

Qalat Area Rebel Search Scenario

Southern area of Afghanistan.

04:00 06 JUN 2010.

US Light Infantry platoon (+) patrols for insurgents.

Sunrise: 05:08 Environmental Visibility: 90% Daylighting Visibility: Varies with Sun position.

US ORDERS: Reports indicate an insurgent force of unknown size is roaming the area near Qalat. Seek out and destroy the insurgent force by 20:00 hours. Your force may not move more than 1km before 05:00 hours.

REBEL ORDERS: US forces are moving into the area around Qalat. Ambush the US force and inflict as many casualties as possible.

VICTORY CONDITIONS: Either side can resign at any time, in which case the below conditions determine the winner. The conditions below also determine a winner when scenario time expires (20:00 hrs - 16 hour scenario time length).

Rebel decisive victory: 20 US casualties

Rebel marginal victory: 10 US casualties

US marginal victory: 30 Rebel casualties with less than 10 US casualties.

US decisive victory: 45 Rebel casualties with less than 10 US casualties.

If the US players takes more than 20 casualties at any time, a decisive Rebel victory is immediately declared and the scenario ends.

If you are playing with the command avatar setting, if either side's commander is KIA they lose control of their forces and the other side immediately becomes the winner.

In all other situations, a draw is declared.

It is strongly recommended to play this scenario with full fog-of-war settings, to allow the Rebel player to set up the ambush.

US Order of Battle

| UnitNumber | UnitName | UnitDesignation | Strength |
|------------|---------------|-------------------|----------|
| 1 | Capt Monahan | US Officer | 1 |
| 2 | SSG Cantata | US NCO | 1 |
| 3 | Plt HQ HMMWV | Troop Carrier | 1 |
| 4 | 1st Sqd HMMWV | Troop Carrier | 2 |
| 5 | 1st Sqd-A | Infantry Fireteam | 5 |
| 6 | 1st Sqd-B | Infantry Fireteam | 4 |
| 7 | 2nd Sqd HMMWV | Troop Carrier | 2 |
| 8 | 2nd Sqd-A | Infantry Fireteam | 5 |
| 9 | 2nd Sqd-B | Infantry Fireteam | 4 |
| 10 | 3rd Sqd HMMWV | Troop Carrier | 2 |
| 11 | 3rd Sqd-A | Infantry Fireteam | 5 |
| 12 | 3rd Sqd-B | Infantry Fireteam | 4 |
| 13 | Mtr Scn HMMWV | Troop Carrier | 2 |
| 14 | Mtr Scn | Mortar Section | 2 |

US Cargo Ammo:

(in addition to weapon loadouts)

