DAWN'S EARLY LIGHT

IT'S MAY 1985 AND OPERATION RED HAMMER HAS BEGUN!

RED HAMMER

LOCK 'N LOAD
PUBLISHING

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INTRODUCTION

Dawn's Early Light Red Hammer is a game of the Soviet thrust into Eisenbach Gap in May of 1985, the opening battle of the Third World War. Hexes are approximately 3 miles across and units are airborne, armored, infantry or recon battalions.

GLOSSARY

➤ **1d6:** roll one six-sided die
➤ **2d6:** roll two six-sided dice and sum them
➤ **ACR:** Armored Cavalry Regiment
➤ **AFB:** Air Force Base
➤ **AN:** Activation Number (2.1)
➤ **Closed terrain:** town, rough, forest or rough forest hexes.
➤ **MP:** Movement Point (6.0).
➤ **NATO:** North Atlantic Treaty Organization.
➤ **Open terrain:** clear or airfield hexes.
➤ **ZOC:** Zone of Control (5.0)

SUPPORT

If you have any game questions or if you just looking for other gamers to chat with you can find quick replies on our Forums at: http://forums.lnlpublishing.com.

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Desk at: http://support.lnlpublishing.com.

You can also find additional game resources such as scenarios, counters, special rules and other community-design resources in our Resource Section at: http://forums.lnlpublishing.com/resources.

1.0 COMPONENTS

1.1 ANATOMY OF A COMBAT UNIT

All combat units fall into one of five classifications: armored, infantry, reconnaissance, airborne or supply (see the player-aid card). Armored units are better in open terrain, infantry units in closed terrain. Reconnaissance units are terrain-neutral and can support attacks by other units. Supply convoys do little but move, but are worth Victory Points and are still considered combat units.

Players should not take the classification as implying units are 100% armor or infantry in composition. At the level below what *Dawn's Early Light Red Hammer* is looking at, there are numerous cross-attached

armor and infantry assets. Even the supply convoys have fighting troops assigned to them.

Four nationalities comprise the units in *Dawn's Early Light Red Hammer*: West Germans, Canadians, Soviets, and Americans. West Germans are blue, Americans green, Canadians are tan, and Soviets are red.

The colored band at the top of a unit indicates the parent division as indicated below:
➤ **Green:** American 5th Armored, 13th ACR, and 101st Airborne.
➤ **Beige:** American 11th Armored.
➤ **Blue:** West German 1st Panzer.
➤ **Black:** West German Territorials.
➤ **Gray:** West German 27th Pzg Brigade.
➤ **Tan:** Canadian 4th Mechanized.
➤ **Red:** Soviet 1st Guards Tank.
➤ **Gold:** Soviet 47th Guards Tank.
➤ **Silver:** Soviet 171st Motor Rifle.
➤ **Bronze:** Soviet 33rd Motor Rifle.
➤ **Blue:** Soviet 2nd Guards Airborne.
➤ **Pink:** Soviet 87th Motor Rifle.
➤ **Purple:** Soviet 232nd Motor Rifle.
➤ **Brown:** Soviet 23rd Guards Tank.

Units are rated for Strength Points, Protection Factor and Initiative. A unit's Strength Rating reflects its cohesion and firepower. A unit's Protection Factor reflects the difficulty of damaging it. A unit's Initiative reflects both the raw ability of the unit to cover ground and its responsiveness to orders.

A unit loses one Strength Point for each hit taken. Flip the counter over to show the first hit and then place a Hit marker underneath the unit for additional hits. When hits reduce a unit's strength to zero, it is destroyed.

Some units will lose a point of initiative when flipped over. This is intentional. They do not lose any additional initiative for having a Hit marker placed on them.

Unless otherwise noted, units will always begin a scenario at full strength.

1.2 ORGANIZATION OF BRIGADES AND REGIMENTS

Underneath their parent division, NATO forces are organized into mechanized brigades (consisting of two mechanized-infantry battalions and one armored battalion) and armored brigades (two armored battalions and one mechanized-infantry battalion). The brigade identification is on the divisional color band.

Armored Battalion   Mechanized Battalion

Warsaw Pact forces are organized into tank regiments (three tank battalions and one motor-rifle battalion) and motor-rifle regiments (three motor-rifle battalions and one tank battalion). When the Pact player is given the choice of a regiment, he may select either kind of regiment (provided one is available from the listed formation). The regiment identification is on the divisional color band.

Tank Battalion   Mechanized Battalion

2.0 IMPULSE SYSTEM

Dawn's Early Light Red Hammer does not use a rigid sequence of play. Instead, each turn consists of a number of "couplets", during which each player will receive one impulse. An impulse allows each unit of the acting player to take one action. Once four couplets are complete, a night couplet occurs (8.0).

Resolve the night couplet and then begin the next turn. If there are no more turns left in the game, check the victory conditions to see who won.

2.1 ACTIVATION ROLL

Each time a new couplet is begun, each player should roll 1d6 to generate his Activation Number (AN) and track it with the markers provided for this purpose.

