MODERN MICRO ARMOR® SCENARIO
"SEARCH AND DESTROY" BECOMES "SWEEP AND CLEAR"

Scenario #10; "Search and Destroy" (1st Air Cavalry in the Central Highlands) from *the Vietnam War Supplement* to *Micro Armour®: The Game - Modern* is remarkably prescient. Insurgents the world over have been fighting asymmetric warfare against "Modern" forces in exactly this fashion before and ever since. Only the equipment and the terrain has changed.

This scenario can represent 21st Century "Search and Destroy" missions, (since relabeled "Sweep and Clear" or other less aggressive titles) with minimal modifications. Such "search" missions have resulted in the acquisition of weapons, intelligence, and occasionally insurgent leaders, involved in the "Global War on Terror" (GWOT).

INSURGENT FORCES AND CIVILIANS
Vietcong Forces and Civilians become: Insurgent Forces and Civilians. These represent al-Qaida, Taliban, Chechen and Serbian militias, Hamas or other organizations and the people of the country involved.

Change the 82mm Mortar to a 120mm Mortar (always available). Add 1 x Light AAW (Stinger, SA-7) *or* 1 x ZU-23/2 (insurgent's choice).

Other forces (including the civilians), the deployment, cohesion values, break points, emplacements, booby traps, and victory conditions remain the same.

> 1D6 - 1 x TL2 Infantry (C)
> 1D6 - 2 x TL2 Support
> 1D6 + 10 x Civilians
> 1D10 - 2 x TL2 Infantry (D)
> 1 x 120mm mortar
> 1 x SA-7 or ZU-23
> 2D6 x light improved positions
> 3 x "Booby Trap" locations

Victory Points
• 3 points for each of the Designated Search Locations that is never occupied by the opponent .

• 6 points for each of the Light Building areas that is never searched by the opponent.

• 6 points for each civilian stand disrupted or destroyed by the opponent.

• 8 points for each opponent stand eliminated.

The Booby Traps represent IEDs and work the same way, including against vehicles (see special rules).

Insurgent forces may deploy anywhere except in the Designated Search Locations..

All forces should initially be represented by civilian stands (numbered on the bottom and identified as a specific element). Actual identity is not revealed until they either fire, are fired upon, or end a phase in contact with an enemy stand.

The insurgent player may move both combat and civilian stands. Civilian stands move as infantry.

COUNTER-TERRORIST FORCES
US 1st Air Cavalry Division Elements become Counter-Terrorist Forces made up of any of the units described below.

The Aerial Detachment enters the map by air on turn 1. The Ground Detachment enters the south edge of the map by road on turn 1.

Victory Points
• 1 point for occupying each of the Designated Search Locations with an infantry stand for 1 full turn.

• 3 points for searching each of the light building areas as follows:

  - Occupy the area with one or more infantry stands for one full turn

  - Make a cohesion die roll for each occupying stand at the end of the turn

  - Two successful rolls (over one or more turns) represent a successful search

• 5 points for each opponent combat stand eliminated.

US Army: Light or Mountain Division / Brigade

Aerial
Detachment: 3 x TL3 Inf (B)/UH-60
2 x AH-64 Apache Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 /Armored HMMWV
w/50cal
4 x TL3 Inf (B)/Armored HMMWV w/50 cal
1 x HMMWV w/ TOW 2 ATGW
1 x Buffalo EOD vehicle (see special rule)
1 x 81mm Mortar carried in Armored HMMWV

US Army: Stryker Brigade

Aerial
Detachment: 3 x TL3 Inf (B)/UH-60
2 x AH-64 Apache Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 /M1130 Stryker Command
4 x TL3 Inf (B) /M1126 Stryker AFV
1 x M1128 Stryker AGS
1 x M1132 Stryker Engineer Support Vehicle
(see special rule)
1 x M1129 Stryker Mortar Carrier

US Army: Heavy Division / Brigade

Aerial
Detachment: 3 x TL3 Inf (B)/UH-60
2 x AH-64 Apache Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 / M2 Bradley AFV
4 x TL3 Inf (B) / M2 Bradley AFV
1 x M1A2 MBT
1 x Buffalo EOD vehicle (see special rule) *or*
Equip M1A2 w/ mine plow (see special rule)
1 x M113 / 120 mtr

US Marine Corps: MAGTF

Aerial
Detachment: 3 x TL3 Inf (B) / UH-1
2 x AH-1 Cobra Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 / AAV7 Command
4 x TL3 Inf (B) /AAV7 (2 x AAV7, each carrying
two Infantry)
1 x M1A2 MBT
1 x Buffalo EOD vehicle (see special rule) *or*
Equip M1A2 w/ mine plow (see special rule)
1 x 81mm Mortar carried in Armored HMMWV