| Unit | Unit Name | Username | GS X | GS Z | ID | Ammunition Name | Quantity | Unit | Weight kg |
|------|---------------|----------|------|------|---------|--------------------------------|----------|-----------|-----------|
| 3 | Plt HQ HMMWV | US_P1 | 11 | 8 | 1032001 | US GRE HE M67-Frag | 12 | Round | 5 |
| 3 | Plt HQ HMMWV | US_P1 | 11 | 8 | 1032002 | US GRE HE M203-40mm (HEDP) GL | 30 | Round | 10 |
| 3 | Plt HQ HMMWV | US_P1 | 11 | 8 | 1036003 | US GRE SM M203-40mm GL | 12 | Round | 4 |
| 3 | Plt HQ HMMWV | US_P1 | 11 | 8 | 1021005 | US MG Ball M240B-7.62mm | 600 | Cartridge | 18 |
| 3 | Plt HQ HMMWV | US_P1 | 11 | 8 | 1084003 | US ROC HEAT M136 LAW-84mm (HP) | 2 | Rocket | 13 |
| 3 | Plt HQ HMMWV | US_P1 | 11 | 8 | 1011004 | US SA Ball M4/M16-5.56mm FMJ | 1200 | Cartridge | 12 |
| 4 | 1st Sqd HMMWV | US_P1 | 14 | 10 | 1032001 | US GRE HE M67-Frag | 12 | Round | 5 |
| 4 | 1st Sqd HMMWV | US_P1 | 14 | 10 | 1032002 | US GRE HE M203-40mm (HEDP) GL | 30 | Round | 10 |
| 4 | 1st Sqd HMMWV | US_P1 | 14 | 10 | 1036003 | US GRE SM M203-40mm GL | 12 | Round | 4 |
| 4 | 1st Sqd HMMWV | US_P1 | 14 | 10 | 1021005 | US MG Ball M240B-7.62mm | 600 | Cartridge | 18 |
| 4 | 1st Sqd HMMWV | US_P1 | 14 | 10 | 1084003 | US ROC HEAT M136 LAW-84mm (HP) | 2 | Rocket | 13 |
| 4 | 1st Sqd HMMWV | US_P1 | 14 | 10 | 1011004 | US SA Ball M4/M16-5.56mm FMJ | 1200 | Cartridge | 12 |
| 7 | 2nd Sqd HMMWV | US_P1 | 8 | 6 | 1032001 | US GRE HE M67-Frag | 12 | Round | 5 |
| 7 | 2nd Sqd HMMWV | US_P1 | 8 | 6 | 1032002 | US GRE HE M203-40mm (HEDP) GL | 30 | Round | 10 |
| 7 | 2nd Sqd HMMWV | US_P1 | 8 | 6 | 1036003 | US GRE SM M203-40mm GL | 12 | Round | 4 |
| 7 | 2nd Sqd HMMWV | US_P1 | 8 | 6 | 1021005 | US MG Ball M240B-7.62mm | 600 | Cartridge | 18 |
| 7 | 2nd Sqd HMMWV | US_P1 | 8 | 6 | 1084003 | US ROC HEAT M136 LAW-84mm (HP) | 2 | Rocket | 13 |
| 7 | 2nd Sqd HMMWV | US_P1 | 8 | 6 | 1011004 | US SA Ball M4/M16-5.56mm FMJ | 1200 | Cartridge | 12 |
| 10 | 3rd Sqd HMMWV | US_P1 | 5 | 3 | 1032001 | US GRE HE M67-Frag | 12 | Round | 5 |
| 10 | 3rd Sqd HMMWV | US_P1 | 5 | 3 | 1032002 | US GRE HE M203-40mm (HEDP) GL | 30 | Round | 10 |
| 10 | 3rd Sqd HMMWV | US_P1 | 5 | 3 | 1036003 | US GRE SM M203-40mm GL | 12 | Round | 4 |
| 10 | 3rd Sqd HMMWV | US_P1 | 5 | 3 | 1021005 | US MG Ball M240B-7.62mm | 600 | Cartridge | 18 |
| 10 | 3rd Sqd HMMWV | US_P1 | 5 | 3 | 1084003 | US ROC HEAT M136 LAW-84mm (HP) | 2 | Rocket | 13 |
| 10 | 3rd Sqd HMMWV | US_P1 | 5 | 3 | 1011004 | US SA Ball M4/M16-5.56mm FMJ | 1200 | Cartridge | 12 |
| 13 | Mtr Scn HMMWV | US_P1 | 3 | 1 | 1042001 | US MOR HE M224-60mm (M720) | 40 | Round | 68 |
| 13 | Mtr Scn HMMWV | US_P1 | 3 | 1 | 1047001 | US MOR IL M224-60mm (M721) | 6 | Round | 10 |
| 13 | Mtr Scn HMMWV | US_P1 | 3 | 1 | 1046001 | US MOR SM M224-60mm (M722) | 20 | Round | 34 |

Rebel Order of Battle

| UnitNumber | UnitName | UnitDesignation | Strength |
|------------|---------------|-----------------|----------|
| 15 | Rebel Cdr | Rebel Officer | 1 |
| 16 | Rebel 2IC | Rebel NCO | 1 |
| 17 | Rebel Truck | Light Truck | 1 |
| 18 | Rebel A | Technical | 1 |
| 19 | Rebel B | Technical | 1 |
| 20 | Rebel C | Technical | 1 |
| 21 | Rebel D | Technical | 1 |
| 22 | Rebel 1st Sqd | Rebel Squad | 10 |
| 23 | Rebel 2nd Sqd | Rebel Squad | 10 |
| 24 | Rebel 3rd Sqd | Rebel Squad | 10 |
| 25 | Rebel 4th Sqd | Rebel Squad | 10 |
| 26 | Rebel 5th Sqd | Rebel Squad | 10 |
| 27 | Rebel RL | Rocket Section | 2 |
| 28 | Weapons Cache | Rebel Cache | 1 |