The player with the higher AN receives the first impulse of the couplet. On a tie, the NATO player acts first. On an AN of five, a player may secretly decide whether or not to switch his AN to a 2. This decision should be made before his opponent reveals his selected AN (if he was able to choose) or before any botched orders are resolved.

On an AN of six, roll 1d6 and consult the Botched Orders table.
➤ Rather than roll, a player can select his next AN if his previous AN was a one. He does this secretly before his opponent rolls for an AN and reveals his AN after the AN roll (and any botched-orders effects) are complete.

The lower the AN, the more units a player can activate. (3.1) Consequently, there is a trade-off between going first and going with the most.

An AN of 1 from the Botched Orders table still qualifies for a choice of activation on the next impulse.

3.0 ACTIONS & ACTIVATIONS

When a player receives an impulse, some or all of his units are activated and can perform one action each. Units are always activated individually.

3.1 ACTIVATION

For a unit to activate, it must have an Initiative Rating equal to or greater than the player's AN.

Just to be absolutely clear: if your Activation Number exceeds a unit's Initiative Rating, that unit is going to have to pass. No moving or shooting for it!

3.2 ACTIONS

A unit can move or assault when it is activated; it cannot do both. A unit can choose to pass and do nothing.
➤ All units in *Dawn's Early Light Red Hammer*, except the 2nd Guards and 101st Airborne and supply convoys, can make overrun attacks (7.4) when they move.
➤ Recon units can support assaults (7.6).
➤ Supply convoys cannot assault (or overrun) as indicated by their bracketed Strength Rating.
➤ Units that did not activate must pass.

4.0 STACKING

The NATO player can have up to three units in a hex. The Soviet player can stack three units from the same division or two units from different divisions.

NATO can stack three units per hex.

Stacking is checked at the end of every impulse. If, when checked, a hex exceeds the stacking limit then any excess units are destroyed (owning player's choice). A player can rearrange his stacks at any point in a friendly impulse.

The order of stacks is important as combat is fought against the top unit in the stack. In the picture above the American unit would bear the brunt of Soviet attacks.

5.0 ZONES OF CONTROL

All combat units project a zone of control (ZOC) into the six hexes surrounding them. This reflects their ability to interdict enemy movement in their vicinity.

- ➤ A unit must stop moving on entering a hex containing an enemy ZOC. Exception: it can spend MPs to make an overrun attack.
- ➤ A unit can move directly from a hex containing an enemy ZOC to an adjacent hex containing an enemy ZOC but must stop and cannot make an overrun attack. Units can otherwise leave ZOCs with no penalty.
- ➤ Terrain has no effect on projecting a ZOC.

6.0 MOVEMENT

An activated unit receives Movement Points (MPs) equal to the player's activation number plus one.

- ➤ A unit moves by expending one MP for each hex entered. It can continue to move until its MPs are exhausted. As with every other war game ever made, MPs cannot be saved from one impulse to the next.
- ➤ Forest or rough hexes cost an extra MP to enter if a unit is not moving by road. Rough forest hexes cost two extra MPs.

- ➤ Mountain and lake hexes cannot be entered by any unit.
- ➤ Rivers: a unit cannot cross a river hexside except at a bridge. Bridge hexsides cost an extra MP to cross.
- ➤ Road March: a unit can expend an extra MP if all of its movement occurs along road hexes/hexsides. You can road march through town hexes provided you either (a) start your movement in the hex or (b) move along road hexsides passing through the town hex.
- ➤ Leg Troops: regardless of the number of MPs they have, Pact airborne units can only move one hex (two by a road march).
- ➤ Minimum-Movement Rule: regardless of its MPs, an activated unit can always move one hex.
- ➤ Units can never enter hexes occupied by enemy units or prohibited terrain. The minimum-movement rule does not override this prohibition.

6.1 ENTRY OF REINFORCEMENTS

Throughout the game, the players will receive reinforcements. Reinforcements must be activated to enter the map. They pay all normal movement costs to enter their entry hex and then can continue moving if (a) they have MPs remaining and (b) they have not entered an enemy ZOC.

If all possible entry hexes (arrows pointing toward map: NATO, green or gray; Soviet, red or yellow) are occupied by enemy units or ZOCs, then reinforcements can enter at the closest hex along the same map edge not occupied by an enemy unit or ZOC. A player can delay entering his reinforcements for as long as he wants.

6.2 EXITING THE MAP

The Pact player can exit units from the map. To exit, a unit must move to a Pact exit hex (red arrow pointing off map) and then expend 2 MPs (this can qualify as a road march). Once exited, it cannot return to play.

Soviet exit hex

7.0 COMBAT

An activated unit can attack enemy units. There are two types of attacks: assaults, initiated by a non-moving unit; and overruns, initiated by moving a unit (exception: airborne and supply-convoy units).

➤ In an assault, an activated unit must begin its activation adjacent to the defender to attack.
➤ In an overrun, a moving unit can move adjacent to an enemy unit and then pay MPs to attack.
➤ Note that units can assault hexes they cannot enter, but cannot overrun them.
➤ Units always attack individually. A hex can be attacked any number of times in an impulse.