United Kingdom: Armoured Brigade

Aerial
Detachment: 3 x TL3 Inf (B)/CH-47
(all 3 stands carried in single CH-47)
2 x AH 7 Lynx Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 / MCV80 Warrior AFV
4 x TL3 Inf (B) / MCV80 Warrior AFV
1 x Challenger 2 MBT w/ mine plow
(see special rule)
1 x FV 432 / 81m Mortar

[Any other NATO / UN forces can be utilized by substituting
equivalent equipment]

Israeli Defense Forces: Armored Brigade

Aerial
Detachment: 3 x TL3 Inf (B) / UH-1
2 x AH-1 Cobra Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 / M113 Zelda AFV
4 x TL3 Inf (B) / M113 Zelda AFV
1 x Merkava MkIV MBT
1 x Achzarit AFV w/mine plow (see special rule)
1 x M113 / 120mm mtr

Russian: Airborne Brigade

Aerial
Detachment: 3 x TL3 Inf (B)/Mi-8
(all 3 stands carried in single Mi-8)
2 x Mi-24 Hind-D Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 / BMD
4 x TL3 Inf (B) / BMD
1 x BMP-3
1 x TL3 Engineer / BMD (see special rule)
1 x 120mm Mortar BMD

Russian: Mechanized Brigade

Aerial
Detachment: 3 x TL3 Inf (B)/Mi-8
(all 3 stands carried in single Mi-8)
2 x Mi-24 Hind-D Gunships

Ground
Detachment: 1 x TL3 Inf (B) GHQ +0 / BMP-2 or 3
4 x TL3 Inf (B) / BMP-2 or 3
1 x T-72, T-80 or T-90 MBT
1 x TL3 Engineer / BMP-2 or 3 (see special rule)
or Equip MBT with mine plow (see special rule)

For all force options, deployment, cohesion, break point,
emplacements, booby traps, victory conditions remain the same.

Special Rule: Following the widespread use of booby traps
and IEDs, counter-insurgent forces have developed special
vehicles or modified existing vehicles to counter these
weapons. Any such unit (mine plow equipped MBT or special
vehicle noted in the TOE) that enters a "M & M" area and
passes a Cohesion die roll may immediately make a second,
unmodified, roll. If this second Cohesion roll is a success, the
"M & M" area is cleared and has no further effect on the
scenario. "M & M" areas may also be cleared by vehicles or
engineers using the mine clearing rules.

TERRAIN

The same battlefield can be used with minor modifications
based on the location and environment:

Desert (Middle East, Afghanistan Plains)	
Light Buildings:	Same
Elephant Grass:	Sand
Farmland:	Cultivated / irrigated area
Poor Road:	Same
Stream:	Dry wadi
Contours:	Ignore
Mountainous (Hindu Kush, Golan)	
Light Buildings:	Same

Elephant Grass:	Rough ground
Farmland:	Cultivated / irrigated area
Poor Road:	Same
Stream:	Dry wadi or stream
Contours:	Terrain above the 420 meter line is impassable to vehicles and is rough

Temperate (much of Europe)

Light Buildings:	Same
Elephant Grass:	Scattered light woods (50% woods, 50% open)
Farmland:	Cultivated fields, bordered with hedges
Poor Road:	Same
Stream:	Stream with wooded banks
Contours:	Terrain above the 440 meter line is dense woods.

The designated search locations remain the same for all environments.

The environment may be selected in any fashion mutually agreeable to both players. It will often be obvious based on the forces chosen.

OPTIONAL RULES

Optional Rule 1: Additional Insurgent Forces. Insurgent forces have been as varied as the conflicts. If both players agree, feel free to add any or all of the following to the insurgent's TOE:

0-1 Obsolete MBT - usually a T55, but could be T34/85 or even M36 Jackson. Considered "civilian" (friendly?) in the same manner as civilians on foot, until identified.

0-1 Additional AA weapons - quad 14.4 MGs, HMGs.

0-1 AT Weapons - ATGWs (usually, but not always, Russian made).

Transport - "technical" pickup, sometimes with HMG; light or medium truck such as GAZ or Land Rover - enough to transport up to 3 stands, or mount an AA / AT weapon. Vehicles are considered "civilian" in the same manner as civilians on foot, until identified.

Optional Rule 2: Rules of engagement. Some forces (almost always UN, seldom Russian) may be restricted from firing on an insurgent element until it is identified as such. Feel free to apply such a restriction if you think it is appropriate.

