

## Scenario #3

# Assault on Dimmetrus

## A house- to-house clear and secure scenario for Jihad

This scenario uses the Standard Jihad rules along with the following special Jihad house- to-house rules.

Three Coalition rifle squads have been ordered to the hamlet of Dimmetrus where, according to recent Intel, the civilians of this hamlet are being terrorized and held captive by an insurgent group of unknown size, strength, and affiliation. The mission is to clear the town of insurgents and rescue as many of the civilian population as possible.

### Troops

Insurgents receive troops from their rolls on the Random Occupation Chart . There is the sample chart that we used in the play test at the end of these rules.

Each US player gets a single rifle squad with three, four-man rifle teams, an officer, and a Humvee with driver and armed with a top mounted .50 cal MG, and gunner.

Each squad enters the hamlet from a different entrance point and vehicles cannot enter hamlet, but remain outside of the village to provide fire support.

Only two rifle teams from each squad will enter the hamlet for the operation. The third team is both a reserve team and an evacuation team, removing any of the wounded, and securing the rescued civilians. This evacuation will happen in the background of the game and these figures are not put on the board for this mission. As the first two teams lose combat effectiveness due to casualties, the third team can be sent in as replacements for the first two. Once the entire third team is committed, wounded men and civilians cannot be rescued, and the player does not get points for them.

The game ends and points totaled after one turn of deck.

## House Assault Special Rules

The Movement and Fire decks are used while the participants are moving about the hamlet. When a House Assault takes place, the Movement and Fire decks are not used until this current assault is resolved. When one side or the other has complete control of the room, normal play from the decks is resumed.

### Movement:

Figures move on two numbers (instead of the one) when their card is turned.

Black numbers 1,4 moves on both 1 and 4.

Black numbers 2,5 moves on both 2 and 5

Black numbers 3,6 moves on both 3 and 6

Trying/Forcing door- takes 1" of forward movement.

Climbing rough walls or crossing fences - takes 2" of movement for each vertical inch.

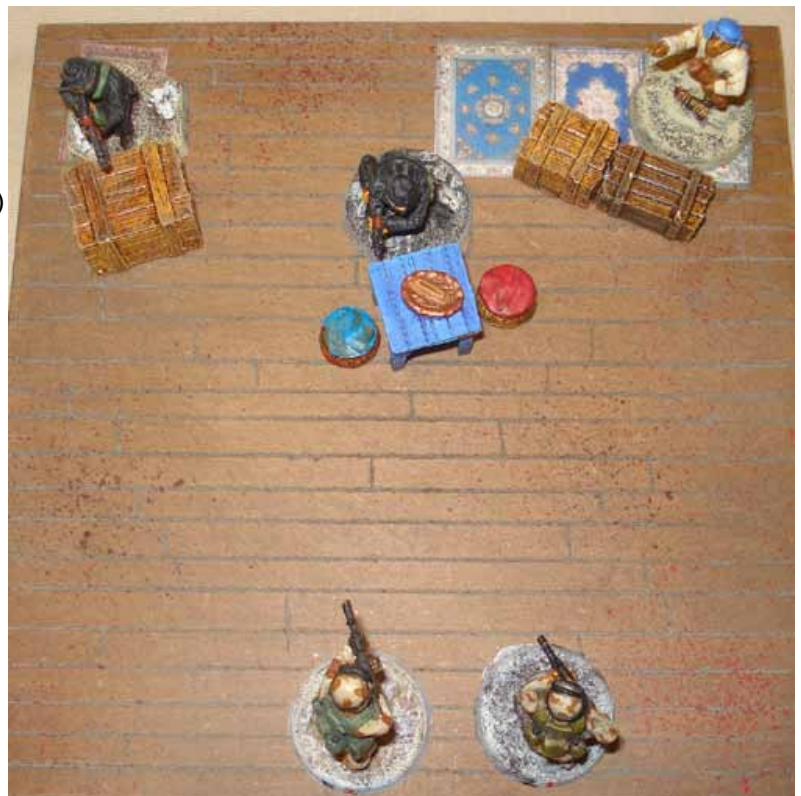
Maximum climb- takes 3" without aid (rope, ladder etc.)

Climbing through window - takes 4" of forward movement.

Climbing stairs - takes 3" of forward movement for each floor (either up or down).

Figures have a 1" 'zone of control' which surrounds each figure. An enemy figure cannot pass within this zone.

Unless it melees and wins in order to pass.



## Firing:

Light cover- Insurgents/civilians in buildings always get a light cover bonus. This represents poor lighting in the room and normal furnishings.

Medium cover- Insurgents in prepared interior positions (hasty works). The figures receive a medium cover bonus as long as they do not move from behind that cover.

Blast template weapons- RPG's and grenades cannot be used inside buildings if both shooter and target are in the same room. (Instant Death, otherwise)

Booby traps and trip wire devices for this game are considered as Small templates so all figures that are completely under template roll for one wound and Kevlar allows a chance for a save.

## Wounds:

**Figures that have taken two light wounds can continue to melee with a -2 penalty.**

## Morale:

During the house assault, only insurgents and Iraqi civilians throw for morale. When an insurgent/civilian is wounded the figure makes a morale roll. Roll a D20:

1-6: The figure goes fanatic and **MUST** charge closest enemy. Even if the figure has one OR two light wounds, the figure fights with only a -1 penalty.

7-10: The figure fight as normal.

11-14: The figure retreats a regular move ( $6'' + D12$ ) then will try again to rally.

15-20: The figure retreats two regular moves ( $12'' + 2D12$ ) then will try again to rally.