7.1 CALCULATING FIREPOWER

In an assault or overrun, an activated unit can fire at the top unit in any adjacent stack of enemy units.

For all attacks, generate the firepower for the firing unit. A unit's firepower is normally equal to its current Strength-Point total (its initial Strength Factor reduced by hits (1.1)).

➤ A NATO armored unit (M1 or Leopard) adds 1.
➤ If the attack possesses superior arms (7.5), add 1.
➤ Defender's terrain's combat modifier (if infantry or recon).
➤ If the attack crosses a river or bridge hexside, subtract 1.
➤ If attacking a recon unit by overrun, subtract 1.
➤ If a recon unit is supporting the attack (7.6), add 1.
➤ Attacks at night subtract 1.

7.2 DETERMINING DEFENSIVE FIRE

Defenders in *Dawn's Early Light Red Hammer* receive one or more defensive-fire numbers. If the unmodified attack roll is one of these numbers, then the attacking unit immediately suffers a hit (1.1) and its firepower is recalculated before resolving the attack.

➤ NATO units inflict defensive fire on a Pact attack roll of 7.
➤ Pact units inflict defensive fire on a NATO attack roll of 4.
➤ Infantry units defending in closed terrain also inflict defensive fire on an attack roll of 2-3 or 11.
➤ Armored units defending in open terrain also inflict defensive fire on an attack roll of 2-3 or 11.
➤ Recon units and supply convoys never inflict extra defensive fire for terrain.

EXAMPLE: A NATO infantry unit in town terrain inflicts defensive fire on a Pact attack roll of 2, 3, 7 or 11.

7.2 RESOLVING FIRE

Once the firepower total is generated, the attacker rolls 2d6 and checks for defensive fire. If the die roll triggers defensive fire then he immediately suffers a hit and his firepower is recalculated (1.1). If he survives, or there is no defensive fire, then add his firepower to the die roll.

If the final attack roll is equal to or greater than the target's Protection Factor, then the target suffers a hit (1.1). If the final attack roll exceeds the target's Protection Factor by four or more points, the target suffers two hits (1.1). If the attack roll exceeds the target's Protection Factor by eight points, the target suffers three hits (1.1). A unit losing all of its Strength Points to hits is destroyed.

If a unit with one Strength Point suffers two hits from fire, the second hit is wasted. It is not applied to other defenders in the hex.

7.3 ADVANCES AFTER COMBAT

If an assault or overrun results in all defending units being eliminated, then any unit that attacked or supported an attack on the defending hex this impulse may advance into it. ZOCs do not prevent the advance.

➤ Units cannot advance into hexes they could not legally enter in the movement phase.

7.4 OVERRUNS

All units (exception: airborne and supply-convoy units) can attack enemy units as part of their movement. To carry out an overrun, the units must move adjacent to the defender's hex and then pay a number of MPs equal to the cost of the defender's hex. Resolve the attack normally. (7.1)

➤ Moving units can only attempt to overrun defenders occupying hexes (or across hexsides) the moving units could legally enter.
➤ Road-marching units can overrun.
➤ Exception: Airborne and supply-convoy units cannot make overrun attacks.

If the overrun eliminates all defending units, 7.3 applies. The attacking units cannot move, except to advance after combat, after the combat is over.

7.5 DETERMINING SUPERIOR ARMS

The superior-arms bonus is available when the attacking unit is better suited to the terrain in the defending hex than its target. Infantry gains the superior-arms bonus when attacking armor in closed terrain hexes. Armor gains the superior-arms bonus when attacking infantry in open-terrain hexes.

Recon units neither give nor receive the superior-arms bonus.

7.6 RECON UNITS SUPPORTING ASSAULTS

Instead of making an assault, an activated recon unit may choose to support other units' assault actions. The recon unit forgoes its own attack for the impulse to add 1 to the firepower of each supported attack. The recon unit must be adjacent to the defending unit under attack.

A recon unit can support a number of attacks equal to its strength points. A Soviet recon unit can only support units of its formation. A NATO recon unit can only support units of its nationality.

Recon units supporting attacks never suffer losses to defensive fire.

8.0 NIGHT

Night is played as a normal couplet with an impulse for each player. All attacks are made at a -1 penalty and all units receive one less Movement Point.

Units that pass during a night turn can attempt to recover Strength Points lost to hits. Inactive units are still eligible for recovery.

8.1 RECOVERY ROLLS

Any unit that has lost at least one Strength Point to a hit and which passes during a night turn is eligible to make a recovery roll. Immediately roll 1d6 for each hit the unit has taken:

➤ NATO and Pact units recover on a die roll of 5-6.
➤ Subtract 1 from the die roll if the unit currently occupies an enemy ZOC.

A unit recovers one hit for each successful recovery roll.

Destroyed units can never be returned to play by recovery.

9.0 ASSETS

Both players receive additional assets as the game goes on, representing resources tasked to assist with the fight in the Eisenbach Gap. Details as to the asset chits' effects can be found on the player-aid card.