Optional Rule 3: Troop quality. Feel free to adjust troop quality, up or down, either side if you feel it is warranted.

Optional Rule 4: Draw once card from a deck after the game for each location searched. If one of the cards is the Ace of Spades, then a key individual has been captured (assuming some counter-terrorist forces survive the battle) and the counter-terrorist commander will be promoted.

SCENARIO LENGTH AND VICTORY

The scenario lasts 20 turns. The side with more victory points is the winner. As pointed out in the Supplement, this is more of a game of cat and mouse than a battle. Positioning and maneuver are the keys to victory.

The tremendous variability of both the insurgent and counter-terrorist forces will make some games relatively imbalanced. Such is life in the "real world". However, playing several scenarios with different forces can provide an interesting perspective on how asymmetric warfare has evolved into the 21st Century.

- John Drye

The battlefield is thirty-six by thirty-two inches. Each hexagon is four inches across.

= Light Buildings

= Clear

= Sand

= Cultivated / Irrigated Area (Rough Terrain 1)

= 420 meter line

= 440 meter line

= Poor Road

= Dry Wadi

= Designated Search Location

This is the map from the Vietnam scenario "Search & Destroy" with key changed to reflect a desert terrain as indicated on previous page.

The following page is taken from the same scenario with values "plugged" in for an Al-Qaida versus US Army conflict.

SWEEP & CLEAR
Al-Qaida/Iraqi Insurgents vs. US Army Stryker Brigade

Al-Qaida/Iraqi Insurgents

Generation I
Cohesion: 13

Deploy anywhere except on "Designated Search Locations" or in Sand. **[Break Point: 3D10]**

1D6 - x TL2 Infantry (C)
1D6 - 2 x TL2 Support
1D6 + 10 x Civilians
1D10 - 2 x TL2 Infantry (D)
1 x 120mm Mortar
1 x SA-7 or ZU-23
2D6 x Light Improved Positions
3 x "Booby Trap" Locations

Defensive Works
2D6 x "Light" Improved Positions *Deployed among the defending forces at the Insurgent player's option.*

Insurgent Victory:
Accumulate <u>more</u> victory points than the US player before the end of turn 20 as follows:

- 3 points for each of the 7 "Designated Search Locations" that is never occupied by the US Player.

- 6 points for each of the Light Building areas that is never searched by the US player.

- 6 points for each civilian stand either disrupted or destroyed by the US player

- 8 points for each US stand eliminated.

US Army Stryker Brigade

Generation III
Cohesion: 14

Aerial Detachment:
Enter the map, by air, on turn 1. **[Break Point: 11]**

3 x TL3 Inf.(B)/UH-60   2 x AH-64 Apache Gunships

Ground Detachment: *Enter the South edge of the map, by road, on turn one (1).* **[Break Point: 16]**

1 x TL3 Inf (B) GHQ +0 /M1130 Stryker Command
4 x TL3 Inf (B) /M1126 Stryker AFV
1 x M1128 Stryker AGS
1 x M1132 Stryker Engineer Support Vehicle
   (see special rule)
1 x M1129 Stryker Mortar Carrier

US Victory:
Accumulate <u>more</u> victory points than the Insurgent player before the end of turn 20 as follows:

- 1 point for occupying each of the "Designated Search Locations" with an infantry stand for 1 full turn.

- 3 points for searching each of the four Light Building areas on the map as follows:

   - To search a Light Building area, the US player must occupy it with one or more infantry stands for one full turn.

   - Each occupying stand makes one cohesion die roll at the end of the turn. Two successful rolls represent a thorough search.

- 5 points for each Insurgent stand eliminated.

SCENARIO LENGTH: 20 TURNS

TERRAIN: "CLOSED"

Note:
It would seem that the US player would <u>never</u> fire on civilian stands. However, he can never be sure which stands are civilians and which are Insurgents. By moving his stands into the path of US stands, the Insurgent player can often get a close-range first shot or Close-Assault against a US stand. The US player, therefore, is sometimes put in a situation where he must fire before he can identify his target! This is more a game of cat-and-mouse than a battle scenario. Positioning and maneuver are the keys to victory.

Special Rules:
1. Non-US stands and improved positions should be represented by numbered counters. Their identity should <u>not</u> be revealed until <u>after</u> they either fire or are fired upon by a US stand, <u>or</u> end a phase in base contact with a US stand.

2. The Insurgent player may move both Insurgent <u>and</u> civilian stands as he pleases.

3. A four inch (4") circle around three (3) of the "Designated Search Locations" may be secretly designated as booby trapped "M&M Areas." The Insurgent player should identify which three these are <u>in writing</u> before the game begins.