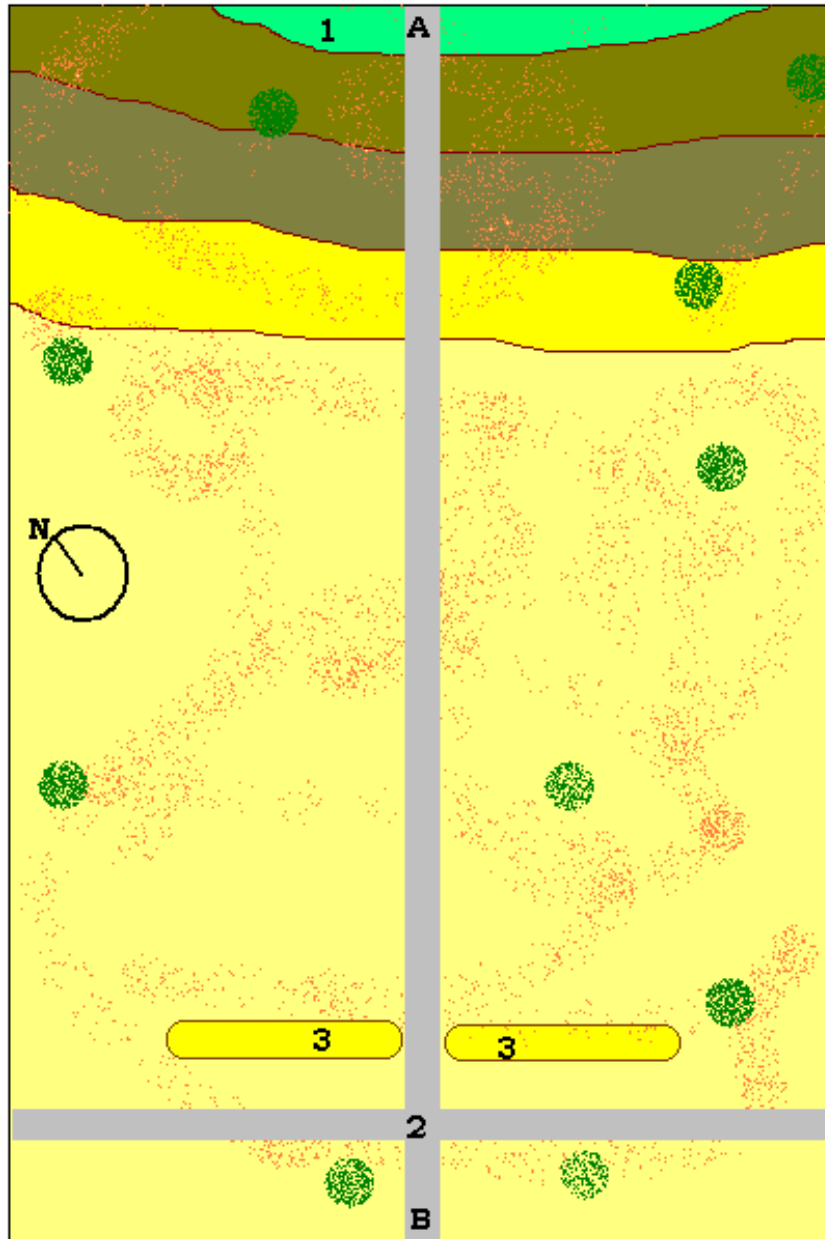


Debecka Crossroads
A Scenario Designed for Play with Ambush Alley's *Force of Force*
April 6, 2003
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On 06 Apr 2003, 3 US Army Special Forces Operation Detachments-Alpha (ODA's) engaged and defeated an Iraqi mechanized infantry company supported by tanks at the Debecka Crossroads (north of Baghdad). ODA's 044, 391, and 392 used their Humvees' M2 HMG's and Mk19 AGL's, along with Javelin ATGM's and F18 to defeat the Iraqis. The position they defended would come to be known as "the Alamo".

SCENARIO INFORMATION

Duration of game: 8 turns.

Initiative: The Iraqis have initiative for the first turn. From the 2nd turn onward, roll for initiative each turn.

Special Conditions: "1" on the map denotes the Alamo position (a low 3- to 4-tier ridge). "2" on the map indicates the Debecka crossroads. The "3"s on the map indicate a low dirt berm (breached at the road) that tanks can use for hull-down positions.

SCENARIO DIAGRAM

3' x 2' (90mm x 60mm) for 15mm or smaller
 6' x 4' (1.8m x 1.2m) for 20mm or larger

A: US exit point.

B: Iraqi reinforcement entry point

Javelin issues. Due to issues with the Javelin's Command Launch Units (CLU's) warming-up, each time one is fired, roll a TQ die. If the die is successful, the Javelin may be used as normal, and no further tests are needed for that particular Javelin. If the test is failed, the CLU does not warm up, and the Javelin may not be used that turn. A TQ roll must be attempted the next time the Javelin is used. In addition, each time a Javelin is actually fired, roll a TQ die. If the test is successful, the Javelin may continue to be used. If the test is not successful, that Javelin is out of rounds, and may not be used any further.

Friendly fire incident: When the F18 arrived, its pilot mistook friendly forces to the rear of the Alamo position for the target, and dropped a bomb that caused significant casualties. To account for this, on the turn immediately following the first turn that an F18 arrives, one half-team from ODA 391 must mount their Humvee, and leave the table at Point A (they are called back to help at the scene of the bombing). They will not count toward either side's victory points.