Asset Chit

TERRITORIAL

9.1 ASSET SELECTION

Before setup, each player should place his asset chits in an opaque container. The scenario will instruct him on which assets to use and how many to draw. He can look at the assets he draws before assigning them.

Assets are normally assigned by day; they become available at the beginning of the first couplet of the day. Once available, assets can be played at any time. They are discarded (and removed from the game) after being played.

A player is never forced to play an available asset; he can hold onto it for as long as he desires.

A player can play as many assets as he would like in an impulse.

9.2 GUNSHIPS

Gunships become available via asset chits and are kept off map until called in. They are placed for the duration of the attack and are then removed.

Gunships

During a player's impulse, he can attempt to call in a gunship counter to attack any enemy unit adjacent to one of his combat units. For the gunships to be successfully called in, he must roll 1d6 and score equal to or less than the gunship's initiative. Subtract 1 from the gunship's initiative if the friendly unit calling in the gunships moved before the die roll. Gunships can be called in before or after any friendly unit activates, but cannot attack in the middle of an activation.

Gunships can attack any unit in the target hex using the normal combat procedure (7.2). The only modifier for their attacks is if the target is infantry or recon in closed terrain. Defensive fire has no effect on gunships.

If a gunship call fails, it is unavailable for the remainder of that impulse. The owning player can attempt to use it again in future impulses.

Gunships are not combat units.

10.0 SCENARIO 1: DAWN'S EARLY LIGHT

On May 14, 1985, two Soviet divisions struck into the Eisenbach Gap. They were charged with breaking through to the west, seizing the vital bridge at Eisenbach and capturing the Stahlhammer Air Force Base. NATO rushed reinforcements forward, but would it be enough?

The NATO player deploys first.

Game Length: Ends after the night couplet of day four.

10.1 NATO SETUP INFORMATION

5th Armored Division: Deploy any two brigades and the division cavalry squadron anywhere in hexrows A through I, hexes 5 to 15.

1st Panzer Division: Deploy any two brigades and the divisional recon battalion anywhere in hexrows M through Q, hexes 6 to 15.

10.2 PACT SETUP INFORMATION

1st Guards Tank Division: Before play, enter two regiments and divisional recon battalion via hex P20, expending no more than four MPs per unit (five if using a road march).

47th Guards Tank Division: Before play, enter two regiments and division recon battalion via hex J20 expending no more than four MPs per unit (five if using a road march).

10.3 ASSET CHITS

Use all available asset chits in the asset pool.

At setup, the Pact player draws five asset chits. He assigns two to day one, two to day two and discards the final chit. NATO draws three asset chits. He assigns one to day one, one to day two and discards the final chit.

After the night couplet of day two, both players receive fresh assets.

The Pact player draws three asset chits. He assigns one to day three and one to day four. The third chit is discarded, as is the final (undrawn) chit from his asset pool.

The NATO player draws five asset chits. He assigns two to day three and two to day four. The fifth chit is discarded, as is the final (undrawn) chit from his asset pool.

Interdiction: Scenario 1 takes place in an environment where both NATO and the Warsaw Pact are making a massive commitment of air assets to the front. A player deploying an airstrike asset gains both the normal airstrike and interdiction for the day's impulses. Interdiction reduces his opponent's units' MP total by one for all day impulses.

10.4 NATO REINFORCEMENTS

5th Armored Division: Enter remaining brigade on the third couplet of the first day between A4 and E1.

1st Panzer Division: Enter remaining panzer brigade on the third couplet of the first day between Q3 and Q8.

13th ACR: Enter anywhere between A4 and E1 when asset chit played.

Engineers: Enter when their asset chit is played.

Territorial Brigade: Enter anywhere between Q3 and Q8 when asset chit played.

10.5 PACT REINFORCEMENTS

1st Guards Tank Division: One regiment arrives on the second couplet of day one and the remaining regiment arrives on the fourth couplet of day one. They enter via P20.

47th Guards Tank Division: One regiment arrives on the second couplet of day one and the remaining regiment arrives on the fourth couplet of day one. They enter via J20.

33rd Motor Rifle Division: Enter one regiment each couplet on day three. The division recon battalion enters on couplet one of day three. They enter via either J20 or P20, but all units in the division must arrive via the same hex.

2nd Airborne: Enter via air assault when asset chit is played.

87th Rifle Regiment: Enter via J20 or P20 when asset chit is played.

10.6 VICTORY CONDITIONS

The Pact player wins if his net score is at least two Victory Points (VPs) at the end of the game (night couplet of day four).

➤ +1 VP for controlling the Stahlhammer AFB (O8).

➤ +1 VP for a line of communication to Eisenbach (E11).
➤ +1 VP for a breakthrough (10.7).

A player controls a hex if he either occupies the hex with a combat unit or was the last player to occupy the hex. NATO controls all towns and airfields at the start of play.

