

MEDAL OF HONOR

Mission Brief

Lead elements of the US 3rd Infantry Division have taken Baghdad International Airport, and have established blocking positions on the main highway linking it with the Iraqi capital. 2nd Platoon, B Company, 11th Engineers have been tasked with creating a holding area for the large number of detainees expected in the next few days. A suitable location has been found, and preparations are under way when a large enemy force is spotted attempting to outflank the American position. Calling for reinforcements, the Engineers prepare to make a stand.

Regular Mission

The Regulars must make the area secure by eliminating all insurgents from the area.

Regular casualties must be kept to a minimum.

Insurgent Mission

Over-run the enemy roadblock from behind. Cause as much damage and inflict as many casualties as possible

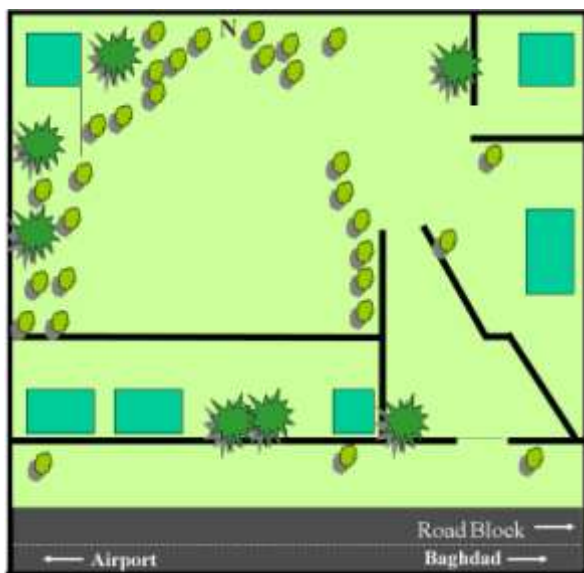


Table Set-Up

Set up the table as shown on Map 1 (Map are is 2'x2' for 15mm, 3'x3' for 20mm or 4'x4' for 25-28mm). The walls along the highway and enclosing the triangular courtyard are 10-12' high; those around the northeastern house are somewhat lower, while the wall in the northwest corner is only about 3-4' tall. The buildings along the north edge are solid, 2-story affairs; the ones just north of the highway are only 1-story tall (about the same height as the retaining wall). The Tower is 2-stories tall, solidly constructed, and allows observation and fires into the courtyard and along the highway. The area has numerous clumps of trees and scrub brush scattered around. Feel free to add some wrecked cars or other bits of junk to give some cover in the courtyard or the surrounding areas. The highway would have a guardrail and perhaps a billboard or some signs along it.

The Insurgent forces will set up first, followed by the Regular forces, and then Hot Spots are placed as indicated on the map.

Insurgency Level

The Insurgency Level of the game is 4. At the end of each turn, the Insurgent player will roll 1d6. On a roll 4 or less, new Insurgent fighters will arrive from a random Hot Spot.

To determine what sort of "reinforcements" arrive, roll 2d6 on the following table:

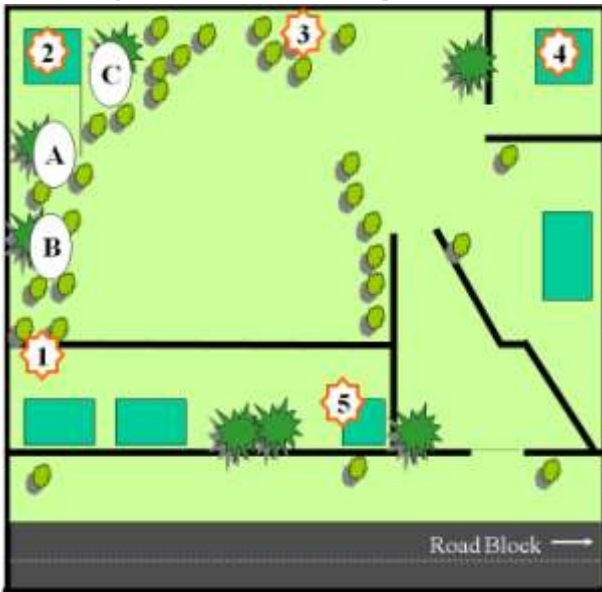
Die Roll	Insurgent Unit
2	1d6 w/ Small Arms + 1 w/ Lt Support
3	1 w/ Medium Support
4	1d6 w/ Small Arms & ROLL AGAIN
5	1 w/ Medium Support
6	1d6+2 w/Small Arms
7	1d6 w/Small Arms + Leader +1 Lt Support
8	1d6+2 w/Small Arms
9	1d6 w/ Small Arms +ROLL AGAIN
10	1w/ Medium Support
11	1d6 w/Small Arms +Leader + Medium Support
12	2d6 w/Small Arms