Retreating figures can exit through doors, windows, stairs, and mouse holes to other buildings, unless these exits are blocked by enemy models, debris, vehicles or any other physical object (GM's discretion).

Note: If a figure cannot retreat without going thru the enemy's 'zone of control' of 1", it **MUST** surrender. Lay a surrendering figure face down.

## House Assault

A house assault is fought using the following steps. A floor plan of each building room, separate from the playing area is needed for resolving the assault. The floor plan will need to be larger than the building floor for proper placement of models, furniture and the like.

1. The commander declares assault on house and describes the plan to GM, i.e. how many and which models are going through which door. If the assault team is using stun grenades.

Two models may assault through a single door, per combat phase.

One model may assault through a single window per combat phase.

2. The Insurgent commander rolls a D20 on the Random Occupation Chart.

A: Resolve booby traps on doors or windows if any, using the 50/50 rule.

B; Place assaulting troops on floor plan and resolve any trip wires on floor, using the 50/50 rule.

Stun grenade will trip this type of booby trap.

C; If that floor is declared clear by the GM (nobody is in it), If the assaulting player has enough movement left at least one assaulting figure must move up to each floor for the building to be declared cleared. This building cannot be re-occupied by the enemy.

**Note: If there are coalition troops inside of a building, then the building can be recaptured by an Insurgent player.**



3. If Insurgents/Civilians are in a house (ROC roll), the player notes which models are on which floor, (If the building has more than one floor, including the roof)

The Insurgent player places his figures on the floor plan facing the enemy and rolls 1D6 for pieces of furniture/boxes etc.

### **Start of Combat Phase**

The Coalition player rolls 1D6, on a 1, the Coalition troops have gotten the drop on the figures in the room, and all of the Coalition troops fire first.

On a 2 through 6, the Insurgent player was laying, in wait, and fires all of his troops first.

If a stun grenade is used on 1-4 coalition troops fire first.

The Insurgent player has the advantage upon initial assault regardless of the roll and receives light cover due to poor light and furniture.

First fire is resolved, wounds are rolled for and resolved, and morale is rolled for, if applicable, and resolved.

Enemy first fire resolved as above.

End of First Combat Phase

### **Start of next Combat Phase**

1. Each side rolls their initiative on a D20 and add any modifiers for troop type.

2. One initiative roll is for the surviving insurgents in the room and for the other insurgent troops that are already in the building on other floors.

3. And the other initiative roll is for the surviving Coalition assaulting troops and the other Coalition troops that did not make it in on the first round. The assault is still limited to two figures coming through the doors and stairs and one figure through windows.

4. The high initiative fires and/or melees first

Repeat combat phases 1 through 5 until one side is victorious. Victory means that only one side has troops in the building.

### **Random Activation of Occupation Chart**

On a black 1 or 6 card, pulled from movement deck, the insurgent player will roll a D20 on the Occupation Chart to determine the contents of a single building within the playing area. The building must not be already occupied or previous marked as cleared, or has been rolled for before. If two Insurgent players in the game they will roll alternately for buildings.

The Insurgent player can move these troops/civilians when their black numbers are pulled from the movement deck. These figures can make their normal move (6 + D12") where ever the Insurgent player wants within the playing area. Movement from building to building must be among connected buildings. Movement through open areas must be out of LOS of the Coalition players.

The Insurgent player must note these movements and inform the GM of this movement.

Captive civilians will move with insurgent.



## **Insurgent Victory Points**

Each building held- 5 points - Count at end of game

Each Vehicle Destroyed 10 points

Each building recaptured- 15 points

Each civilian controlled- 5 points - Count at end of game

Each coalition troop KIA-10 points

Each coalition troop wounded- 5 points

Each coalition troop captured- 20 points

Any captives must be taken out of the hamlet and off of a board edge to count for victory point.

## **Coalition Victory Points**

Each building taken- 20 points

Each civilian saved- 3 points

Or each civilian can improve a 50/50 booby trap and trip wire roll by 10% one time per civilian, turn in chip for each civilian you want to use. Yes, that roll can be improved to 100%

Each insurgent wounded or (killed) martyred- 5 points

Each insurgent captured- 10 points

Each Wounded Coalition troop saved- 5pts

## **Random Occupation Chart**

We hope this chart will add some suspense and surprise to the house- to- house scenario. It also will allow you to play the house to house game with anything from a small hamlet to a city without documenting the locations of every figure in the game. This is the chart that we used in our play testing and is only a presented as an example. (We think it's pretty good) You may want to add in other events such as a Heavy MG Team, vehicles, and/or player objectives such as weapons caches and the like.

D20

- |    |   |
|----|---|
| 1  | Door trap 2" burst 50/50 to go off, house empty |
| 2  | 1D6 insurgents 1RPG and 1 LT MG                 |
| 3  | 3 Insurgents 1RPG                               |
| 4  | 2 Insurgents 1 LT MG                            |
| 5  | 2 Insurgents                                    |
| 6  | Empty   |
| 7  | 1D6 insurgents                                  |
| 8  | 1 insurgent, 3 civilians                        |
| 9  | 2 civilians                                     |
| 10 | Trip wire 2" burst 50/50 to go off, house empty |
| 11 | 2 insurgents, 1 civ., prepared                  |
| 12 | 2 Civilians                                     |
| 13 | 2 insurgents, 1 civ., prepared                  |
| 14 | 2 Civilians                                     |
| 15 | 1 insurgent, 3 civilians                        |
| 16 | Empty   |
| 17 | 2 Insurgents 1 LT MG                            |
| 18 | 3 Insurgents 1RPG                               |
| 19 | 1D6 insurgents 1RPG and 1 LT MG                 |
| 20 | Door trap 2" burst 50/50 to go off, house empty |