10.7   BREAKTHROUGH

The Pact player breaks through the Eisenbach Gap if, over the course of the game, he exits (6.2) mechanized infantry, armor and/or reconnaissance units totaling at least nine strength factors (after hits) via the marked exit hexes (A2, C1, L1, or O1). The Airborne infantry CANNOT exit the map.

The 2nd Airborne is on foot and is incapable of exploiting a breakthrough.

10.8   LINE OF COMMUNICATION

A chain of communication is a continuous line of road hexes traced from J20 or P20 to Eisenbach (E11). The Warsaw Pact player cannot trace through (a) empty road hexes adjacent to NATO units or (b) hexes containing NATO units. He must control Eisenbach to be able to trace to it.

11.0 SCENARIO 2: THE HIGH ROAD

(BY MARK WALKER)

A shorter scenario based on the northern Soviet advance against the West Germans. Can the 1st Guards Tank replicate its brilliant victory of May 1985? It's up to you to find out.

The NATO player deploys first, then the Pact player.

For this scenario, NATO does not roll on the normal Botched Orders table. Instead, on a roll of 1-4, a randomly determined German brigade (from those with units present on the map), along with the divisional recon battalion, activates with an AN of 1. On a 5-6, the NATO player immediately selects his AN.

Game Length: Ends after the night couplet of day two.

11.1   PACT SETUP INFORMATION

1st Guards Tank Division: Before play, enter two regiments and divisional recon battalion via hex P20, expending no more than four MPs per unit (five if using a road march).

47th Guards Tank Division: Before play, enter one regiment and divisional recon battalion from hex P20, expending no more than four MPs per unit (five if using a road march).

11.2   NATO SETUP INFORMATION

1st Panzer Division: Deploy any two brigades and the divisional recon battalion anywhere in hexrows M through Q, hexes 6 to 15.

11.3   ASSET CHITS

Remove the 13th ACR, 87th Rifle, and Engineers asset chits from the mix.

At setup, the Pact player draws five asset chits. He assigns two to day one, two to day two and discards the final chit. NATO draws three asset chits. He assigns one to day one, one to day two and discards the final chit.

Broken Arrow: At the start of any couplet on day two, NATO can declare Broken Arrow. He draws three asset chits and chooses two to become available immediately, discarding the third.

DESIGNER'S NOTE: A Broken Arrow is the United States' code for calling in all available aircraft or artillery for an airstrike and/or artillery strike very near a friendly position that has been overrun by the foe, and therefore creating a high probability of friendly fire.

11.4   PACT REINFORCEMENTS

1st Guards Tank Division: One regiment arrives on the second couplet of day one and the remaining regiment arrives on the fourth couplet of day one. They enter via P20.

11.5   NATO REINFORCEMENTS

Territorial Brigade: Enter via Q5 or Q8 when asset chit is played.

11.6   VICTORY CONDITIONS

At the end of the night couplet of day two, the NATO player wins if his net score is at least two Victory Points.
➤ +1 VP for each of the following hexes controlled: O8, O10, O15, P10.
➤ -1 VP if NATO declares Broken Arrow.

A player controls a hex if he either occupies the hex with a combat unit or was the last player to occupy the hex. NATO controls all towns and airfields at the start of play.

12.0 SCENARIO 3: SOUTH THRUST

After punching through the First Panzer, the Soviet Operational Maneuver Groups struck deep into Germany. However, the American forces deployed in the Eisenbach Gap remained a threat to the Army Group's flank. Concerned by this, General Ubirek ordered a new offensive to clear the 5th Armored Division out of the gap.

NATO deploys first, followed by the Pact player.

Game Length: Ends after the night couplet of day three.

12.1   NATO SETUP INFORMATION

5th Armored Division: Three brigades and division recon squadron: hexrows A through I. Each armored brigade sets up with one less armored battalion and the mechanized brigade is short one mechanized-infantry battalion.

4th Canadian Mechanized Brigade: Two mechanized-infantry battalions and an armored battalion set up in hexrows A through I.

12.2   PACT SETUP INFORMATION

1st Tank Division: Set up in hexrows M through Q. Each tank regiment sets up with one less tank battalion and the motor-rifle regiment is short one motor-rifle battalion.

33rd Motor Rifle Division: Set up in hexrows M through Q. Each motor-rifle regiment sets up with one less motor-rifle battalion and the tank regiment is short one tank battalion.

12.3   ASSET CHITS

Use all asset chits except the 13th ACR in the asset pool.

At setup, the Pact player draws four asset chits. He assigns three to day one and discards the final chit. NATO draws three asset chits and assigns one to day one. He discards the other two.

After the night couplet of day one, both players receive fresh assets.

The Pact player draws four asset chits. He assigns one to day two and one to day three. The last two chits are discarded, as is the final (undrawn) chit from his asset pool.

The NATO player draws five asset chits. He assigns two to day two and two to day three. The last chit is discarded, as is the final (undrawn) chit from his asset pool.

12.4   NATO REINFORCEMENTS

13th ACR: Enter between A2 and E1 or via A17 at start of day two. Their gunship is available for the daylight couplets of day two.

Engineers: Place in any NATO-controlled town hex in hexrows A through I when their asset chit is played.

