

KNIFE FIGHT AT MAHMOUDIYA

April 13, 2003

Elements of 3rd Platoon, A Co., 3/502 Infantry, 101st Airborne Division conduct clearance operations in the town of Mahmoudiya, Iraq.

Retreating Iraqi forces have abandoned a Ba'ath Party HQ compound believed to contain stockpiled ordnance. Coalition forces must secure the compound and remove the materiel before it can be re-purposed by insurgents.

SCENARIO INFORMATION

Initiative: Coalition

Support: Coalition forces receive 2x HMMVWs armed with either a Mark 19 AGL or an M2 Browning HMG. Insurgent forces receive a VBIED once the Coalition forces have secured the Ba'ath Party HQ. See the main rulebook for their rules.

Securing the Ba'ath Party HQ. The HQ is considered secured when no insurgent units remain inside the compound AND there is a Coalition unit of at least four models or more inside the compound.

Recovering the ordnance caches. Once the HQ has been secured, place D3+3 ordnance markers inside the compound. A fireteam-sized element (4+ models) may carry 1 cache. While carrying a cache, movement is reduced by 2". If the unit is eliminated, the cache is dropped. All caches must be moved off the Coalition board edge.

COALITION MISSION

Secure the Ba'ath Party HQ and remove the captured ordnance from the city.

COALITION MAJOR VICTORY

Coalition forces secure a Major Victory if the Ba'ath Party HQ is secured, all ordnance caches are removed off the Coalition board edge, and 50% or more of Coalition starting units are not Pinned, Suppressed, or Panicked when initiative switches to the Insurgent player.

COALITION MINOR VICTORY

Coalition forces secure a Minor Victory if the Ba'ath Party HQ is secured and at least half of the ordnance caches are removed off the Coalition board edge when initiative switches to the Insurgent player.

COALITION FORCES

Troop Quality: D8

US ARMY FIRETEAM

- 1x Team Leader w/M4A1
- 1x Automatic Rifleman w/M249 LMG (Support Weapon)
- 1x Grenadier w/M4A1 + M320 40mm Grenade Launcher (Support Weapon)
- 1x Rifleman w/M4A1 + AT4 (Support Weapon, Anti-Armor, Disposable)

US ARMY RIFLE SQUAD

- 1x Squad Leader w/M4A1
- 2x US Army Fireteams

US ARMY WEAPONS SQUAD

- 1x Squad Leader w/M4A1
- Medium Machine Gun Section (2 Teams)

Each Team:

- 1x Machine Gunner w/M240B (Support Weapon)
- 1x Assistant Gunner w/M4A1 Anti-Armor Section (2 Teams)

Each Team:

- 1x Anti-Armor Specialist w/M3E1 MAAWS (Support Weapon, Anti-Armor)
- 1x Ammo Handler w/M4A1

US ARMY PLATOON

- 1x Platoon Leader w/M4A1
- 1x Platoon Sergeant w/M4A1
- 1x Radiotelephone Operator w/M4A1
- 1x Combat Medic w/M4A1
- 1x Light Artillery Forward Observer w/M4A1
- 1x Fire Support RTO w/M4A1
- 3x US Army Rifle Squads
- 1x US Army Weapons Squad

INSURGENT MISSION

Prevent Coalition forces from removing the ordnance from the Ba'ath Party HQ building and force them from the city.

INSURGENT MAJOR VICTORY

The insurgents secure a Major Victory if, after the Ba'ath Party HQ has been secured, they prevent the Coalition forces from removing at least half of the ordnance caches and 50% or more of Coalition starting units are Pinned, Suppressed, or Panicked when initiative switches to the insurgent player.

INSURGENT MINOR VICTORY

The insurgents secure a Minor Victory if, after the Ba'ath Party HQ has been secured, they prevent the Coalition forces from removing at least half of the ordnance caches when initiative switches to the insurgent player.

INSURGENT FORCES

Troop Quality: D6

MILITIA GROUP ONE

- 1x Leader w/AKM
- 2x Gunner w/RPG (Support Weapon, Anti-Armor)
- 2x Gunner w/RPK-74 (Support Weapon)
- 4x Rifleman w/AKM

MILITIA GROUP TWO

- 1x Leader w/AKM
- 2x Gunner w/RPG (Support Weapon, Anti-Armor)
- 1x Gunner w/RPK-74 (Support Weapon)
- 4x Rifleman w/AKM

MILITIA GROUP THREE

- 1x Leader w/AKM
- 1x Gunner w/RPG (Support Weapon, Anti-Armor)
- 1x Gunner w/RPK-74 (Support Weapon)
- 6x Rifleman w/AKM

MILITIA HUNTER KILLER TEAM

- 1x Leader w/AKM
- 2x Gunner w/RPG (Support Weapon, Anti-Armor)
- 1x Gunner w/RPK-74 (Support Weapon)
- 1x Sniper w/SVD

MILITIA CELL

- 1x Militia Group One
- 1x Militia Group Two
- 2x Militia Group Three
- 2x Militia Hunter Killer Teams