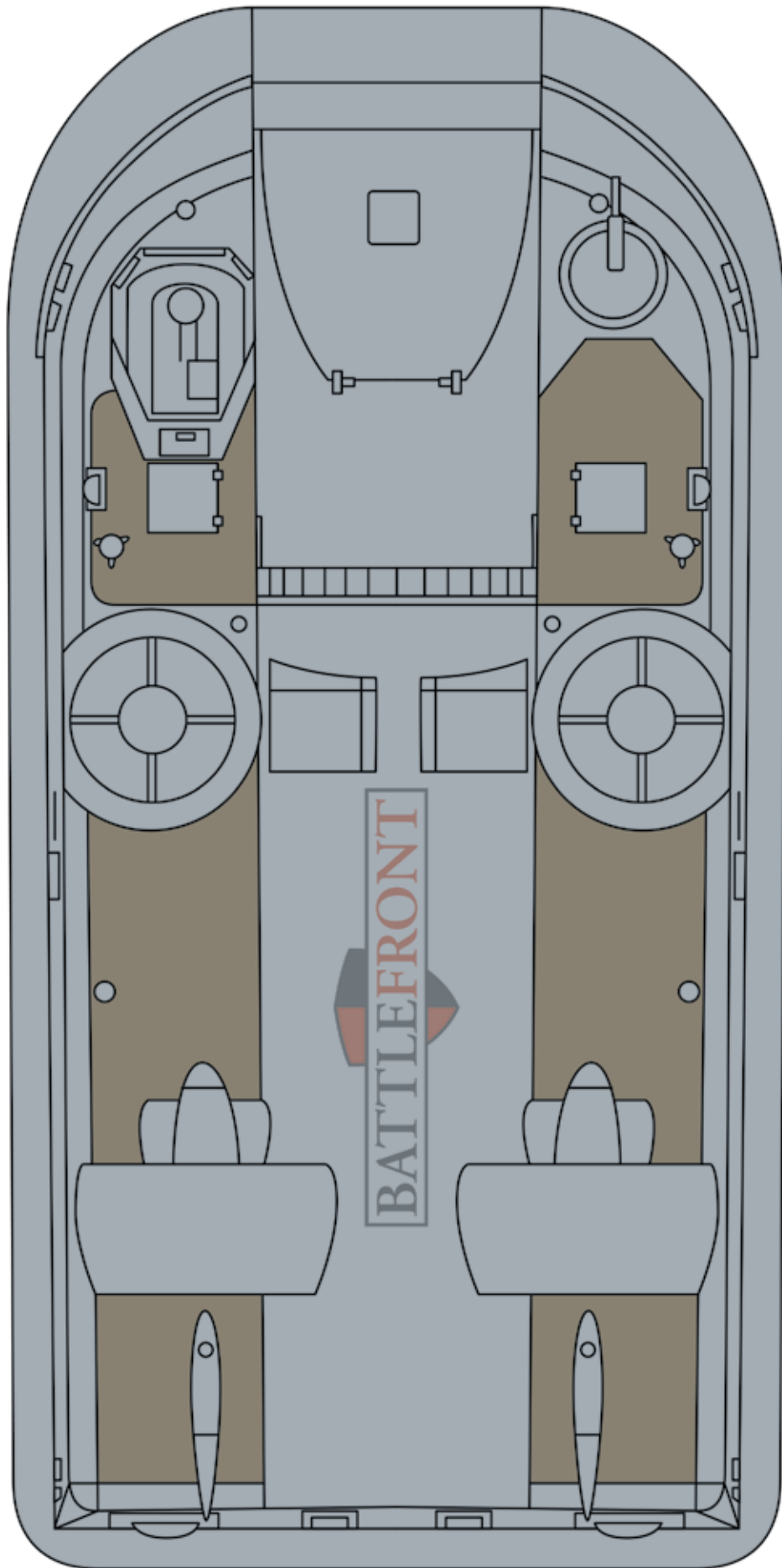
SOVIET KALMAR CLASS (PROJECT 1206) 'LEBED' LCAC