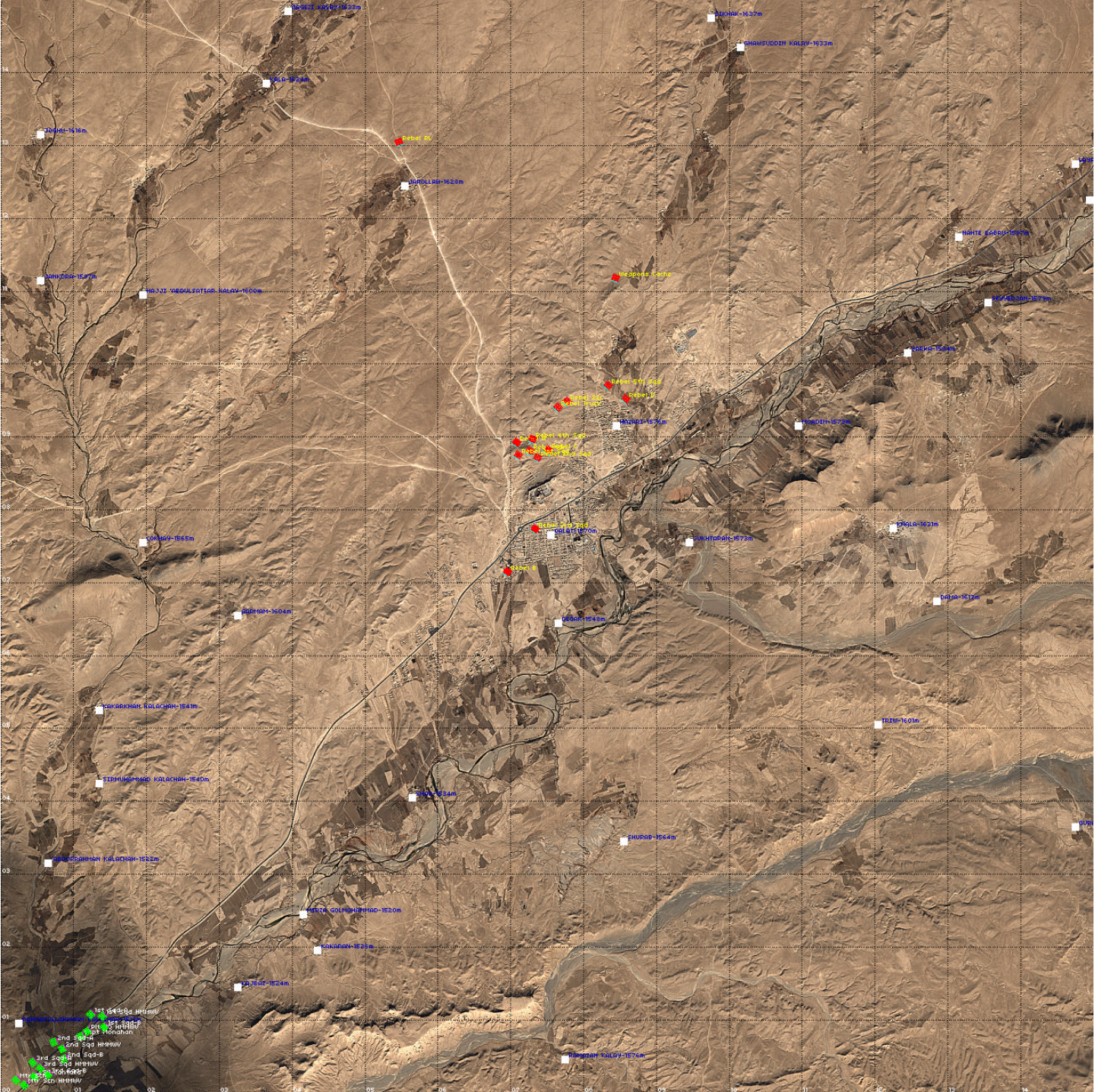
Rebel Cargo Ammo:
(in addition to weapon loadouts)

| Unit | Unit Name | Username | GS X | GS Z | ID | Ammunition Name | Quantity | Unit | Weight kg |
|------|---------------|----------|------|------|---------|------------------------------------|----------|-----------|-----------|
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3032001 | USSR GRE HE RGD-5-Frag Grenade | 100 | Round | 31 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3021002 | USSR MG Ball NSVT-12.7mm (B30 AP) | 12000 | Cartridge | 600 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3021003 | USSR MG Ball PKT-7.62mm | 12000 | Cartridge | 360 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3084011 | USSR ROC HEAT RPG-7V-85mm (PG-7V) | 100 | Rocket | 260 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3084010 | USSR ROC HEAT SPG-9-73mm (PG-9) | 100 | Rocket | 439 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3082011 | USSR ROC HE SPG-9-73mm (OG-9M1) | 100 | Rocket | 535 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3011002 | USSR SA Ball M1943 (57N231)-7.62mm | 12000 | Cartridge | 360 |
| 28 | Weapons Cache | REBEL_P1 | 84 | 111 | 3082005 | USSR ROC HE 9P132-122mm (9M22M) | 10 | Rocket | 660 |

Tactical notes:

US forces have NVD devices which will substantially aid them in low visibility conditions. US forces have a distinct command and control advantage as all units have radios, but care will be required to stay within some of the dismounts' short 1km radio ranges, especially in areas of blocking terrain. You will need to establish an area search pattern and have a plan to react to any possible ambush. Avoid having any of your force cut-off, encircled, or on foot in a danger area with no wheeled transportation. Anticipate many hours of uneventful search.

Rebel force should use terrain where possible to set up the best ambush. US forces cannot more than 1km for one hour at scenario start so this allows some time for repositioning without fear of being spotted. Not all rebel forces have communication devices so if command-and-control limitations are in effect, they will be required to stay near the rebel commander to remain under physical (verbal) control. Remember your dismounts are visible only at much closer ranges than your vehicles and therefore can make good concealed observation pickets. The rocket launcher can be used to inflict casualties quickly if you can catch the enemy in the open on foot.



Initial US deployments.



Initial Rebel deployments.