Territorial Brigade: Enter between A2 and E1 or via A17 when asset chit played.

12.5   PACT REINFORCEMENTS

2nd Guards Airborne: Enter via air assault when asset chit played.

87th Rifle Regiment: Enter via P20 or between Q3 and Q8 when asset chit played.

12.6   VICTORY CONDITIONS

The Pact player wins if his net score is at least two Victory Points at the end of the game (night couplet of day three).

➤   +1 VP for controlling Eisenbach (E11).
➤   +1 VP for controlling three of these four town hexes: A7, B12, C9 and F5.
➤   +1 VP for destroying 7-12 NATO units.
➤   +2 VP for destroying 13+ NATO units.
➤   -1 VP for losing nine or more Pact units from the same division (can lose a maximum of one VP from this condition).
➤   -1 VP if any NATO unit enters the Stahlhammer AFB hex (O8) at any point in the scenario.

A player controls a hex if he either occupies the hex with a combat unit or was the last player to occupy the hex. At the start of play, the Warsaw Pact controls all towns and airfields in hexrows M through Q, NATO controls all towns and airfields in hex rows A through N.

13.0 SCENARIO 4: CALL THE CAVALRY

The 5th Armored Division's stand in the Eisenbach Gap left numerous detachments scattered around the countryside. Unwilling to abandon these men to their fate, NATO launched a rescue operation with whatever combat elements were at hand.

The Pact player deploys first, then the NATO player.

Game Length: Ends after the night couplet of day two.

Special Surprise Rule: NATO can choose its Activation Number on the first couplet of day one.

13.1 PACT SETUP INFORMATION

Pact units cannot be set up in A7, B12, C9 or F5 (the American infantry set-up hexes).

33rd Motor Rifle Division: Deploy one regiment adjacent to: A7, B12, C9 and D11. Place the division reconnaissance battalion with any regiment.

87th Rifle Regiment: Deploy within one hex of F5.

13.2 NATO SETUP INFORMATION

Survivors 5th Armored Division: Place one American mechanized-infantry battalion in each of these hexes: A7, B12, C9 and F5 under a Dug In counter. The Dug In counter gives the infantry battalion a Protection Factor of 12 until it moves from the hex or is eliminated.

Rescue Force: Canadian 4th Mechanized brigade, three cavalry squadrons from the 13th ACR, one panzer battalion from the 1st Panzer Division and one armor battalion from the 5th Armored Division. Set up in any/all of these hexes: A1 to A4, B1, C1, D1, E1.

13.3 SOVIET REINFORCEMENTS

1st Guard Tank Division: Enter one tank regiment on couplet one of day one between Q3 and Q8.

13.4 NATO REINFORCEMENTS

Territorial Brigade: Enter via A1 to A4, B1, C1, D1, or E1 when asset chit played.

13.5 ASSET CHITS

The NATO player uses seven asset chits; he leaves out the 13th ACR and Engineer chits. The Pact player also uses seven asset chits; he leaves out the 2nd Airborne and 87th Rifle chits.

The NATO player always receives the Signal Interception chit at the start of play. He then mixes the other chits and draws five. He keeps two and discards all the other asset chits.

The Warsaw Pact player draws three chits on the second couplet of day one. He keeps one and discards the rest. On the first couplet of day two, he draws three more. He keeps one and discards the all remaining chits.

13.6 SURRENDER

At the end of the night couplet of day two, any American infantry battalion that is still on the map might surrender. To avoid surrendering, each battalion must be able to trace a line of communication.

A line of communication is a continuous chain of hexes traced from the unit to A1 to A4, B1, C1, D1, or E1. The NATO player cannot trace through (a) empty hexes adjacent to Pact units, (b) hexes containing Pact units, (c) hexrows north of hexrow I or (d) across unbridged river hexsides.

Units that surrender are eliminated from play.

13.7 VICTORY CONDITIONS

At the end of the night couplet of day two, the NATO player wins if his net score is at least three Victory Points.
- ➤ +1 VP if any NATO enters Eisenbach (E11) during play.
- ➤ +1 VP for each American infantry unit alive at the end of the game (after surrender due to 13.6 is applied)(units that exited the map count for a VP).
- ➤ +1 VP if he destroyed at least nine Pact units from the 33rd Motor Rifle Division.
- ➤ -1 VP if he lost at least six NATO units.

13.8 EXITING THE MAP

NATO units can exit the map (6.2) via any of these hexes: A1 to A4, B1, C1, D1, or E1.

14.0 SCENARIO 5: DROPPING THE GUILLOTINE

The Pact advances continued to depend on a tenuous supply line stretching through the Eisenbach Gap. Desperate to slow the pace of the enemy vanguard, NATO assembled a scratch force to counterattack into the gap and cut the flow of fuel and ammunition to the frontlines.

The Pact player deploys first, then the NATO player.

Game Length: Ends after the night couplet of day three.

Special Surprise Rule: NATO can choose its Activation Number on the first couplet of day one.

