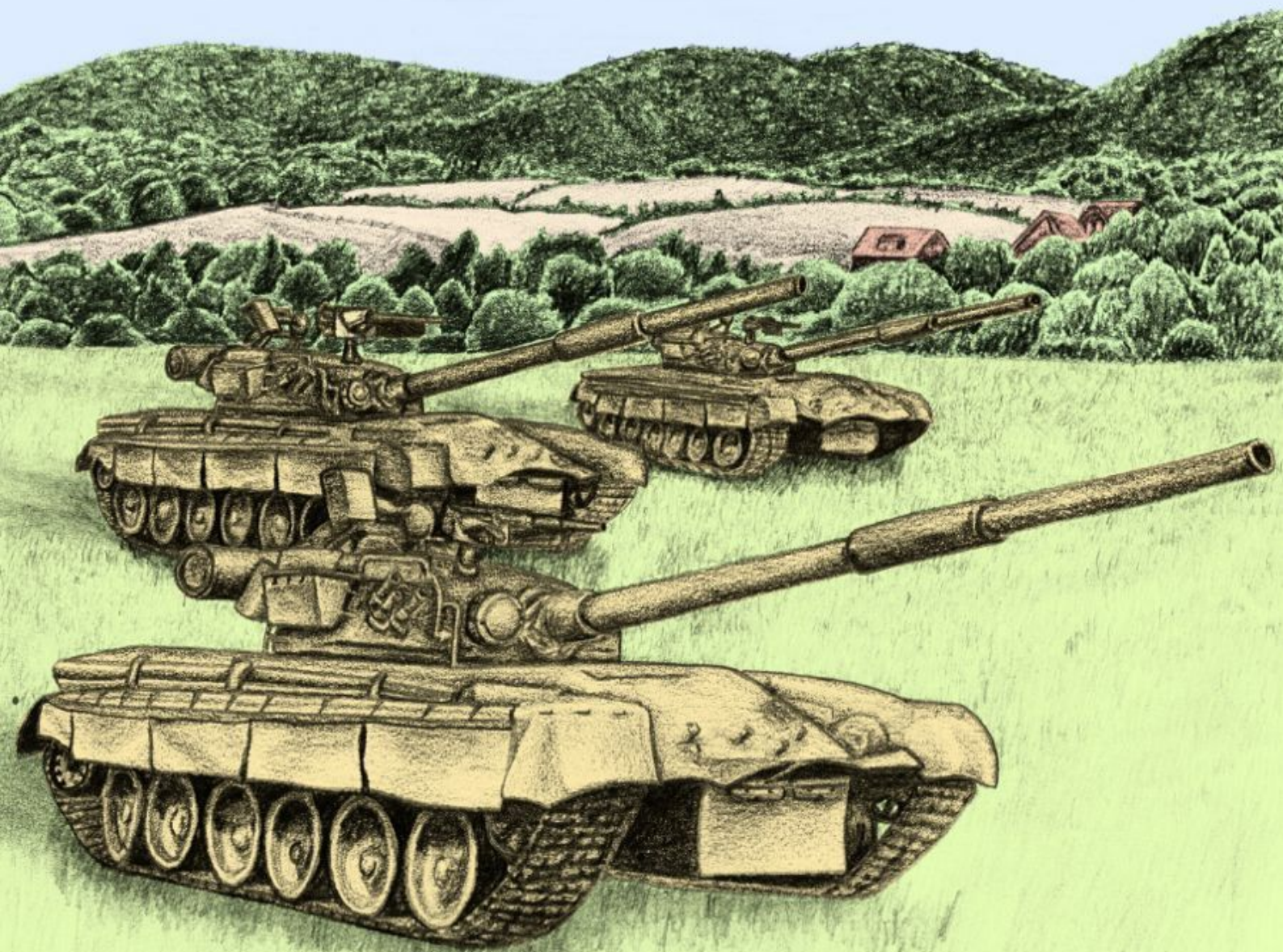


# The Bear Marches West

## Alternate Tables of Organisation and Equipment



**Glenn Dean**

***The Bear Marches West***  
**Alternate Tables of Organization & Equipment**  
**for Optional Wargame Scenarios**

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The 1980s were a turbulent time for the US Army with the introduction of major changes in equipment and organization. The “Big Five” – the Abrams tank, Bradley Fighting Vehicle, Apache Attack Helicopter, Blackhawk Utility Helicopter, and Patriot Air Defense System – caused significant shifts in the way US Army units were organized and manned. In particular, ground maneuver units were in transition from the “J-series” Table of Organization & Equipment (TOE), in which each maneuver battalion had three maneuver companies each with its own organic combat support and combat service support, to the “H-series” TOE in which the battalions had four maneuver companies, with combat services support organized at the battalion level and then distributed to support the individual companies. Armor formations saw even more significant change as the M1-equipped formations transitioned to platoons of four tanks each (14 per company) from the prior five tanks per platoon (17 per company) of the M60-equipped formations.

