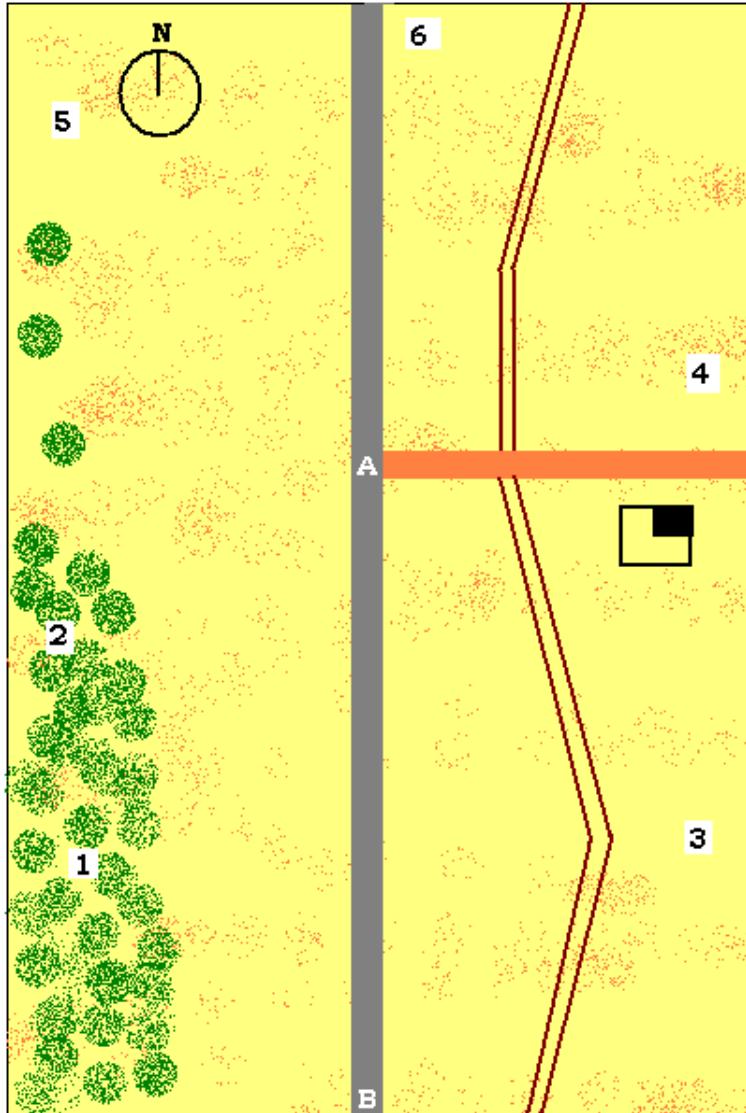


Rescue the 507th!
A Scenario Designed for Play with Ambush Alley's Force of Force
March 23, 2003



On 23 Mar 2003, elements of the US Army's 507th Maintenance Co. were ambushed in An Nasariyah after taking a wrong turn and getting lost. Some were captured, and many killed or wounded. However, official reports indicate that these soldiers fought hard, and several made it back to US forces. This scenario is based on the USMC 1st Bn, 2nd Regt's rescue (while in contact) of 10 of those soldiers.

SCENARIO INFORMATION

Duration of game: 10 turns.

Initiative: The US has initiative each turn for the first 3 turns. From the 4th turn onward, roll for initiative each turn.

Special Conditions: There are shallow ditches lining each side of the road within 2-3 inches (5 – 7.5 cm) of the road. They can be used by either side as solid cover. If they cannot be easily modeled on the tabletop, mark units that occupy them with some kind of trench or similar marker. There is also a dry drainage ditch that runs more or less parallel to and east of the road. The ditch conceals units

moving along and within it.

SCENARIO DIAGRAM

3' x 2' (90mm x 60mm) for 15mm or smaller

6' x 4' (1.8m x 1.2m) for 20mm or larger

B: US Marine set-up and US exit point.

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

Gunship (AH-1 Cobra) - available only after Turn 3.

US MISSION

Elements of the 507th Maintenance Co. are in a defensive position on the main highway south of An Nasiriyah. Enemy units are in contact with them. Tanks and infantry of the USMC 1st Bn, 2nd Regt are on their way north to rescue them, and bring them home.

VICTORY POINTS

Each 507th member (non-KIA) removed from the board at Point B: +2 points

Each Marine (non-KIA), including vehicle crews, removed from the board at Point B: +1 point

US FORCES

Remnants, 507th Maintenance Co.:

Confident, with poor supply levels) – 10 soldiers with a mix of M16's, SAWs and M203's (TQ d8, morale d8). 3 are heavily wounded and 2 are lightly wounded. There are 5 various trucks (2-1/2 ton, 5 ton, and/or Humvee utility trucks) with them, all inoperable.

USMC, elements Team Tank, 1st Bn, 2nd

Regt: Confident, with average supply levels.

- 2 x M1A1 tanks (TQ d8, morale d10).
- 1 x AAV7A1 (which can serve as a CASEVAC for any wounded or dead), with the following infantry riding inside:
 - Squad leader, with M16 (TQ d8, morale d10)
 - 2 x fire teams, each with 2 M16s, a SAW, and a M203 (TQ d8, morale d10)

The 507th elements should set up at or near Point A. The trucks should be set up haphazardly in or along the road, with the infantry in a defensive position around/near them.

The Marines should be set up at point B, facing north.

IRAQI MISSION

Various Iraqi Army units and groups of Fedayeen are in defensive positions along the main road south of An Nasiriyah. The remnants of a US Army column have just hunkered down in your area. US Marine units can be seen approaching from the south. The battered US Army column seems a juicy target.

VICTORY POINTS

Each 507th member killed: +5 points

Each Marine killed: +2 points

Each Marine vehicle disabled or destroyed: + 10 points

IRAQI FORCES

Point 1 (trench position): Iraqi infantry (1 RPG, 1 LMG, 5 AKs) – TQ d8, morale d8.

Point 2 (trench position): Iraqi infantry (2 RPG, 5 AKs) – TQ d8, morale d8.

Point 3 (trench position): Fedayeen irregulars (1 leader, 1 RPG, 5 AKs) – TQ d8, morale d10.

Point 4 (trench position): Fedayeen irregulars (1 leader, 2 RPG, 4 AKs) – TQ d8, morale d10.

Point 5: Iraqi army T55 tank in hull down position – TQ d8, morale d8.

Point 6: Iraqi army T55 tank in hull down position – TQ d8, morale d8.

Reinforcements automatically arrive, from turn 4 on, at hot spots (roll randomly with a d6), which should be set up along the west, north, and east board edges (at least one per board edge). To determine what the Iraqi reinforcements are, roll a d6 and match it with the corresponding Iraqi starting point #s. The reinforcements will be identical in makeup to the force listed at that point #.