

# BURGERTOWN, USA

August 13, 2016

Russian forces have made landfall on the US East Coast. As American forces mobilize to repel their assault, a US Marine Corps helicopter crash-lands in Arlington, Virginia.

## SCENARIO INFORMATION

**Initiative:** Russian Ground Forces

**Deployment:** Deploy *Rally Point* markers as normal. Divide the battlefield into four quarters. The downed helicopter is placed in the center of the quarter containing the fewest *Rally Point* markers. The American player then deploys the High Value Individual, codenamed “Raptor,” and four Secret Service agents within 6” of the crash site. These agents are Troop Quality D8, equipped with MP5 submachine guns, and remain under the American player’s control throughout the engagement.

**Securing “Raptor”:** Raptor is tethered to his security detail; if the escorting Secret Service team is *Broken* and removed from the table, the Raptor model is left stationary at its last position. He may only resume movement once an American infantry model makes base contact to lead him. To successfully secure the HVI, the model must be moved inside a building occupied by at least two American infantry fireteams and no Russian infantry units.

**Reinforcements:** Whenever initiative switches to the Americans, roll a D6: on a 4+, the American reinforcements arrive on the board quarter diagonally opposite the quarter the helicopter crashed in. Should they fail to arrive through rolling, the reinforcements automatically enter the board at the start of the fifth American initiative phase.

## AMERICAN MISSION

Secure the civilian codenamed “Raptor” and then hold out until further American forces arrive.

### AMERICAN MAJOR VICTORY

American forces secure a Major Victory if at least 50% of their units (not including the Secret Service) are not *Panicked* or *Broken* and Raptor has been escorted to the American reinforcements.

### AMERICAN MINOR VICTORY

American forces secure a Minor Victory if they manage to secure Raptor and cause at least 50% of the Russian units to become *Panicked* or *Broken* but are unable to escort him to the American reinforcements.

## COALITION FORCES

Troop Quality: D8

### US ARMY RANGER FIRETEAM

- 1× Team Leader w/M4A1 + M72 LAW (Anti-Armor)
- 1× Automatic Rifleman w/M249 LMG (Support Weapon)
- 1× Grenadier w/M4A1 + M320 40mm Grenade Launcher (Support Weapon)
- 1× Rifleman w/M4A1

### US ARMY RANGER SQUAD

- 1× Squad Leader w/M4A1
- 2× US Army Ranger Fireteams

### US ARMY RANGER WEAPONS SQUAD

- 1× Squad Leader w/M4A1
- 1× Medium Machine Gun Section (3 Teams)
- 1× Anti-tank Team

### Each MMG Team:

- 1× Machine Gunner w/M240B (Support Weapon)
- 1× Assistant Gunner w/M4A1

### Anti-tank Team:

- 1× Anti-Armor Specialist w/Carl Gustaf (Anti-Armor)
- 1× Ammo Handler w/M4A1

### US RANGER PLATOON

- 1× Platoon Leader w/M4A1
- 1× Platoon Sergeant w/M4A1
- 1× Radiotelephone Operator w/M4A1
- 2× Combat Medics w/M4A1
- 2× Artillery Forward Observers w/M4A1
- 3× US Army Ranger Squads
- 1× US Army Ranger Weapons Squad

# RUSSIAN MISSION

Capture the civilian codenamed “Raptor” and push the Americans back.

## RUSSIAN MAJOR VICTORY

Russian forces secure a Major Victory if Raptor is captured and successfully escorted off the Russian board edge, or if all American units are *Panicked* or *Broken*.

## RUSSIAN MINOR VICTORY

Russian forces secure a Minor Victory if Raptor is captured and at least 50% of American units are *Panicked* or *Broken*.

# RUSSIAN FORCES

**Troop Quality: D10**

## VDV RIFLE SQUAD<sup>1</sup>

- 1× Squad Commander w/AK-74M
- 1× Machine Gunner w/PKP (support weapon)
- 1× Senior Rifleman w/AK-74M UGL (support weapon)
- 3× Rifleman w/AK-74M
- 1× BMD-2<sup>2</sup>

## VDV RIFLE PLATOON

- 1× Platoon Commander w/AK-74M
- 3× Rifle Squads (one rifle squad may swap its PKP for an RPG-7V)

<sup>1</sup> VDV rifle squads may be broken up into *Fire* and *Maneuver* teams. When the squad deploys, choose if and how to break it up. Note that each team must contain a minimum of two soldiers.

<sup>2</sup> The BMD-2 has the following profile:

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
BMD-2	-1/-1/-1	D6	N/A	6	1× 2A42 autocannon AND 1× Konkurs ATGM AND 1× 7.62 PKT MMG