Sniper! Most ODA members had some sniper-related training and experience, and the gun trucks each had sniper rifles in them. At the beginning of any turn, any 2 ODA members within 4" of a gun truck may be converted into a sniper team, with the appropriate bonuses and advantages. No more than 1 such team may be so deployed at any given time.

Iraqi Secret Police: Iraqi secret police were known (especially by the Iraqis!) to be operating in the area. Two times during the game, one Iraqi unit may re-roll a failed morale check.

Fog of War: Each player draws one Fog of War card at the beginning of turn 1. Further Fog of War cards are triggered by reaction tests

US ASSET CARDS

- Available Air Support (Fast Burners): Due to tasking issues, when fast air is successfully called, it arrives in 1d6 turns, with turn 1 being the turn it is called.

IRAQI ASSET CARDS

- Light Artillery Support.

US MISSION

ODA's 044, 391, and 392 are defending a low ridge known as the "Alamo". They must defend and hold the hill for at least 6 full turns (with no non-pinned, non-suppressed enemy units on it), and must exit the board from point A by the end of Turn 8.

VICTORY POINTS

Each non-pinned ODA team (without vehicle) that exits the Board at A on turn 7 or 8: +1 point.

Each non-pinned ODA team (with vehicle) that exits the Board at A on Turn 7 or 8: +2 points.

Each Iraqi vehicle destroyed: +3 points.

US FORCES

ODA 044: High Confidence, with normal supply levels – 11 soldiers with a mix of M4's and M4/M203's (TQ d10, morale d12), split in 2 half-teams of 5 or 6 soldiers each. One half-team is led by a positive leader, who can influence either half-team. ODA 044 has 2 gun-trucks (Humvee) with them, each mounted with either an M2 HMG or a MK19 AGL on top, as well as a passenger-side mounted M240 (GPMG). Each half-team also has a Javelin ATGM they can use.

ODA 391: High Confidence, with normal supply levels – 10 soldiers with a mix of M4's and M4/M203's (TQ d12, morale d10), split in 2 half-teams of 5 soldiers each. One half-team is led by a positive leader, who can influence either half-team. ODA 391 has 2 gun-trucks (Humvee) with them, each

mounted with either an M2 HMG or a MK19 AGL on top, as well as a passenger-side mounted M240 (GPMG). Each half-team also has a Javelin ATGM they can use.

ODA 392: High Confidence, with normal supply levels – 10 soldiers with a mix of M4's and M4/M203's (TQ d12, morale d10), split in 2 half-teams of 5 soldiers each. One half-team is led by a positive leader, who can influence either half-team. ODA 392 has 2 gun-trucks (Humvee) with them, each mounted with either an M2 HMG or a MK19 AGL on top, as well as a passenger-side mounted M240 (GPMG). Each half-team also has a Javelin ATGM they can use.

The 3 ODA's should be set up initially somewhere on the Alamo ridgeline, facing southwest.

IRAQI MISSION

US infidels have linked up with those Peshmerga dogs. Attack their weakly defended position, and defeat them in detail. The fools have no armor support, so this should be easy! The Iraqis must seize the hill by the end of turn 6, and/or kill as many Americans as possible. To seize the hill, at least one non-pinned, non-suppressed Iraqi platoon must occupy the top of the hill, while no non-pinned, non-suppressed US troops are on it.

VICTORY POINTS

Each US SF team left on the board (with or without vehicle): +5 points

The Alamo is seized by turn 6: +20 points

IRAQI FORCES

MECHANIZED INFANTRY PLATOON:

Low confidence and poor supply levels. 4 MTLB's, with 1 carrying a Platoon Leader (AK), Platoon Sergeant (AK), and 2 runners (AK's), and 3 carrying squads (6 AK's, 1 RPK, and 1 RPG). TQ d8 and morale d8. This unit starts out within 6" of the southwest board edge, just to the left of Point B. MTLB's can lay smoke.

MECHANIZED INFANTRY PLATOON:

Low confidence and poor supply levels. 4 MTLB's, with 1 carrying a Platoon Leader (AK), Platoon Sergeant (AK), and 2 runners (AK's), and 3 carrying squads (6 AK's, 1 RPK, and 1 RPG). TQ d8 and morale d8. This unit starts out within 6" of the southwest board edge, just to the right of Point B. MTLB's can lay smoke.

TANK PLATOON: Low confidence and poor supply levels. 4 T55 tanks. TQ d8 and morale d8. This unit enters at Point B on turn 1.

MOTORIZED INFANTRY PLATOON: Low confidence and poor supply levels. 3 3-ton trucks, each carrying 1 squad (6 AK's, 1 RPK, and 1 RPG). A Platoon Leader (AK), Platoon Sergeant (AK), and 2 runners (AK's) are split up between the 3 trucks. TQ d8 and morale d8. This unit enters at Point B on turn 2.

AIR DEFENSE UNIT: Low confidence and normal supply levels. 1 ZSU 57-2. TQ d8 and morale d8. This unit enters at Point B on turn 3.

IRAQI VEHICLE NOTE: If MTLB models are not available, use any soviet Armor Class 2 APC's (BTR, BMP), but limit their armament to one HMG (3d).