

Task Force DeGoey

Map01

Scenario time limit: 180 minutes

SITUATION:

OPFOR is a small, extremely belligerent nation that has been attempting to develop a limited range nuclear weapon capability for some time. OPFOR is generally considered by the international community to be an outlaw nation. Ten days ago, it was discovered that OPFOR had obtained certain key components from another country and was actively assembling several weapons. US national intelligence has located most of the facilities involved in OPFOR's nuclear program. The decision has been made to neutralize them with simultaneous air and ground attacks. Most of the sites will be destroyed by air strikes, however several are located in underground caverns and are believed to be impervious to air attack. A hurriedly assembled US Marine Corps Expeditionary Brigade (MEB) has been tasked to remove or destroy nuclear devices at one of the underground sites - Objective Foxtrot. Once located, the removal or destruction of the nuclear devices will take several hours.

The game begins with the MEB's amphibious operation already well underway using a beach located about one kilometer off the west edge of the map. All of the MEB's ground combat power is ashore and in motion - one battalion is on the ground and one is in the air. The first battalion has moved off the beach after an unopposed, amphibious landing using AAV7 assault amphibian vehicles and LCACs (a type of landing craft suitable for moving heavy equipment). The second battalion has just crossed the beach in CH46 and CH53 helicopters.

OPFOR has just become aware that the raid is underway. OPFOR has several company sized garrisons at and around Objective F, but they have little transportation. A Motorized Rifle Regiment (-) is enroute and can reach Objective F within one hour. A Motorized Rifle Division is enroute and can arrive within three hours (the division is not gamed, its arrival is assumed in the victory conditions).

Admin Note: OPFOR's on map units always begin the game in the same positions. This simulates the likelihood that US intelligence would be able to provide exact locations for garrison and security forces near the objective. The US player should turn off OPFOR fog of war during the setup turn to study the on map situation. It is recommended that OPFOR fog of war be turned back on prior to starting the first combat turn. OPFOR's off map units may enter anywhere along the eastern map edge.

MISSIONS:

US - Occupy Objective F for two hours. The US wins instantly as soon as the objective has been cumulatively occupied for at least two hours by at least one US ground unit.

OPFOR - Defend Objective F until arrival of reinforcing division. OPFOR wins if at the end of three hours the US has not been able to occupy the objective for two hours.

Admin Note 1: Each turn in which the US player has at least one ground unit in the objective at the end of the combat phase, adds one minute to the occupation timer.

Admin Note 2: The scenario victory conditions do not require the US player to exit any forces in order to win. However, the Game Status Report will show the US exit percentage for any units exited off the west edge of the map. Experienced players might want to add a personal goal of getting a significant percentage of their units back to the beach.

ORDER OF BATTLE:

US - Rifle Battalion, Rifle Battalion (Mech), Tank Platoon, LAI Platoon (+), AH1 Cobra Squadron, CH46 Helicopter Squadron, CH53 Helicopter Squadron

OPFOR - 2 x Garrison Company, Motorized Rifle Regiment (-) (BTR), Tank Battalion

OFFMAP ARTILLERY AND AIR SUPPORT:

US - 2 x 155mm Howitzer, 6 x F16/F18
Very high probability of additional air support throughout game.

OPFOR - 2 x 152mm Howitzer, 2 x MIG27
Slight chance of unplanned air support.