14.1   PACT SETUP INFORMATION

33rd Motor Rifle Division: One motor-rifle regiment (three infantry, one tank) deploys within three hexes of Eisenbach (E11). One motor-rifle regiment deploys within two hexes of Stahlhammer (O8). The recon battalion can deploy with either group.

87th Rifle Regiment: Deploy within two hexes of P20.

Supply Convoys: One supply convoy counter in Eisenbach (E11), one in hex P20.

14.2   NATO SET UP INFORMATION

13th ACR augmented by 5th Armored Division: Four cavalry squadrons and an armored battalion.

1st Panzer Division: Recon squadron, two armored battalions, mech-infantry battalion.

NATO forces deploy within four MPs of hexes A2 and/or A17.

14.3   ASSET CHITS

The NATO player uses seven asset chits; he leaves out the 13th ACR and Engineer chits. The Pact player also uses seven asset chits; he leaves out the 2nd Airborne and 87th Rifle chits.

On day one, the NATO player draws three asset chits and keeps two, discarding the third. The Pact player draws two asset chits and keeps one, discarding the other.

On day two, NATO draws three asset chits and assigns one to day two and one to day three. He discards the final chit (as well as his undrawn asset). The Pact player draws four asset chits and assigns one to day two and one to day three, discarding the others.

14.4   PACT REINFORCEMENTS

1st Tank Division: At the start of day two, couplet one, two tank regiments (three tank, one motor-rifle battalions) become available. One enters via hex P20, the other between Q2 and Q8. The recon battalion of the 1st Tank can enter with either of these regiments.

14.5   NATO REINFORCEMENTS

Territorials: Enter via A2 or A18 when asset chit played.

14.6   VICTORY CONDITIONS

At the end of the night couplet of day three, the NATO player wins if his net score is at least one Victory Point .
- ➤ +1 VP if any NATO enters Eisenbach (E11) during play.
- ➤ +1 VP if NATO controls Eisenbach (E11) at the end of play.
- ➤ +1 VP if both Soviet supply convoys are still on the map or destroyed at the end of the game.
- ➤ +1 VP if any NATO unit enters the Stahlhammer airfield hex (O8) at any point during the game.
- ➤ +1 VP for destroying 10 or more Pact units from the 1st Guards, 33rd Motor Rifle and/or supply convoys.
- ➤ -1 VP for each Soviet supply convoy exited.
- ➤ -1 VP for losing 3-5 NATO units.
- ➤ -2 VPs for losing six or more NATO units.

A player controls a hex if he either occupies the hex with a combat unit or was the last player to occupy the hex. The Pact controls all towns and airfields at the start of play.

NOTE: NATO can score a total of two VPs from Eisenbach – one for entering the city and one for holding it at the end of play.

NOTE: NATO will have a very hard time winning this scenario if both supply convoys make it off the map.

The Victory Points for entering Eisenbach and Stahlhammer AFB represent NATO forces destroying Pact supply caches.

14.7   EXITING THE MAP

NATO units can exit the map (6.2) via hexes A1 to A5 or A16 to A20. Exiting all NATO units does not prevent the Pact player from taking his remaining convoy movements.

Warsaw Pact units can exit the map (6.2) from hexes A2, C1, L1, or O1.

15.0 HIGH NOON AT GERZENBURG

15.1 THE 11TH ARMORED DIVISION

The 11th Armored Division is a National Guard formation activated and sent to Europe to bolster NATO's crumbling defenses. When units from this formation suffer a strength-point loss, their Initiative Rating is reduced (see 1.1). The M-60 armored units

add one (+1) to their firepower when attacking, just as with M1 and Leopard units.

15.2 THE 23RD GUARDS TANK DIVISION

The 23rd Guards Tank is a first-line Pact formation with two tank regiments equipped with T-80s, one with T-72s and a motor-rifle regiment. T-80-equipped units add one (+1) to their firepower when attacking during day impulses—they do not receive any Strength bonus at night.

16.0 SCENARIO 6: THREE CROSSROADS

The Pact and NATO both realize the road network in and around Gerzenburg will be vital to keeping NATO's forces to the north fueled. Both sides rush what forces they can scrape together into the area with the aim of seizing the vital crossroads around the town.

Map: Use the Gerzenburg map.

Game Length: The scenario begins on the third couplet of day one and ends after the night couplet of day three.

Starting Forces: There are no units on the map at the start of the game. All units enter the map as reinforcements.

16.1 PACT REINFORCEMENTS

23rd Guards Tank Division: Enter two regiments on the first couplet of the game; enter two more regiments on the second couplet. The recon battalion can enter with any regiment. All units enter via hex Q3 or Q5.

16.2 NATO REINFORCEMENTS

All NATO reinforcements enter via hex A3 or A8.

27th Panzergrenadier Brigade: Enter on the first couplet of the game.

11th Armored Division: Enter one brigade on the first couplet of the game. Place the other units in a cup and draw one unit to enter at the start of each NATO impulse.

Territorials: Enter all three battalions via hex A3 or A8 when (if) this asset chit is played.

