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Scenario information can be obtained for the following:

Victory Conditions

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Victory Conditions

The COALITION units must occupy the bunkers which border the line of advance to achieve victory. The bunkers in the center fort, the eastern bunkers of the northwestern fort and the western bunkers of the northeastern fort all border the line of advance. The actual bunker locations are: 37,113 45,113 41,109 53,113 57,108 61,113 55,40 63,40 59,34 35,36 28,36 and 32,32.

The IRAQI forces must destroy twelve (12) of the COALITION units to achieve victory. Remaining units of the COALITION force would be unable to secure all bunkers along the line of advance and the offensive would be delayed.

Unit Classes

The following types of unit class equipment can be found in use within this scenario. Select a class to receive additional information about a class.

COALITION force classes IRAQI force classes

Rifle Squad

M1A1 Tank

M2 IFV

HMMWV

AH64 Apache

Iraqi Troops

T72-T55 Tanks

BMP-2

Strategies

This battle's action occurs mainly on the Kuwait/Saudi border, at the berms representing the Saddam Line. This is a series of defensive, earthen works, barbed wire, tank traps and oil pits. It was constructed by the Iraqi army, at the command of that great military genius, Saddam Husain, and is intended to help repel the Coalition ground forces.

The Iraqi Strategy

The air war has taken its toll. Many units are under strength, much equipment is lost and supplies are low. The desertions have left the remaining units manned by the most fanatical and loyal Iraqi troops. The Iraqi goal is to make the Coalition pay in such high numbers of casualties, that the news back in America will bring about a halt to the ground war via public sentiment. Attack the rifle squads and infantry carrying vehicles! Destroying these units is much easier than taking out a tank or helicopter.

Reinforcements from one of the Republican Guard Divisions can be expected to arrive sometime after the Coalition forces begin crossing the border.

Remember, to win, the Iraqis must destroy twelve Coalition units, not all of the Coalition units. The infantry carrying vehicles are transporting a Rifle Squad, so if it can be destroyed before the Squad unloads, then two units are destroyed at once.

The Coalition Strategy

The mission of the Coalition forces to breach and secure the berms for the follow-on forces. This also means that any Iraqi forces detected must be neutralized. The overwhelming firepower of the Coalition forces should be concentrated when engaging Iraqi units. The Apaches have tremendous range and firepower and should be used to strike deep behind defenses to eliminate reserves. The M1A1 tanks form the point of the Coalition assault teams. The M2 Bradleys and the Hummers will carry the troops in for bunker occupation.

The follow on forces will arrive at the breach at the end of the scenario, so they will not actually appear. Instead, the bunkers occupied by turn 50 occurring, or if all appropriate bunkers are occupied before turn 50, will signal the end of the scenario, and the arrival of the follow on forces.

Rifle Squad



A Rifle Squad contains up to eight combat troops. The troops are usually well trained, lead by an officer or NCO and are equipped with several weapon systems. The standard weapons of the mech squad combat trooper are the assault rifle and grenades. Other weapons used by the Rifle Squad are the Dragon anti-tank missile, and sometimes the shoulder launched anti-air missile.

While Rifle Squads are unable to absorb a lot of firepower, and do not deliver overwhelming firepower themselves, the Rifle Squads are often the only units which can occupy certain types of terrain and structures. This unique feature makes the Rifle Squad a valued unit which should be used judiciously.

Iraqi Squad



An Iraqi Squad is made up of from 2 to 8 troops. The size will vary do to the effect of the air campaign and desertions. Most remaining troops are the more fanatical and loyal troops. The standard equipment of the Iraqi soldier includes the AK-47 Assault Rifle, various grenades, the RPG and sometimes an shoulder launched SA7 SAM, which they have been known to fire at IFVs and ground troops.

BMP-2 - Infantry Fighting Vehicle



The BMP-2 is another Soviet export of military hardware. It is used as a means of transporting infantry into position, and in providing additional fire support. The BMP-2 is lightly armored and fast, and can carry a squad of Iraqi infantry.

The weapon systems of the BMP-2 include the 76MM Cannon, the Sagger Anti-Tank Missile and several different types of machine guns.

M2 Bradley - Armored Fighting Vehicle



The M2 is often used as a means of transporting Rifle Squads into position, and in assisting the Rifle Squads with fire support. The M2 is lightly armored, fast moving, and is capable of delivering substantial firepower to a target.

The weapon systems of the M2 include the 25MM chain gun, which delivers firepower on the same order as an entire Rifle Squad; and the TOW anti-tank missile system.

Most M2s can carry only one Squad, in addition to their crew and weapons systems, while some models may support more powerful weapons systems or are able to carry more Rifle Squads.

M1A1 Main Battle Tank



The M1A1 Main Battle Tank is capable of delivering devastating firepower on target. The M1A1 is heavily armored, sufficiently so to absorb much firepower and still function. The M1A1 weapon systems include a 120 MM smooth bore long range cannon which delivers heavy firepower against all types of targets at extended ranges and several machine guns for additional support at shorter ranges.

The M1A1 is very fast in movement, yet unable to traverse some terrain types and structures, yet is very effective at providing shock against an in place target, or in providing support to AFVs and Rifle Squads in a maneuver or in defense.

HMMWV - Multiple Purpose Vehicle



The HMMWV, or Hummer is a newcomer to the modern battlefield. It is lightly armored and fast, and is capable of carry supplies, troops or being used as a recon or assault vehicle.

The weapon systems of the HMMWV are varied. It can be configured with the long range TOW anti-tank missiles or equiped with a variety of machine guns.

T72-T55 Tanks



The tanks used by the Iraqis are either T72, T62 or T55 tanks, which are considered second and third line main battle tanks. Considered slow and poorly armored, nevertheless, these tanks can do some damage if they can survive long enough to get within range.

The main gun of the T72 is a 120MM smooth bore which does not have the range of the main gun of the M1A1. The main guns of the T62 and T55 are of the 105MM smooth bore and cannon variety and are severely under ranged on the modern battlefield. All the tanks support multiple machine guns which can be effective at short range against AFVs and dismounted infantry.



AH64 Apache Helicopter

The Apache is the state-of-the-art in "tank killer" aircraft. This rotary wing aircraft which provides a ground support mission in assisting friendly armored units as required and can scout ahead of the main force, engaging targets of opportunity.

The Apache is fast and armored. The AH64 carries a variety of weapons systems: the 30MM Chain Gun, TOW and HELLFIRE anti-tank missiles and rocket clusters for ground support.