



1

2

Al Jazera
compound

3rd
Squad
Start

2nd
Squad
Start

1st
Squad
Start

Contractor Exit



1: Crash site



2: UN Contractors
and VIP (in circle)

Somewhere in the
Dawala province of
Dirkadirkastan....

Forces

- UN Contractors:
 - Two 6-man squads with leader and 5 M4 equipped troops
 - Quality-D10, Morale D10
- Each US Squad:
 - Alpha Team: SL, TL, M203 gunner, SAW gunner, Rifleman
 - Bravo Tm: TL, Shotgunner, SAW gunner, Rifleman
 - Quality D8, Morale D10
- Assets (on cards) can include
 - Up-armored Hummer guntrucks
 - Stryker ICVs
 - M1A2
 - Medics
 - Snipers
 - Interpreter (allows better chance to disperse civilians)
 - Typical Air and Arty assets
- Bad Guys: Multiple groups plus reinforcements throughout game
 - Initial Quality D6, Morale D10
 - Some SAW and RPGs throughout the force
 - Multiple Leaders
 - Technicals may arrive on battle field
- 8x Civilian Mobs: Initially neutral

Missions

- UN Contractors: Get VIP to exit point; exfiltrate on foot
- US Squads: Move to crash site, secure and evacuate survivors, secure or destroy sensitive items
- Bad Guys: Do not allow UN VIP to exit board. Use crash survivors as bait to ambush US troopers

Morning Session Results

- At first 1 player, gave him UN Contractor mission
- Three players joined during turn 2, added in 1st and 2nd Squads with third player taking Bad Guys
- Bad Guy Win!!!!
 - Bad Guy converted multiple mobs early and had good reinforcements
 - Good guys quickly lost momentum
 - Began taking casualties and “gave up” missions and focused on survival
 - Received Gun Truck and Medic assets
 - Bad Guy used principles of Mass and Maneuver

Afternoon Session Results

- Three players each had US Squad (1-3)
- Two player took Bad Guys
 - Bad Guy players not very experienced gamers
- US Troopers Win!!!!
 - Bad Guys positioned Hot Spots too far forward
 - US Troopers cleared 4 of 5 by end of turn 2
 - US also dispersed multiple civilian mobs
 - Good guys coordinated fire and movement well
 - US received Gun Truck and Stryker assets
 - Bad Guy received technicals AND got upgrade to D8 quality
 - The D8 upgrade caused US to begin taking casualties
 - Good guys
 - “Cleared” Al Jazeera compound
 - Killed two civilians
 - Rescued crash survivors but did not have time to evacuate
 - Tried to move survivors to UN facility and set up secure perimeter
 - Bad guys interrupted this rescue and killed one crash survivor and multiple US Troopers

Admin Lessons Learned

- Issue: Hard to keep each player constantly involved
 - Actions in one area must be resolved
 - This lead to some times where a US player may wait for a few minutes for his turn to participate
 - Recommendation: Have at least TWO GMs, split table between them, use most experienced players to run Bad Guys
- Issue: Tracking what unit activated and numbers of interruptions
 - It became confusing as to what insurgent units had interrupted
 - It became difficult to track multiple interruptions amongst multiple US units
 - Recommendation: Mark US units with 6 sided die showing number of interruptions. Mark Bad Guy units as “Already Done Something”
 - Players figured this out in afternoon session and began marking their units with an extra die
- Issue: Scenario Design
 - Scenario has to be flexible to account for different experience levels of players
 - Recommendation: GM must be willing to add assets/play FOW cards/add Bad Guy reinforcements as needed to keep game moving and “fun”

Additional Comments

- Was very fortunate to have multiple veterans of Iraq, Afghanistan and Vietnam come by and comment during games
 - General feeling was the rules (as they watched) brought the results they expected
 - Liked the fact that things like IEDs and UAV coverage and casualty care were well represented
 - *** The guys who came by with CIBs and CABs on their uniforms are real heroes and I am thankful they are out there
- Had color printed rules and supplements available.
 - Many folks, including non-players browsed materials
 - Informed every one of availability of “free” version on web.
- Printed QRS and Unit Cards for each player
 - Allowed them to “own” the game during play
 - Also had Bad Guy Reinforcement chart printed
- Placed units onto magnetic business cards to make it easier to hand to players (figures washer mounted)

Additional Comments cont.

- I was so busy as GM I did not have time to take a lot of pictures or notes
 - Need to have a dedicated “historian” if possible
- Two **BIG** hits of the game:
 - Shaun’s buildings- Every one loved them
 - Brian/Irishserb’s resin up-armored Hummers: Everyone loved them
- 25 of each die type seemed to be enough
 - Each type was different color, made it easier on new gamers (“roll the yellow ones”)
 - D6 green
 - D8 yellow
 - D10 Red
 - D12 Black
- A **HUGE THANK YOU** earned by all the players from both sessions, they were a great group of guys

Some Eye Candy



Some Eye Candy



Some Eye Candy

