**CMSF2 Scenario: Coup d’etat Briefing**

**Situation:**

It is 0400hrs on May 1st, 2008 in the fictional third world country of Abbudin. As spring began Abbudin was racked by political and sectarian violence. The local currency, the VP, became unstable causing economic chaos. As the authority of the central government collapsed a local warlord, Waleed, seized control of the city of Al Mout and moved into the Mayoral Residence. Waleed is in the process of consolidating his regime’s corrupt, tyrannical power base in the city. The local city council was dissolved, and the presiding aldermen forced into hiding or arrested. Many military & police units of questionable loyalty are on lock down in their barracks and have been denied their full allocation of ammunition. People with questionable loyalty to the regime are being arrested and gunfire from execution squads can be heard coming from the Ministry of the Interior compound. There are roadblocks and checkpoints throughout the city. A unit of fighters, known as Waleed’s Warriors, sow terror in the city. Many of these fighters are fanatics and are stationed throughout the city to reinforce and keep an eye on conventional units.

In this scenario your alter-ego is Rais-you, Bravo Company Commander, 3rd Abbudinian Militia Battalion. The battalion commander was removed from his home by Waleed’s Warriors three days ago and has not been heard from. The other two company commanders from your battalion have fled the city. Your XO team is being questioned at the Ministry of the Interior compound and you have been summoned to appear at the Ministry of the Interior compound at 0800hrs today.

Your 1st platoon was detailed to provide security at WTF Radio Station last night. They are currently on duty at the radio station albeit with low ammo. This fortuitous assignment and your pending summons to the Ministry of the Interior was the catalyst for this morning’s coup attempt.

**Mission:**

Use Bravo Company to begin an early morning Coup d’état against Waleed’s corrupt regime in order to restore the city council and the rule of law. You will need to rally military units to your side while convincing regime units to return to their barracks. Bring Waleed to justice and destroy Waleed’s Warriors. Occupy key infrastructure in the city to include The Government Complex, Mayoral Residence and Market Street. A US consulate is located in the city but will remain on lock-down until 0600hrs. The consulate has an agricultural adviser billeted at the Hotel Rasheed (see Hotel Rasheed section) who can provide assistance. Bribery, assassination, mercenary units and other methods will be available for your use. When you have accomplished the mission hit cease fire. The optimal time to hit cease fire is before 0615hrs. You may fight on until 0800hrs but the regime will be awarded 200 VPs if you go past 0614hrs.

**Friendly Forces:**

Bravo Company, 3rd Militia Battalion

Bravo Company HQ – 1776 Manzil

Demo team - 1776 Manzil

1st Platoon – Guarding radio station

2nd Platoon – Arrives east of 4 December Bridge at 0500hrs

3rd Platoon – Arrives east of 4 December Bridge at 0500hrs

4th Platoon – Lockdown at Bravo Base

Two Mortar teams - Lockdown at Bravo Base

Two Igla teams – Lockdown at ADA HQ

Asfarr Taksi Company – Taxis, pickup trucks, technical & VBIEDs

Canadian Consulate – Supply trucks at 0420 and 0445hrs

1776 Manzil - Combatant volunteers arrive at 0420hrs

One Su-25 Frogfoot – Arrives on station at 0445hrs

One Shadow UAV – Arrives on station at 0445hrs

One USMC Harrier – Arrives on station at 0600hrs

USMC Company (minus) – Arrives offshore at 0600hrs

POSSIBLE FRIENDLY FORCES:

Mercenaries from Fatemat Mosque – If hired at 4 VPs per mercenary.

Triggermen (criminals) – Deduct 25 VPs per IED detonation

Troops at Ministry of Interior – If saved from execution

Special Forces unit – If WMD evidence located

Police unit – If rebels seize Fisbuk Prison.

Namer (Tiger) QRF unit – If rebels make a radio broadcast

Azizia District Volunteers – If rebels make a radio broadcast

USMC

At 0600hrs a United States Marine Corps unit will arrive offshore in a naval taskforce north of the city.

Four ships from the taskforce are close enough to the shoreline to be visible on the map. The four ships are the Amphibious Assault Ship USS Wasp, the Landing Ship USS Oak Hill, the Cruiser USS Ticonderoga and the Destroyer USS Bainbridge.

The USMC unit is on the USS Wasp and is composed of two rifle platoons with attached engineers, one light armored recon platoon (LAV-25-A2s) and one AAV Platoon (minus). It is the player’s decision to use this force or not. If the player is satisfied with the objectives, he may hit cease fire and end the game. If the player is not satisfied, or just wants to continue for the fun of it, the Marines can enter the fight. The decision has benefits and consequences.

