

Task Force Fenwick *

Map10

Scenario time limit: 60 minutes

SITUATION:

With minimum notice, a US Army Air Assault Battalion has been tasked to stage a heliborne, punitive raid against a terrorist training camp. The camp's host nation has steadfastly denied supporting international terrorism and maintains that the facility is simply one of its regular army garrisons. In addition to destroying the camp, the Air Assault Battalion must thoroughly search its buildings to obtain irrefutable evidence of its true nature, and to possibly capture terrorist leaders for subsequent public trial. Terrorists and OPFOR military personnel inside the camp comprise the equivalent of a reinforced light infantry company. The camp has no heavy antiaircraft artillery but shoulder fired SA16s are plentiful. A regular OPFOR army platoon with a few BTR armored personnel carriers is billeted in a small village just outside the facility. A regular OPFOR army garrison is located only a few kilometers East of the camp and a Motorized Rifle Battalion can reinforce the camp in about twenty minutes. For several days four US recon/sniper teams have been reconnoitering the perimeter of the camp and they are now in position to support the air assault. The Army air assault force is now enroute to the camp.

MISSIONS:

US - Enter and clear Objectives A through E, occupy Objective E for 20 minutes, then exit at least 50 percent of original force.

OPFOR - Defend Objectives A through E, attrit the US force, and prevent its extraction.

Admin Note 1: OPFOR wins at the end of 60 minutes if the US has not at some point in the game entered and cleared each of the objectives, has not occupied Objective E for 20 minutes, and or does not exit 50 percent of his original force. It is not necessary for the US player to keep a unit in any objective other than Objective E once it has been simultaneously occupied by a US unit and cleared of any enemy unit. Objective E must be occupied for 20 minutes.

Admin Note 2: US sniper and recon teams may be positioned anywhere on the map during the setup turn except inside the fenceline of the camp.

Admin Note 3: OPFOR tanks, vehicles, and weapons should not have thermal sights or advanced ammunition in this scenario.

Admin Note 4: OPFOR's on map units always begin the game in the same positions and are visible to the US player during the setup turn. This simulates the likelihood that US intelligence and the predeployed recon/sniper teams would be able to provide exact locations for garrison and security forces near the objective. OPFOR's off map units may enter anywhere along the eastern map edge.

Admin Note 5: The small squares located in the top left corner and in the lower left corner of the map represent distant off map safe areas in which US helicopters can shelter while waiting to return to extract the landing force. The US player should only place "off map" units in these squares. The OPFOR player should not enter or attack these squares. In

solitaire games, the computer opponent will not intentionally attack these squares as long as the helos in them are not at medium altitude.

ORDER OF BATTLE:

US - 2 x Rifle Company (+)(Helo), 2 x Anti Armor Platoon (TOW), 2 x Sniper Team, 2 x Recon/Sniper Team, 4 x AH64 Apache Helicopters, 34 x UH60 Blackhawk Helicopter, 4 x CH47 Chinook Helicopter

OPFOR - Garrison Company, Garrison Platoon (BTR), 2 x Motorized Rifle Company (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US - 1 x 155mm Howitzer, 4 x F16/F18
No chance of additional artillery ammo.
15% chance of additional air support throughout game.

OPFOR - No off map artillery or air support.

* Scenario Disk 1