



MECH BRIGADE™

A SIMULATION OF MODERN ARMORED WARFARE



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ARMORED WARFARE OF THE 1990's



Although each symbol represents a platoon or company, the computer keeps track of each individual tank, artillery, or soldier. Here, the cursor highlights a Russian tank company, which contains ten T-80 main battle tanks with 40 ammunition points, facing west and immobile (speed = 0).



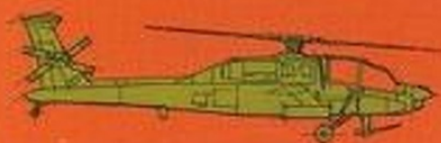
U.S. tank: ABRAMS M-1

Gun maximum range: 10 Gun maximum penetration: 40
Gun shell size: 5 Gun accuracy: 50 Maximum speed: 28
Machine guns: 2 Front armor: 35 Back armor: 12
Silhouette: 4



U.S. ICV: BRADLEY M-2

Gun maximum range: 10 Gun maximum penetration: 8
Gun shell size: 2 Gun accuracy: 50 Maximum speed: 28
Machine guns: 1 Front armor: 10 Back armor: 5
Silhouette: 3 Guided missile system: TOW3



U.S. Helicopter: APACHE AH-64

Gun maximum range: 14 Gun maximum penetration: 18
Gun shell size: 2 Gun accuracy: 50 Maximum speed: 380
Machine guns: 0 Front armor: 3 Back armor: 3
Silhouette: 3 Guided missile system: Hellfire

What will it be like when modern juggernauts—turbine-propelled, missile-armed, laser-guided—clash on the battlefield?

The answer is right here in your hands. Using the latest military data derived from extensive research, we are proud to present the definitive, advanced simulation of modern land battles: **MECH BRIGADE™**.

The combat ratings for practically every weapon found in the arsenals of the U.S., West Germany, England and Russia have been compiled. The NATO player has command of the following weapon types: 6 main battle tanks including the Abrams M-1 and Leopard II, 4 attack helicopters, 4 self-propelled anti-tank guided missile (ATGM) systems such as the Jaguar I, 5 recon/command vehicles, 5 armored personnel carriers, and a long list of self-propelled artillery, surface-to-air missiles (Rapier, Stinger), flak, guns, infantry weapons and ATGMs such as the Hellfire, TOW3, and Dragon.

At the disposal of the Russian commander are 4 tank types (T-80, T-72, T-62, T-55), the Hind-D helicopter, the BRDM-2 and BRDM-3 self-propelled ATGM systems, the BRDM command vehicle, the BMP-1 and BMP-2 APCs, and an equally long list of missiles, mortars, and guns.

Using a modified version of our popular "KAMPFGRUPPE™" game system, hit probabilities of every weapon are instantly calculated by the computer. Combat is resolved down to every individual tank, gun and infantryman. We've added the ability to fire smoke to obscure the enemy's vision.

MECH BRIGADE incorporates rules governing Command Control that determine how fast a unit will respond to your movement orders. Kill/suppression points are also included. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted.

Four scenarios are provided, each in a different area of West Germany. You can create your own with the Random Setup. During solitaire, the computer can direct either side.

Screen displays shown are from the APPLE II. Displays from other computers may vary.

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An example of the "View" display. A push of the "V" key lights up every square the T-80 platoon can see. This advanced yet simple feature eliminates convoluted line-of-sight calculations to help make MECH BRIGADE an exciting and eminently playable wargame.



Russian tank: T-72

Gun maximum range: 18 Gun maximum penetration: 45
Gun shell size: 5 Gun accuracy: 50 Maximum speed: 28
Machine guns: 2 Front armor: 20 Back armor: 7
Silhouette: 3



Russian ICV: BMP-2

Gun maximum range: 8 Gun maximum penetration: 30
Gun shell size: 4 Gun accuracy: 30 Maximum speed: 20
Machine guns: 1 Front armor: 5 Back armor: 3
Silhouette: 2 Guided missile system: Spandrel



Russian Helicopter: HIND-D

Gun maximum range: 5 Gun maximum penetration: 12
Gun shell size: 2 Gun accuracy: 50 Maximum speed: 260
Machine guns: 0 Front armor: 2 Back armor: 2
Silhouette: 4 Guided missile system: Spiral