

Zulu Dawn

Armored cavalry assaults a heavily reinforced infantry position.

Background:

The commanding general of the 52nd MRD wants a victory and he wants it now. Political pressure from home is demanding a spectacular and showy defeat of an enemy unit, and the 3rd Battalion, 44th Infantry is providing just that opportunity. 3/44th Infantry is occupying a reinforced helicopter base that the 7th ID has been using to mount airmobile raids on rear elements of the 52nd MRD. It poses a juicy and tempting target, because there is little armor support dedicated to the site.

Under cover of bad weather, units of the 3rd Battalion, 3rd Guards Tanks Regiment has approached the enemy position undetected. This morning, the helicopters garrisoned at the firebase departed on yet another raid, leaving the ground forces without air cover.

3/3rd GTR is under-strength, as its mechanized infantry company was detached to support an operation in Regensburg, but it is supported by an armored engineer company and a rocket artillery battery. The commander of 3/3rd GTR desperately wants to give his commanding general a victory, almost as much as 3/44th Infantry wants to deny him one.

Starting Forces:

Defender:

- 2 heavy infantry companies, each with:
 - 3 line platoons, each with:
 - 8 heavy Infantry stands (any configuration except RAM Mortars)
- 1 mechanized anti-tank platoon, consisting of:
 - 4 anti-tank vehicles, Class 2 maximum
- 1 light artillery battery, consisting of:
 - 4 SPA vehicles, Class 3 maximum and with an artillery system each
- 60 obstacle markers (mines, concertina wire, dragon's teeth, tank ditch, or roadblocks)
- 6 bunkers, each Size 3, Armor 3, and up to three weapons systems totaling no more than 15 capacity points.

Attacker:

- 1 heavy cavalry troop, consisting of:
 - Headquarters Detachment, consisting of:
 - 2 AFVs, Class 4 maximum

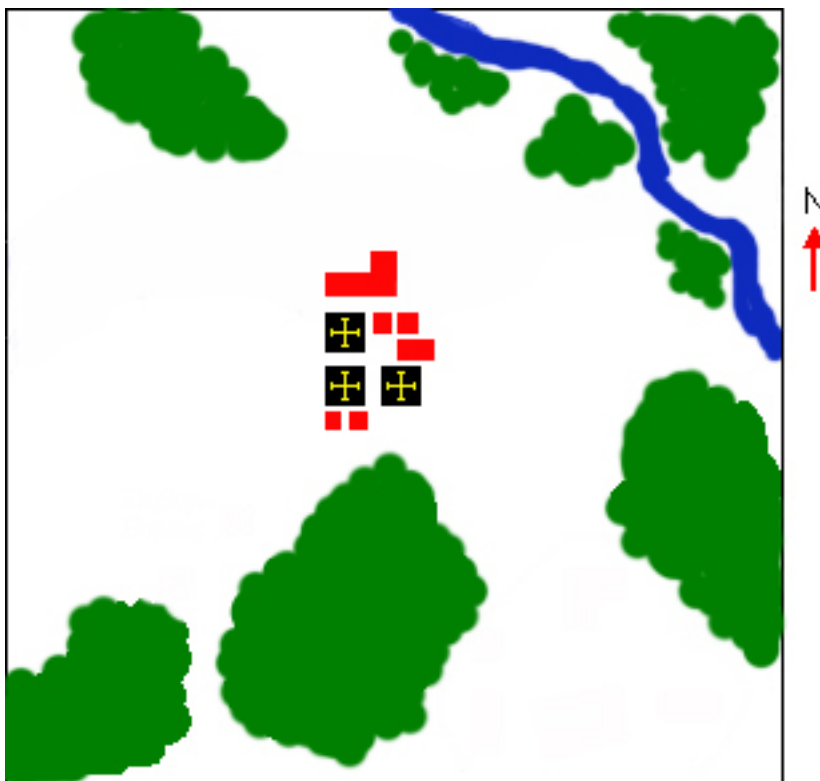
- 3 tank platoons, each with:
 - 4 AFVs, Class 4 maximum
- 1 scout platoon, consisting of:
 - 3 recon vehicles, Class 1 maximum

- 1 armored engineer platoon, consisting of:
 - 4 APCs, Class 2 maximum and Infantry capacity of 2 stands each
 - 8 Infantry stands with Engineer packages

- 1 assault and obstacles (A&O) platoon, consisting of:
 - 3 CEVs, Class 3 maximum and each with an Engineer package
 - 2 AVLBs, Class 4 maximum and each with a Bridge package, no full turrets allowed

- 1 rocket support battery, consisting of:
 - 4 SPA vehicles, Class 3 maximum and each with at least one SLAM system

Map:



Setup:

The map above is considered to be 60" on each side. The defender must place all his units within a 15" radius of the very center of the board. All units may start the game Entrenched, if the commander desires. All bunkers and obstacles must be emplaced before the game begins, with the bunkers inside the same 15" radius the rest of the defender's units are confined to.

The attacking units may be started from any (or every) side of the board, as the commander sees fit, so long as all units are within 2" of the edge.

Victory Conditions:

The side that loses 60% of its strength first loses and is forced to withdraw/surrender.

©2005 ~ Andreas Udby ~ <http://home.comcast.net/~kudby>