Benefits: The British SF unit, located at the Annex, (if not already released) will be released to the players control if the USMC lands on the beach. The firepower and manpower of the USMC unit can be used to secure remaining rebel objectives or to evacuate surviving City Council Aldermen and the coup leadership team (Rais-you). The USS Oak Hill contains a rebel exit zone in a forward compartment that may be used for evacuation purposes. IMPORTANT: Any friendly unit that enters the forward compartment will forever exit the scenario. For player identification the forward compartment has flavor objects “bench” located in it. The player will have access to one USMC Harrier aircraft at 0600hrs. There are no restrictions or consequences for using the Harrier.

Consequences: The USMC unit becomes available to the player just 15 minutes prior to the 200 Victory Point charge for going past 0614hrs. As a result, it will cost the player 200 VPs to get much use out of the USMC unit. The Rules of Engagement (ROE) will not allow the USMC to use organic artillery (they don’t have any). The overt intervention of the USMC unit will trigger (literally) a backlash against friendly forces.

NOTE: Refer to Designer Notes about movement within ships.

LOCATIONS THAT START UNDER REBEL CONTROL:

1776 MANZIL:

This is the home address of Bravo Company Commander Rais-you (your alter ego). It is located in the western area of the city (Grid: 42072609). Rais-you is a 100VP destroy unit objective for regime forces. 1776 Manzil is where Rais-you’s HQ team will begin the mission at 0400hrs with one demo team. Rais-you has been granted asylum in the west for his role in the coup attempt. He needs to report to the US consulate after 0600hrs and before a cease fire to claim asylum. (Since Rais-you is a destroy unit objective he needs to exit the map if the coup is successful or not. He can also use the rebel exit in the City Council Building or in the USS Oak Hill offshore.) A taxi waits on the street in front of 1776 Manzil to transport Rais-you to any destination in the city. A recommended first destination is the Hotel Rasheed (located in the northwest area of the city Grid: 41062709). An agricultural adviser, from the US consulate, is billeted at the Hotel Rasheed and will provide limited assistance (see Hotel Rasheed section). As the news of the coup d'etat spreads through the city friendly combatants will come to this address to volunteer to fight for the rebellion. Soldiers loyal to the regime will occasionally check 1776 Manzil to arrest Rais-you. It is not safe for Rais-you to remain at this address.

Most movement of friendly (rebel) forces can be done through the narrow dirt back streets and alleys of the city being careful to avoid regime checkpoints and patrols which are concentrated on the paved roads. Some dirt roads have a stream of feces running down the center. It is helpful to keep vehicle wheels out of the feces to avoid bogging. When it is necessary to cross a paved road the Quick and Fast movement commands are useful to avoid being shot at by units loyal to the regime.

HOTEL RASHEED:

The Hotel Rasheed is located in the northwest area of the city (Grid: 41062709). The hotel is popular with westerners and they are a common sight in and around the hotel. An agricultural adviser, from the US consulate, is billeted at the hotel. The adviser can be found in the hotel dining room at 0405hrs enjoying the continental breakfast. He has reserved the hotel’s north conference room. The conference room can be identified by the benches and supply pallets located in it. The player may choose to use the conference room as a Tactical Operations Center (TOC). The US adviser is confident the hotel is secure from regime forces. If regime units are ordered to the hotel friendly sources will provide at least a five minute warning. The US adviser has been authorized to provide 100 Abbudinian VPs (VP is an abbreviation for the local currency) to assist with the Coup d'etat. The 100 VPs are collected via a touch objective located in the conference room. The 100 VPs can be used by the player to offset the cost of mercenaries and bribes or can be pocketed by the player and used for the final victory score. The US agricultural adviser has three agricultural specialists working in different areas of the city. These specialists will be in place by 0405hrs. Three teams of local Abbudinians were recruited by the agricultural extension office. The teams were provided with modified agricultural grade fertilizer and trained in demolitions. One demo team will arrive in the hotel north parking lot at 0405hrs, a second team at 0410hrs and a third team at 0445hrs. The adviser will also arrange to provide an intelligence feed from a Shadow UAV at approximately 0445hrs. The UAV operator will be located in the US consulate. The adviser recommends neutralizing the regime's air defense capability prior to the arrival of the UAV (see Air Defense HQ section). Fugitive city council members (those who are not dead or in prison) will report to the north parking lot of the hotel to relay intelligence about the regime (see City Council section). The parking lot should be checked occasionally for these Human Intelligence (HUMINT) sources. The agricultural adviser arranged for four IEDs to be prepositioned in the city (see Tango House section).

ASFARR TAKSI COMPANY:

Asfarr Taksi (Yellow Cab) Company is located in the northwestern area of the city (Grid: 41022702) across the street from the Hotel Rasheed. It is owned by, Latka Gravas, the brother-in-law of Rais-you. Latka has pledged the services of his taxi cabs, pickup trucks and mechanics to assist with the logistical needs of the Coup d'etat. In return he expects to be made Minister of Transportation. The mechanics, working in the taxi repair garage and using material provided by a foreign intelligence agency, will modify cars for VBIED use and convert pickup trucks into technicals. Using VBIEDs during the coup attempt will be viewed unfavorably by the local population and will harm the rebel’s legitimacy. If the rebels decide to use VBIEDs each VBIED that leaves the taxi company parking lot will cost the rebels 50 VPs (The VBIEDs are regime spot objectives). See Designer Notes for tips on VBIED use. As taxi & truck drivers report for work, they will be found in the parking lot of the taxi company. One regular pickup truck is available now.

