

FALLUJAH

November 4, 2004
20mm "Force on Force" Scenario



"We've got to pound these guys."

--Secretary of Defense, Donald Rumsfeld



BACKGROUND

When a Blackwater security team was ambushed and their bodies dragged through the streets of Fallujah in 2004, the US military planned an operation to sweep the city. Operation "Vigilant Resolve" cleared the city in April 2004, leaving local Iraqis in control.

But in the months that followed, an increasing number of well-trained foreign fighters slipped into Fallujah. These insurgents planted IEDs, laid traps, bricked up stairwells, and reinforced the defenses and obstacles used in the first battle, which would make a future engagement even more deadly.

Led by the US, coalition forces planned Operation "Phantom Fury" to sweep Fallujah a second time—this time, hopefully for good. Civilians were encouraged to leave the city and most did so, allowing the coalition more of a "free fire" zone than they had enjoyed during the first battle. As many as 3,000 insurgent fighters remained to defend the streets, perhaps half of them non-Iraqis.

The fighting that followed over three weeks in November would be the bloodiest urban combat seen by US troops since Vietnam. Over 500 American casualties were suffered in November alone.

GAME LENGTH

This is a 4 turn scenario, or until one side's Force Morale has collapsed.

TABLETOP

The scenario requires a 6'x6' tabletop, representing 20 city blocks of the Jolan District. All buildings are rated as average cover, except one (see Deployment).

DEPLOYMENT

The Insurgent player may begin the game hidden in any city noted in his deployment area. He may also deploy 5 hidden IEDs (2 small, 2 medium, 1 large), 1 roadblock (blocks movement), and 2 burning tire smokescreens (blocks LOS). One building may be noted as "reinforced," providing greater cover.

The Marine player may use his UAV (see briefing) only at the start of the game, immediately after both sides have deployed. Marine deployment is not hidden.

SCENARIO NOTES

While most civilians were cleared of the city, at the start of each turn a small cluster of civilians should be placed by the Insurgent player. New civilians are placed each turn and are moved by the Insurgent player once, any time during his turn.

The Marines may not move into or fire at the mosque unless fired upon from this block.

The Marine player earns +3VP for each cleared building that is not destroyed by artillery, +1VP for each confirmed Insurgent cell leader KIA, -1 VP for each civilian casualty, and -2VP for each Marine casualty not evacuated off table or in the ambulance.

The Insurgent player earns +5VP for destroying the ambulance or capturing a US Marine dead or alive, +2VP for each Marine KIA, and +1VP for a Marine casualty.

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MARINE BRIEFING

As part of Operation Phantom Fury, your men must clear as many building blocks in this neighborhood of the contested Jolan District as possible. Few civilians should be present, but minimize civilian losses.

Troop Quality: Veteran (d10) Morale: Good (d10)
Supply: Abundant (+1 FP) Armor: Light (+1 D)

USMC Rifle Squads: (x3) 1 leader, 1 LMG, 3 riflemen

USMC HQ Team: 1 leader, 1 FO, 1 medic, 2-man SMAW team

1 AAV-7A1 "Ambulance": Light Vehicle Class

Gun: (Med., AP: 4/AT:1)

Armor: Front 3d8, Side 2d8, Rear 2d6, Top 1d6

OFF BOARD ASSETS

UAV (may detect hidden units at the start of the game on a d10 roll of 4+ per city block)

M198 Howitzer (Med., AP: 8, AT: 2, 6" blast)

INSURGENT BRIEFING

The American infidels are swarming the streets of our city and must be held back. Capture or kill as many Americans as possible, and if all else is lost, fight bravely as a martyr to our cause!

Troop Quality: Trained (d8) Morale: High (d12)
Supply: Normal Armor: None

AQJ Cells: (x2) 1 leader, 7 fighters [**Untrained, d6 TQ**]

AQJ Cells: (x2) 1 leader, 1 RPG, 4 fighters

Syrian Cell: 1 leader, LMG, 3 fighters [**Veteran, d10 TQ**]

Suicide Bomber: Med. IED attached to any civilian mob

REINFORCEMENTS (Turn 2)

AQJ Cell with Pick-up Truck: Soft Skin Vehicle, 1 leader, 1 RPG, 4 fighters

MAP

