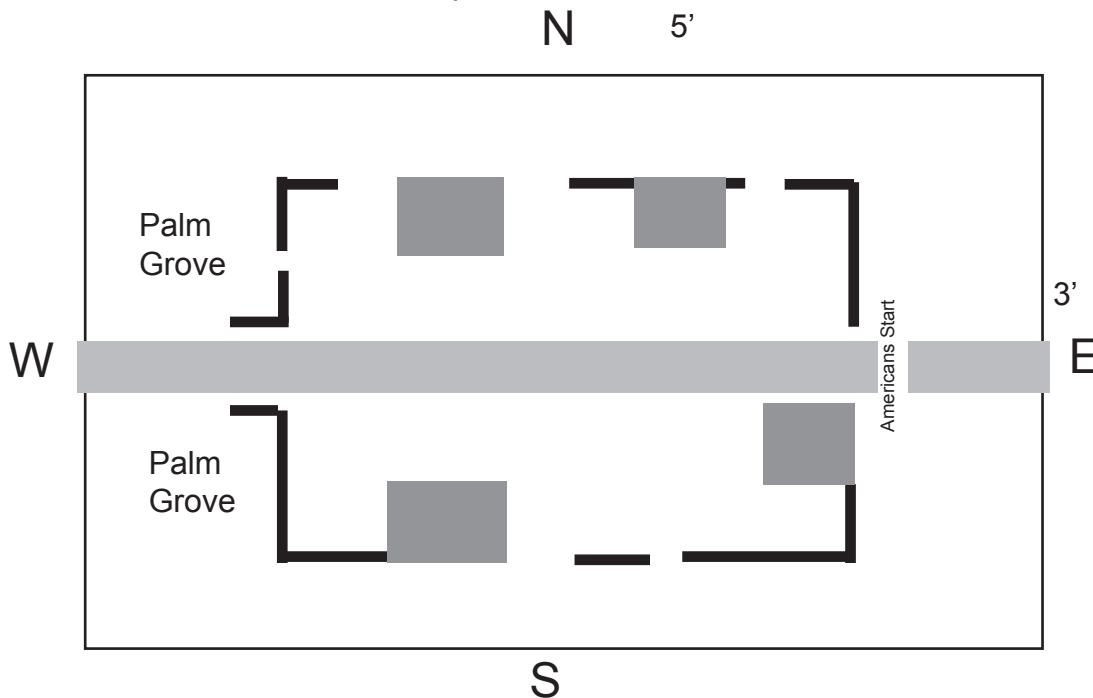


Jihad Senario #1 The Rescue

Mission:

An IED has taken out a Hummvee with 4 men, at the west end of the town of Anha you are to take your Patrol of 4 Hummvee's and 12 Marines plus drivers and rescue the men or retrieve the bodies.

Take a look at the photos from Historicon demo on the web site to get a better idea on how to set up the town



The board is 5' by 3', the town is 3' by 2' see map for basic layout

Make sure you place vegetation and rubble liberally around the town.

2 large openings in wall at north side of town and the one on south wall are large enough for vehicles to get thru

Setup

Insergents all average troops

6 insergents start off the west end of the board

6 insergents start in the 2 building at the west end of town or in cover in the west half of town.

There should be a minimum of 10 civilians moving about the town more would be better.

All insergents have AK's, 1 has RPG with 3 reloads. if RPG man is killed another insergent can pick it up with the reloads.



6 Armed Civilians all poor troops, men only, these will replace the unarmed civilians as the blue cards come out.

Example: a blue number 3 comes out look for a unarmed civilian with a 2 on the base and replace with the armed civilian which can take its move at that time. All Armed civilians have AK's, civilian with a 6 also gets a RPG with 3 reloads.



As soon as first shot is fired civilians must move for cover in buildings.

Americans all average troops

3 unarmed Hummv's, 1 Hummv with .50cal. 4 drivers with M-16 and 1 .50 cal gunner fires on a RED 6

Drivers may not leave the vehicles for any reason and can only fire to protect themselves from melee attack.

3 fire teams of 4 men each all with M-16's 1 man in each team can have a TOW, all have 2 Grenades and 1 officer and 2 sargents have 1 smoke grenade each. Smoke grenade works as regular grenade but puts out 3" circle of smoke which lasts for 6 red card turns.



Americans start on the road at the east gate of the town they do not have to use the road, they can use the flanks of the town and enter thru the breaks in the wall.

This game starts with a Black 6 to allow the american vehicles to move first.
Than start play with red deck FIRE card first than Black deck MOVE card.
The game lasts for 2 times thru the decks 24 red cards and 24 black cards. Make sure to shuffle well.

To turn Civilians into fighters - Before the game starts remove 3 cards from the black deck 1-3 and set aside, replace these with 1-3 blue cards, and remove 3 cards from the red deck 4-6 and set aside replace with blue cards 4-6. When these cards come up during the game replace a unarmed civilian with one of your armed civilian figures with the coresponding colored number. Also replace the blue cards with the coresponding black and red numbered card you set aside.

Points

Insergents:

10 for destroyed hummv

5 for each killed american

10 for each IED victim not out the gate at the end of deck 2

American:

3 for each insergent or armed civilian killed

15 for each IED victim recovered and out of the east gate by the end of the second time thru the deck

The senario can be extended to a 3rd time thru the deck if players agree but at the turn of each black card a new insergent with that number enters the game, at the west gate wall.

Higest point value wins at the end of deck 2

Basic rules of engagement for US apply, NO firing thru unarmed civilians

For the most effecient game play you will want

1Gamemaster

1Civilian player

1 or 2 insergent players

2 to 3 American players