16.3 ASSET CHITS

The NATO player uses seven asset chits—he leaves out the 13th ACR and the Engineers from his pool.

The Pact player also uses seven asset chits—he removes the 87th Rifle and 2nd Guards Airborne chits.

At the start of the night impulse of days one and two, each player draws three asset chits and keeps two. The other chit is discarded, as is the final (undrawn) chit from the pool.

16.4 RECOVERY BONUS

The NATO player can discard one (and only one) of his asset chits in each night impulse to give him a +1 bonus on all his recovery rolls that phase.

16.5 VICTORY

At the end of day three, the Warsaw Pact wins if they hold three of the five crossroads (hexes C8, D2, F6, H2 and J8) and can trace a line of communication to the east map edge.

16.6 LINE OF COMMUNICATION

A line of communication is a continuous line of road hexes traced from a crossroads hex to the east map edge. The Warsaw Pact player cannot trace through (a) empty road hexes adjacent to NATO units or (b) hexes containing NATO units. He must control the crossroads hex to be able to trace to it.

17.0 SCENARIO 7: BACK OF THE HAND

Aerial reconnaissance and electronic intercepts indicate the Pact are planning to launch a fresh offensive around Gerzenburg. NATO commanders conceive a desperate plan. They will divert all available reinforcements to a nearby location and order the 11th Armored to draw the Pact forward, forcing the 23rd Guards Tank to overextend itself so it can be defeated with a daring counterattack.

NATO deploys first.

Map: Use the Gerzenburg map.

Game Length: The scenario begins on the first couplet of day one and ends after the night couplet of day three.

17.1 NATO SETUP INFORMATION

27th Panzergrenadier Brigade: Randomly select one unit from the formation and set it to the side—it will not be used. Deploy the remaining units in hexrows A to J, inclusive.

11th Armored Division: Randomly select three units from the formation and set them to the side—they

will not be used. Deploy the remaining units in hex rows A to J, inclusive.

17.2 PACT SETUP INFORMATION

23rd Guards Tank Division: Randomly select four units from the formation and set them to the side—they will not be used. Deploy the remaining units in hexrows N to Q, inclusive.

171st and 232nd Motor Rifle Brigades: Deploy all units in hexrows N to Q, inclusive.

17.3 ASSET CHITS

Use all asset chits except the 13th ACR and 2nd Guards Airborne.

The Pact player draws two asset chits on the first impulse of each day, keeping one. The other chit is discarded, as are the undrawn chits remaining in the pool.

The NATO player draws three asset chits on the first impulse of days two and three. He keeps two chits on day two and discards the third. On day three, he keeps one if he has launched a counterattack or two if he has not—the other chit(s) are discarded, including the undrawn chits remaining in the pool.

17.4 THE COUNTERATTACK

At the start of any couplet on day two, before the players make their activation rolls, the NATO player can declare the counterattack. He selects his activation number for that turn as if he had played a signal-interception chit and the counterattack forces immediately become available for entry.

To determine the counterattack force, place two 4-Strength-Point Leopards, two 4-Strength-Point Abrams, two 3-Strength-Point cavalry squadrons (American) and two 4-Strength-Point mechanized (Canadian) in a cup. Draw six once the counterattack is launched—the other two are set to the side and will not be used.

The counterattacking units can always enter via any hex on the western map edge. They can also use one of two available flanking hexes (H1 and H10). Once NATO picks a flanking hex, he is locked in to that choice and cannot use the other one.

17.5 GUNSHIPS ASSETS

Both sides committed airborne forces during the fighting around Gerzenburg. Thus, each time a gunship asset is played, a player can place one airborne unit (2nd Guards or 101st) according to the instructions given on the Player-Aid Card for the Guards Airborne asset chit. When placing the 101st according to this method, invert all NATO references on the Player-Aid Card to read Pact (i.e., it is Pact units that take the free attack against them, not NATO units).

17.6 PACT AUTOMATIC VICTORY

The Pact player wins the game immediately if he, at any time during the game, has exited at least 13 Strength Points via hex A3 or A8.

17.7 VICTORY CONDITIONS

If NATO did not launch a counterattack (17.4), then victory is evaluated at the end of the game on the strength of the Warsaw Pact player's progress. The Pact player scores one point for each town hex he controls at the end of play. He scores one point if he destroyed six or more NATO units. If the final Pact score is a four or greater, he wins the game. Any other score results in a NATO victory.

If NATO launched a counterattack (17.4), then victory is evaluated at the end of the game on the strength of the NATO player's progress. The NATO player scores one point for each town hex he controls at the end of play. He loses one point if the Warsaw Pact destroyed six or more NATO units. If the NATO Pact score is a four or greater, NATO wins the game. Any other score results in a Pact victory.

18.0 GERZENBURG PACT BOTCHED ORDERS

When playing the two *High Noon at Gerzenburg* scenarios, the Warsaw Pact player should use the designated Warsaw Pact Botched Orders table provided on the PAC. The NATO player uses the regular Botched Orders table (also on the PAC).

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We love designing, developing and, most of all, playing
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