These transitions began with the fielding of the first M1 tanks in Europe in 1982, picked up speed in 1983 as Bradley Fighting Vehicles began to join the formations, and while the US Army in Europe was complete in the reorganization to this “Division 86” structure by late 1986, many formations based in the US did not fully complete this organizational transition until the time of Operation Desert Storm, or even later.

The thriller novels of the period that deal with the possibility of ground combat in Western Europe often gloss over the finer details of TOE to serve their own narrative goals. Depending on when in the decade one assumes the battles are set, an accurate depiction of the battle formations in the novels could look somewhat different. (As an aside: Harold Coyle, a retired US Army Armor officer, generally presents the most accurate formations; Ralph Peters, a retired US Army Intelligence officer, is quite accurate in his Soviet formations but less so with US Formations; Tom Clancy, a civilian, takes the most narrative liberties with TOE).

The scenarios presented in *The Bear Marches West* are designed to best replicate the drama presented in the novels. However, should one seek to use the scenarios as more of a “what if” simulation, and play the actual formations of the time, the following provides some optional scenarios with modifications that more closely replicate actual tactical formations.

Note that for the US forces these scenarios replicate the company/troop-level combat services support formations (also known as the “company trains”); these elements can be omitted if there is a desire to reduce clutter on the gaming table. If your chosen rules system does not replicate support units, these vehicles can still be employed as anti-infantry systems as all are equipped with .50-caliber machine guns.

Also, fire support (M981 FIST-V, ACRV) and Tactical Air Control Party vehicles are included in these TOEs. If your rules system supports specialized artillery and air observers, use them with these units. If your rules system does not specifically provide for observer rules, a reduction in miss error of 50-75% is recommended for engagements in which the observer vehicle can “spot” the intended fall of the air or artillery strike, to better simulate the accuracy of these vehicles and their ground laser designators compared to calls for fire over radio from a company or platoon commander.

## **Scenario 1: Opening Shots**

Harold Coyle's *Team Yankee* is never specific about the divisional formation to which the fighting company it follows belongs; in fact it is quite generic, probably intentionally so. Team Yankee itself comes from an H-series organization, since it is M1-equipped; the mechanized infantry battalion it is attached to is most likely also an H-series organization (based on its M3-equipped scout platoon), but could also be a J-series organization. This provides several options for adjusting its scenario.

Option A: Team Yankee TOE adjustment. This adjusts Team Yankee's TOE only.

Change: 1x Infantry Platoon

1x M113 command vehicle with command section

3x M113 squad carriers with 1 infantry squad and 1xM47 Dragon each

Add: Fire Support Section:

1 x M981 FIST-V

Add: Team Yankee combat services support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Option B: Team Yankee 1986 TOE. This option portrays a "future" Team Yankee, after fielding of the Bradley Fighting Vehicle (and post-1987, change all 105mm gun M1 to 120mm M1A1)

Change: 1x Infantry Platoon

1x M2 Bradley, with command section

3x M2 Bradley, with 1 infantry squad and M47 Dragon each

Add: Fire Support Section:

1x M981 FIST-V

Add: Team Yankee Combat services support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Option C: Full strength motor-rifle battalion. This option presents an un-attributed Soviet motor-rifle battalion (MRB) as a greater challenge. In theory, by all US Army force design, the un-attributed MRB and US Army company team should be roughly equally matched.