Medium Support includes: RPG, 60mm Mortar and PKM Machine Guns. RPGs must roll for type- a roll of 5 or 6 indicates an AT RPG.

For groups without leaders, roll 1d6- a roll of 1 adds 1 leader to the group.

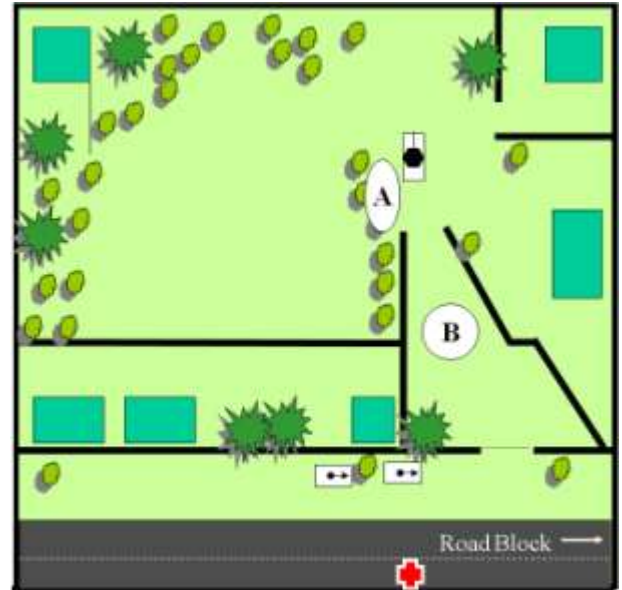
Roll to see which Hot Spot the “reinforcements” arrive from. If a roll on the table results in the arrival of multiple units, roll Hot Spots for each unit.

Insurgent Force Composition



The Insurgent forces begin deployed in prepared positions (+1 Defense Die) as indicated on Map 2. Each Insurgent group (A, B & C) consists of the following: 1x Leader and 9x Insurgents: 1x RPG, 1x MG, 1x 60mm Mortar, 6x AK. Other than those beginning the game on board, all Insurgent forces are randomly determined. All Insurgents have a Troop Quality of 1d6 and Morale of 1d10. All Leaders have a TQ of 1d8 and Morale of 1d10 and add +1 to Morale rolls.

Regular Force Composition



The Regular player has the following forces, which should be deployed as indicated on Map 3:

- A** Platoon Sergeant (TQ10, M12) w/AT4 (+2 to Morale Rolls)
Squad Leader (TQ10, M10) w/AT4 (+1 to Morale Rolls)
Fire Team: (2x Rifleman, 1x SAW, 1x RGL) (TQ8, M8)
Deployed in a skirmish line facing west.
- B** Fire Team: (2x Rifleman, 1x SAW, 1x RGL) (TQ8, M8) w/6" of concertina wire- *Takes 1 activation to cross, may perform no other action while doing so, target is +1 "to Hit" while crossing. May be deployed or recovered in one action by Engineers with proper equipment (gloves, etc...)*

Casualty Collection Point

Company First Sergeant (TQ10, M10, +2 to Morale Rolls)
Medic (TQ8, M8). See special rules for use of Medics. *The CCP has been fortified with dirt, sand bags, etc... to provide extra cover.*

Vehicles

1x M2A2 BFV

3x Crew (TQ8, M8), no dismounts.
Vehicle is critically low on ammo- any time a 1 is rolled on attack dice;

reduce the number of attack dice by 1 die. When the number is reduced to only 1 die, the vehicle must attempt to withdraw (by exiting the SE corner of the board) to replenish ammunition. Likewise, if the vehicle suffers ANY TYPE of vehicle breakdown due to enemy action, it will attempt to withdraw as above.

