

SCENARIO: BRIDGE AT "AL MUFF"

A Marine recon platoon must cross a bridge at Al Muwaffaquiya, and move through the town beyond it to set up a blocking position. This scenario is based on B Company, 1st Recon Battalion's actions at Al Muwaffaquiya during the night of April 2/3, 2003. B Company actually put in 2 attacks that night, and this scenario uses the terrain and tactical situation of the 2nd attack, combined with the enemy forces of the 1st attack.

REGULAR MISSION BRIEF

It's April 2003, on the drive to Baghdad. The bridge at Al Muwaffaquiya must be taken and blocking position set up on the far side of the town. LAV's softened up resistance at the bridge earlier, and the recon platoon must cross the bridge and exit the far side of the board. Another recon platoon may be available, depending on the tactical situation, and other assets are available as well.

INSURGENT OBJECTIVE

Keep the infidels on the east side of the bridge. Do not let them cross!

TABLE SET-UP

(4'x6' 20mm/1:72)



A: Regulars (1st platoon start point/2nd platoon entry point)

B: Regulars' exit area.

1: Insurgents: 1x leader, 1x medium support weapon, 3x small arms

2: Insurgents: 1x medium support weapon, 3x small arms

3: Insurgents: 1x leader, 1x medium support weapon, 3x small arms

4: Insurgents: 1x medium support weapon, 3x small arms

5: Insurgents: 1x leader, 1x medium support weapon, 3x small arms

6: Insurgents: 1x medium support weapon, 3x small arms

7: Insurgents: 1x light support weapon, 2x small arms

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INSURGENCY LEVEL: 4

The Insurgency Level is 4 for the purpose of any related tests. Insurgents appear on each turn after the 1st by rolling 1d6, and scoring the Insurgency Level or less. If that roll is successful, roll 2d6, and consult the table below.

Die Roll	Insurgent Unit
2	1d6 small arms, 1x light support weapon
3	1x medium support weapon
4	1d6 small arms, roll again
5	1x medium support weapon
6	1d6+2 small arms
7	1x leader, 1d6 small arms, 1x light support weapon
8	1d6+2 small arms
9	1d6 small arms, roll again
10	1x light support weapon
11	1x leader, 1d6 small arms, 1x medium support weapon
12	2d6 small arms

Roll for leaders: Roll 1d6 for insurgent units that do not have a leader. On a “1”, replace a figure with a leader figure. Otherwise, they appear on the board leaderless.

Roll for Hot Spots: Roll to see which Hot Spot each reinforcement group arrives from. If a roll on the above table results in multiple groups, roll separately for each group.

MARINE FORCE TEAM COMPOSITION

The regular player has 1 recon platoon to start with. An additional recon platoon should be made available if the regulars are not faring well (GM’s discretion). Each recon platoon has a platoon HQ team, consisting of:

- A cargo HUMVEE, with an M240 mounted on it.
- Platoon Leader (M4/M16)
- Platoon Sergeant (M4/M16)
- Driver (M249 or M16/M203 – light support – when dismounted)

Each recon platoon also has 4 recon teams. Each team has:

- HUMVEE gun truck, with either an Mk19 AGL or M2 HMG mounted on it.
- Team leader (M4/M16)
- Driver (M4/M16 when dismounted)
- Gunner (M4/M16 when dismounted)
- Grenadier/scout (M16/M203 – light support)
- Automatic rifleman/scout (M249 - light support)

Regulars have d10 morale die and d8 troop quality die. They are equipped with NOD’s and body armor.

INSURGENT FORCE COMPOSITION

Other than the units in place at the beginning of the game, insurgent forces are determined randomly. All Insurgents have a d10 morale die and d6 troop quality die.

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FOG OF WAR

The regular player draws one card at the beginning of the game. At the beginning of each turn, the regular player should take a quality check. If not successful, the regular player then draws another Fog of War card.

ASSET CARDS

The regular player draws two Asset Cards at the beginning of the game. To best replicate the historical situation, the you may try using only the following cards in the deck: "Attached Sniper Team", "Ambulance on call", "Player's Choice", "Available Air Support" (an AH1 or AH64), "Attached LAV-25", "Off-Board Heavy Mortar Support", "Attached Medic", "Off-Board Light Mortar Support", "Draw Twice", "Tank Support" (an M1A1).

REGULAR VICTORY CONDITIONS

- Each live (Non-KIA, -WIA) who exits the board between the 2 Points "B": 1 pt.
- Each HUMVEE that exits the board between Points "B": 5 pts.

INSURGENT VICTORY CONDITIONS

- Each regular that is KIA or WIA: 1 pt.
- Each regular that is captured: 5 pts.
- Each HUMVEE that is destroyed or immobilized: 10 pts.

SPECIAL RULES

- The scenario takes place at night. Night fighting rules apply.
- The bridge is damaged, and is passable only to HUMVEES and personnel on foot. Each HUMVEE that tries to cross it must pass a reliability check, or it takes a "reliability" hit and become stuck. On each turn after, a successful reliability check frees the HUMVEE. An immobilized HUMVEE may be moved by pushing it out of the way with another HUMVEE (by taking an entire turn's movement and passing a quality check).
- The areas on the side of the river opposite the town are scrub growth (palm trees, scrub, etc.). Any units in these areas and are stationary, may use the "In cover" defense die.
- The object at the approach of the bridge opposite the town is a dumpster. It may be represented by a dumpster or shipping container (or any similar object). It counts as hard cover.
- Mounted regulars may fire, with all normal modifiers applying. Main gunners fore as per the rules. Drivers may not fire their weapons in a turn their vehicle moved (or will move). Figures in closed vehicles may fire at targets to the side of the vehicle on which they ride, and forward of the vehicle. Figures in open vehicles may fire in a 360° arc, with normal LOS rules applying.