Add: Battalion command

2x BRDM-2 reconnaissance section

1x ACRV artillery observer

3x SPG-9 anti-tank team (mounted in BTR-60)

Change: Each Motor Rifle Company (MRC)

1x BMP-2 with command section

3x Motor Rifle Platoon (MRP), each

3x BMP-2 with infantry squad

## **Scenario 2: Mackall's Defense.**

The Sergeant Mackall storyline in Tom Clancy's *Red Storm Rising* is a compelling one, but one that neglects to show the full picture of the unit it depicts. The 11<sup>th</sup> Armored Cavalry Regiment ("Blackhorse") was the elite formation of US Army Europe (USAEUR) at the time, charged with the defense of the Fulda Gap, and as a result the first formation in USAEUR to be fully modernized. As a consequence of Clancy's choice of call sign for Mackall – Buffalo 31 – we know he becomes the platoon leader of the 3<sup>rd</sup> platoon, B Troop ("Buffalo"), 1<sup>st</sup> Squadron ("Ironhorse"), 11<sup>th</sup> ACR. The 11<sup>th</sup> ACR's three line squadrons were organized the same throughout the '80s after fielding the M1; each squadron contained three cavalry troops (A, B, and C in 1<sup>st</sup>; E, F, and G in 2d; and I, K, and L in 3<sup>rd</sup>), one tank company (D, H, and M respectively), a howitzer battery ("How Batt"), and headquarters troop. The cavalry troops were combined arms mixtures of scouts, tanks, mortars, and support vehicles. [Aside: One incongruity: cavalry troops usually designated the scout platoons as 1<sup>st</sup> and 3<sup>rd</sup> with the tank platoons as 2d and 4<sup>th</sup>, but this could conceivably be different for Mackall's fictional scenario.]

To replicate the full cavalry troop in Mackall's Defense:

Change: 1x U.S. Armored Cavalry Troop

Headquarters Platoon

1x M1 Abrams

1x M577 command post

1x M981 FIST-V

2x Scout Platoon, each

6x M3 Cavalry Fighting Vehicles

2x Tank Platoon, each

4x M1 Abrams

Mortar Section

2x M106A2 4.2" Mortar Carrier

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

2x M113 Medical

1x M88 Recovery

Add: 2x fire missions, each a Battalion 6 from squadron Howitzer Battery (6 rounds from each of 8 guns).

### **Scenario 3: Gas, Gas, Gas**

As with scenario 1:

Option A: Team Yankee TOE adjustment. This adjusts Team Yankee's TOE only.

Change: 1x Infantry Platoon

1x M113 command vehicle with command section

3x M113 squad carriers with 1 infantry squad and 1xM47 Dragon each

Add: Fire Support Section:

1x M981 FIST-V

Add: Team Yankee combat services support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Option B: Team Yankee 1986 TOE. This option portrays a "future" Team Yankee, after fielding of the Bradley Fighting Vehicle (and post-1987, change all 105mm gun M1 to 120mm M1A1)

Change: 1x Infantry Platoon

1x M2 Bradley, with command section

3x M2 Bradley, with 1 infantry squad and M47 Dragon each

Add: Fire Support Section:

1x M981 FIST-V

Add: Team Yankee Combat services support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Option C: Additional Motor-Rifle Battalion assets.

Add: Battalion command

2x BRDM-2 reconnaissance section

1x ACRV artillery observer

3x SPG-9 anti-tank team (mounted in BTR-60)

#### **Scenario 4: Mackall's Defense Redux**

Option A: US Cavalry Troops only. This option changes only the TOE for the two Cavalry Troops in the base scenario.

Change:

2x U.S. Armored Cavalry Troop, each:

Headquarters Platoon

1x M1 Abrams

1x M577 command post

1x M981 FIST-V

2x Scout Platoon, each

6x M3 Cavalry Fighting Vehicles

2x Tank Platoon, each

4x M1 Abrams

Mortar Section

2x M106A2 4.2" Mortar Carrier

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

2x M113 Medical

1x M88 Recovery

Add: 2x fire missions, each a Battery 6 from squadron Howitzer Battery (6 rounds from each of 8 guns).

Option B: Ironhorse Guard. This option deletes the German grenadiers, and simulates a guard mission by the entire 1<sup>st</sup> Squadron of the 11<sup>th</sup> Armored Cavalry Regiment.

Delete: All German units.

