



1. SOF Escape

Location: Ar Ramadi, Iraq

Time: Pre-dawn

Date: January 19, 2010

Background

Coalition Forces (CF) elements from B Company, 1st Battalion, 3rd Infantry Division along with their Iraqi Police (IP) and Iraqi Army (IA) counterparts were conducting routine presence patrols in the northern sector of Ar Ramadi proper yesterday afternoon. Towards the end of their scheduled patrol, just after 2100L, a large scale, highly coordinated insurgent attack on the patrol ensued. After an hour of fighting the QRF (Quick Reaction Force) was called in, only to be stopped in its tracks by multiple well placed VBIEDs (Vehicle Born Improvised Explosive Devices) and SAF (Small Arms Fire) ambushes.

As the CF casualties mounted, more and more insurgents flooded the streets. At the height of the firefight it was estimated that more than 300 enemy fighters were participating in the battle.

With the CF spread out over a large portion of the city and the fact that the insurgents have learned to fight from inside adjacent buildings instead of in the streets, CAS (Close Air Support) was very limited. However an AC-130 gunship did arrive on station at approximately 2330L and remained until it reached BINGO fuel around 0200L. Another AC-130 arrived on station and remained until 0530 when it was called off, not having authorization to fly during the day.

Around midnight local time word of the TIC (Troops in Contact), and its severity, had reached several other units. The 24th Marine Expeditionary Unit (MEU) sent their Bulldog QRF to help, which arrived around 0300. Heavy fighting continued through dawn, and at approximately 0630, all conventional forces had safely exited the city limits.

Situation

Your team is working out of a small safe house on the eastern side of Ar Ramadi. You are made aware of the large firefight at approximately 0130L. After a quick warning order to the rest of your team, you head out to the northern sector of the city where you take up position on a three-story rooftop overlooking the battle. Your team is in position at 0330L, and you immediately take over the JTAC (Joint Terminal Air Controller) duties for CAS. With your team now controlling the AC-130, you are able to help turn the tide of the battle in the CF favor. At 0530L the 2nd AC-130 is called off station and the 24th MEU seemed to have the battle under control. You have now been placed in an auxiliary support role with a flight of 2x F-15s as your only CAS platform and instructed to remain in place until all wounded have been CASVAC (**C**asualty **E**vacuation). It is now 0600L, all conventional CF have left the area, but the streets seem to be getting more and more crowded as the insurgents come out to celebrate what they view as their victory. Now it's time to exfil. Good luck!

SOF Mission Objective

Make your way off the south side of the board with your entire team.

SOF Order of Battle

- **1x SOF team leader of elite quality**
 - Equipment: SR-25 sniper rifle w/ 10x scope; .45 1911 pistol; 2x M-67 frags; 1x smoke; 2x MBITIR radios; NODs; 140 rds 7.62mm; 24 rds .45; body-armor AL-IV; ballistic helmet

- **1x SOF ATL (assistant team leader) of crack quality**
 - Equipment: H&K 416 w/ EOTech; 40mm platform; .45 1911 pistol; 1x M-67 frag; 1x ASM (anti-structural munitions); 1x MBITIR radio; NODs; 210 rds 5.56mm; 24 rds .45; 10 rds 40mm; body-armor AL-IV; ballistic helmet

- **1x OGA operator of professional quality**
 - Equipment: M-4/203 w/ ACOG; 9mm Berreta pistol; 2x M-67 frags; 1x MBITIR radio; NODs; 210 rds 5.56mm; 45 rds 10 rds 40mm; body-armor AL-IIIA; ballistic helmet
- **1x Government Terp (interpreter) of green quality**
 - Equipment: AK-47; 210 rds 7.62x39mm; body-armor AL-IIA; ballistic helmet

Insurgent Order of Battle

- **2-3x insurgent leaders of regular quality**
 - Equipment: AK-47s; walkie talkies; cellular phones
- **25-50x enemy insurgents of conscript-green quality**
 - Equipment: AKs; 2-3 RPG teams; 1-2 PKM teams

GM Notes

The game master will play as the insurgent force (NPC). The four players begin play on the rooftop of a building in the center of the board (red asterisk). The insurgent force will enter on the north and east side of the board. Once the game begins the insurgent force will attempt to encircle the SOF team. The insurgents will be organized in roughly 2-3 groups depending on the force size selected by the GM. The insurgents will have at their disposal limited (2x missions 2x tubes) and inaccurate mortar fire (use data for 82mm with 55% availability and judge as blind fire).

The SOF presence will remain unknown for the first turn unless they engage. Once the exfiltration begins, they will be discovered. When the fight starts the players should make a stand on the roof until they can kill enough of the aggressing insurgents to clear a southerly path. The SOF team will only gain approval to use CAS one time (50% availability).

CAS

Close Air Support will involve a single F15 dropping one 250-pound Global Positioning System guided bomb.

NOTE: These munitions are capable of raining pinpoint precision explosives on enemy targets from up to 60 miles away. They are useful in urban environments "that call for precision accuracy and reduced collateral damage in close air support missions."

Terms for Victory

- The team is able to fight their way off the south side of the board.
- 50% of the enemy force is killed.

Map—SOF Escape