2x M113A2 APC

3x Crew (TQ8, M8), no dismounts. Each vehicle is also carrying 2x AT4 that may be issued as required.

Reinforcements

2x Fire Team: Fire Team: (2x Rifleman, 1x SAW, 1x RGL) (TQ8, M8). *The first team is available the turn after the U.S. player suffers his first casualty. The second team is available the turn after any Insurgent forces are spotted south of the highway retaining wall. All reinforcements may enter anywhere along the south board edge.*

Fog of War

No Fog of War cards are used in this scenario.

Assets

The Regular player has no additional special assets assigned.

Special Rules

Maximum Insurgent force size- At no time will the Insurgent player have more than 50 figures on the board at a time. Number and types of support weapons are limited by the figures available.

End Game- The game ends when there are no (non casualty) Regular forces remaining, or Insurgent casualty total (including those who quit the field) exceeds 100.

Neutralizing Hot Spots- Hot Spots can only be neutralized (temporarily) by physically occupying them; they may not be permanently eliminated.

Regular Victory Conditions

- Each Insurgent casualty: 1pt
- No friendlies captured by insurgents: 5 pts

Insurgent Victory Conditions

- Per Regular wounded: 1pt
- Per Regular KIA: 2pts
- Per Vehicle Damaged: 2pts
- Per Vehicle Destroyed: 5pts
- Per Captive held at end of game: 5pts
- Per Insurgent that exits south east corner: 5 pts

Game Options

- Use Fog of War cards.
- Add a third APC to the Regular's force.
- Eliminate one of the Regular reinforcement Fire Teams.
- Modify the Insurgency Level
- Remove the limit on number of active Insurgents.

Notes

This scenario is based on the actions of SFC Paul R. Smith and 2nd Platoon, Bravo Company, 11th Engineer Battalion, 3rd Infantry Division.

On April 4, 2003, a 100-man force was assigned to block the highway between Baghdad and the airport, about one mile east of the airport. A brief battle was fought, and several Iraqi prisoners were captured. SFC Smith spotted a walled enclosure nearby with a tower overlooking it. He and his squad set about building an impromptu enemy prisoner of war (EPW) holding area for prisoners in the enclosure.

Smith and sixteen other men used an Armored Combat Earthmover (similar to a bulldozer) to knock a hole in the south wall of the courtyard. On the north side, there was a metal gate that Smith assigned several men to guard. These men noticed fifty to 100 Iraqi troops who had taken positions in trenches just past the gate. Smith summoned a Bradley fighting vehicle to attack their position. Three nearby M113 Armored Personnel Carriers came to

support the attack. An M113 was hit, possibly by a mortar, and all three crewmen were injured.

The Bradley, running low on ammunition and damaged, withdrew during a lull in the battle. Smith organized the evacuation of the injured M113 crewmen. However, behind the courtyard was a military aid station crowded with 100 combat casualties. To protect it from being overrun, Smith chose to fight on rather than withdraw with the wounded.

Meanwhile, some Iraqis had taken position in the tower overlooking the courtyard, just over the west wall. The Iraqis now had the Americans in the courtyard under an intense crossfire. Smith took command of the M113 and ordered a driver to position it so that he could attack both the tower and the trenches. He manned the M113's machine gun, going through three boxes of ammunition. A separate team, led by First Sergeant Tim Campbell attacked the tower from the rear, killing the Iraqis. As the battle ended, Smith's machine gun fell silent. His comrades found him slumped in the turret hatch. His armored vest was peppered with thirteen bullet holes, the vest's ceramic armor inserts, both front and back, cracked in numerous places. But the fatal shot, one of the last from the tower, had entered his neck and passed through the brain, killing SFC Smith.

For his actions during the battle, Sergeant First Class Smith was posthumously awarded the Medal of Honor. On April 4, 2005, exactly two years after he was killed, his eleven-year-old son David received the Medal of Honor from President George W. Bush. Additionally, for his actions in Iraq, he received the Purple Heart and the Bronze Star.