Change:

2x U.S. Armored Cavalry Troop, each:

Headquarters Platoon

1x M1 Abrams

1x M577 command post

1x M981 FIST-V

2x Scout Platoon, each

6x M3 Cavalry Fighting Vehicles

2x Tank Platoon, each

4x M1 Abrams

Mortar Section

2x M106A2 4.2" Mortar Carrier

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

2x M113 Medical

1x M88 Recovery

Add:

Squadron Headquarters  
2x M3 Cavalry Fighting Vehicles  
4x M577 command post vehicles

1x U.S. Armored Cavalry Troop, each:

Headquarters Platoon

1x M1 Abrams

1x M577 command post

1x M981 FIST-V

2x Scout Platoon, each

6x M3 Cavalry Fighting Vehicles

2x Tank Platoon, each

4x M1 Abrams

Mortar Section

2x M106A2 4.2" Mortar Carrier

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

2x M113 Medical

1x M88 Recovery

1x Tank Company

Company Headquarters

2x M1 Abrams

1x M981 FIST-V

3x Tank Platoons, each

4x M1 Abrams

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Howitzer Battery

8x M109A5 155mm Self-Propelled Howitzer

1x M577 Fire Direction Center

Ammunition available supports 6 "Battery 6" missions and a single precision laser-guided Copperhead strike

Aero-Scout section: 2x AH-1 Cobra Attack Helicopter, mounting 8 each ITOW plus 20mm cannon

Air Defense Platoon

4x M113 with Stinger Team

Squadron Combat Trains

2x M577 command post

2x M113 Ambulance

2x M978 HEMTT emergency fuel

2x M977 HEMTT emergency ammunition

2x M88 Recovery Vehicle

### **Scenario 9: Hunter and Hunted.**

This option provides adjustments to Team Yankee's organization.

Option A: M113 option. This replicates the novel scenario with additional details.

Change: 1x Infantry Platoon

1x M113 command vehicle with command section

3x M113 squad carriers with 1 infantry squad and 1xM47 Dragon each

Add: Fire Support Section:

1 x M981 FIST-V

Add: Team Yankee combat services support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Option B: 1986 TOE. This provides the "what if" alternative of equipping the Team with the M2 Bradley Infantry Fighting Vehicle (and if replicating post-1987, change all 105mm gun M1 to 120mm M1A1)

Change: 1x Infantry Platoon

1x M2 Bradley, with command section

3x M2 Bradley, with 1 infantry squad and M47 Dragon each

Add: Fire Support Section:

1 x M981 FIST-V

Add: Team Yankee Combat services support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery



## **Scenario 10: Check and Checkmate**

Option: Full strength Team. This option replicates a defensive scenario with a full strength company/team, rather than the reduced strength scenario as presented in the novel.

Change: 1x Tank Company Team

Company Headquarters

2x M1 Abrams

1x M981 FIST-V

2x Tank Platoons, each

4x M1 Abrams

1x Infantry Platoon

1x M113 command vehicle, with command section

3x M113 squad carrier, with 1 infantry squad and 1 M47 Dragon each

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

## **Scenario 11: Race for the Leine**

These options makes some TOE adjustments to the US and Soviet units.

Option A: Mech pure. This uses US Infantry only for the US unit.

Add: Soviet Regimental Reconnaissance  
3x BRDM-2  
1x ACRV artillery reconnaissance

Change: US Infantry Company  
Company Headquarters  
2x M2 Bradley Infantry Fighting Vehicles  
1x M981 FIST-V  
3x Infantry Platoon, each  
1x M2 Bradley with command section  
3x M2 Bradley with 1 infantry squad and M47 Dragon each  
Combat Service Support  
1x M113 First Sergeant  
1x M113 Maintenance  
1x M113 Medical  
1x M88 Recovery

Option B: Mech Team. This substitutes a US Mechanized Infantry Team for the US Infantry Company.

Add: Soviet Regimental Reconnaissance  
3x BRDM-2  
1x ACRV artillery reconnaissance

Change: US Infantry Team  
Company Headquarters  
2x M2 Bradley Infantry Fighting Vehicles  
1x M981 FIST-V  
2x Infantry Platoon, each  
1x M2 Bradley with command section  
3x M2 Bradley with 1 infantry squad and M47 Dragon each  
1x Tank Platoon, each  
4x M1 Abrams  
Combat Service Support  
1x M113 First Sergeant  
1x M113 Maintenance  
1x M113 Medical  
1x M88 Recovery

Option C: US Battalion Only. This option substitutes a complete US H-series mechanized infantry battalion task force (in a “3x1” mix, of three infantry companies and one tank, further cross-attached at the company/team level) for the other NATO units.

Add: Soviet Regimental Reconnaissance  
3x BRDM-2  
1x ACRV artillery reconnaissance

Delete: All British, Belgian, and German ground forces.

Change: US Infantry Company

Company Headquarters

2x M2 Bradley Infantry Fighting Vehicles

1x M981 FIST-V

3x Infantry Platoon, each

1x M2 Bradley with command section

3x M2 Bradley with 1 infantry squad and M47 Dragon each

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

Add:

US Mechanized Infantry Battalion Task Force Headquarters

2x M2 Infantry Fighting Vehicles

4x M577 command post

1x M113 Tactical Air Control Party

US Scout Platoon

6x M3 Bradley Cavalry Fighting Vehicles

US Infantry Company, each

Company Headquarters

2x M2 Bradley Infantry Fighting Vehicles

1x M981 FIST-V

3x Infantry Platoon, each

1x M2 Bradley with command section

3x M2 Bradley with 1 infantry squad and M47 Dragon each

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

US Infantry Team

Company Headquarters

2x M2 Bradley Infantry Fighting Vehicles

1x M981 FIST-V

2x Infantry Platoon, each

1x M2 Bradley with command section

3x M2 Bradley with 1 infantry squad and M47 Dragon each

1x Tank Platoon, each

4x M1 Abrams

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

US Tank Team

Company Headquarters

2x M1 Abrams

1x M981 FIST-V

2x Tank Platoon, each

4x M1 Abrams

1x Infantry Platoon

1x M2 Bradley with command section

3x M2 Bradley with 1 infantry squad and M47 Dragon each

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

US Mortar Platoon

6x M106A2 4.2" Mortar Carrier

1x M577 Fire Direction Center

US Anti-Tank Company

Company Headquarters

2x M113

3x Anti-tank Platoon, each

4x M901 Improved TOW Vehicle

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

Battalion Combat Trains

2x M577 command post

2x M113 Ambulance

2x M978 HEMTT emergency fuel

2x M977 HEMTT emergency ammunition

2x M88 Recovery Vehicle

## **Scenario 12: Desperate Measures**

This option uses a full US H-series mechanized infantry battalion task force (in “3x1” mix).

Add: Soviet Regimental Reconnaissance

3x BRDM-2

1x ACRV artillery reconnaissance

Change:

US Mechanized Infantry Battalion Task Force Headquarters

2x M2 Infantry Fighting Vehicles

4x M577 command post

1x M113 Tactical Air Control Party

US Tank Team

Company Headquarters

2x M1 Abrams

1x M981 FIST-V

2x Tank Platoon, each

4x M1 Abrams

1x Infantry Platoon

1x M2 Bradley with command section

3x M2 Bradley with 1 infantry squad and M47 Dragon each

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

US Infantry Team

Company Headquarters

2x M2 Bradley Infantry Fighting Vehicles

1x M981 FIST-V

2x Infantry Platoon, each

1x M2 Bradley with command section

3x M2 Bradley with 1 infantry squad and M47 Dragon each

1x Tank Platoon, each

4x M1 Abrams

Combat Service Support

1x M113 First Sergeant

1x M113 Maintenance

1x M113 Medical

1x M88 Recovery

2x US Infantry Company, each  
    Company Headquarters  
        2x M2 Bradley Infantry Fighting Vehicles  
        1x M981 FIST-V  
3x Infantry Platoon, each  
    1x M2 Bradley with command section  
    3x M2 Bradley with 1 infantry squad and M47 Dragon each  
Combat Service Support  
1x M113 First Sergeant  
1x M113 Maintenance  
1x M113 Medical  
1x M88 Recovery

Add:

US Scout Platoon  
    6x M3 Bradley Cavalry Fighting Vehicles

US Mortar Platoon  
    6x M106A2 4.2" Mortar Carrier  
    1x M577 Fire Direction Center

US Anti-Tank Company  
    Company Headquarters  
        2x M113  
3x Anti-tank Platoon, each  
    4x M901 Improved TOW Vehicle  
Combat Service Support  
1x M113 First Sergeant  
1x M113 Maintenance  
1x M113 Medical

Air Defense Platoon  
    4x M113 with Stinger Team

Battalion Combat Trains  
    2x M577 command post  
    2x M113 Ambulance  
    2x M978 HEMTT emergency fuel  
    2x M977 HEMTT emergency ammunition  
    2x M88 Recovery Vehicle