Note: The taxi company contains one of four bridge/building gates on the map. Place waypoints immediately before and after the bridge and vehicles will drive through the building.

WTF RADIO STATION:

WTF radio station is located in the center of the city (Grid 43132601). The radio station is critical to the success of the coup. Both the rebels and the regime can use the airwaves to announce victory and rally support. Both the rebels and the regime want to announce victory and then immediately destroy the radio transmitter removing the ability of the other side to make their own announcement. WTF radio station contains two important features, a radio transmitter and a broadcast booth.

The broadcast booth is located in the north, center, three story building of the radio station complex. The broadcast booth can also be identified by two flavor object benches located in it. If regime or rebel troops enter the broadcast booth they will broadcast propaganda to the city favorable to their side.

If regime troops make a broadcast it will solidify regime loyalty and trigger regime supporters to take to the streets & alleys across the city.

If your rebel forces make a broadcast it may cause some regime units to exit the battle and other uncommitted units in the Azizia District to join the rebels. A rebel broadcast will also cause some regime units to make a final desperate attack on the radio station. Rebel troops should do two things prior to making a rebel broadcast:

1) Free the City Council Aldermen from Fisbuk Prison or the regime will execute them.

2) Have demo charges ready to destroy the transmitter in order to prevent the regime transmitting.

IMPORTANT: If any City Council Aldermen are still in custody at Fisbuk Prison when the rebels make their radio broadcast the regime will execute the imprisoned aldermen.

The radio transmitter is located in the southwest building of the radio station complex. The transmitter is along the inside north wall of the southwest building. The transmitter is similar in appearance to a green electric box. After their broadcast Rebel troops should demo the wall behind the transmitter. There is no need for rebel forces to hold the radio station after they make their broadcast AND demo the transmitter / wall.

The radio station is important and is kept under guard. The front (north) door of the radio station is barricaded. The only accessible door is on the south side of the radio station complex. IMPORTANT: When/if using demo charges at the radio station make sure to only demo the wall behind the radio transmitter (see designer notes for the game mechanics of the radio station).

Bravo Company was tasked to provide a guard detail for WTF radio station last night. As a result a friendly unit (1st Platoon) is currently on guard duty at the radio station. However, 1st Platoon is low on ammo and does not have demo charges. 1st Platoon is scheduled to be relieved of guard duty at the radio station early this morning. The relieving rifle platoon is known to be loyal to the regime and per SOP will arrive in the south alley, on trucks, at approximately 0445hrs. For a successful coup it is important WTF radio station is not controlled by the regime while the station has a working transmitter. Handle the changing of the guard appropriately.

FATEMAT MOSQUE:

Fatemat Mosque, also known as Mercenary Mosque, is located in the north central area of the city (Grid: 44082703). This was the mosque attended by the previous city mayor and is viewed with suspicion by Waleed’s new regime. Many of the faithful at this mosque are hostile to Waleed’s regime and will assist with the coup for monetary donations. The going rate is four Abbudinian VP per combatant (VP is an abbreviation for the local currency). The mercenary combatants will assemble in the courtyard of the mosque as they become available. Seven mercenary combatants are available now. A total of 25 mercenaries are expected to be available for hire over the next two hours. If interested in hiring mercenaries the courtyard of this mosque should be checked occasionally. When a team of mercenaries leaves the mosque courtyard the player will be charged the appropriate VPs (each mercenary combatant is a spot objective worth four VPs).

TANGO HOUSE:

Tango House is located in the southwest area of the city in the Habbaniyah slums (Grid: 41022600). Tango House is a known location for IED triggermen who many consider criminals. The triggermen at this location have been contracted by a foreign intelligence agency to provide assistance with the coup. They are specialists with cellphone IEDs. They can be used by the rebels to arm and detonate up to four prepositioned IEDs. However, using IEDs will be viewed unfavorably by the local population and will harm the rebel’s legitimacy. If the rebels decide to use the IEDs each IED detonation will cost the rebels 25 VPs. See Designer Notes for tips on IED use. If interested in employing IEDs Tango House should be checked occasionally for IED triggermen. Below is a list of locations where IEDs have been prepositioned to facilitate attacks against the regime:

Gate to mayoral residence-Huge IED

Guard post on Market Street-Medium IED

Northwest gate to government complex-Huge IED

4 December Bridge-Huge IED x2

IMPORTANT: Remember, IEDs need to be activated.

CANADIAN CONSULATE:

The Canadian Consulate is located in the northeast area of the city (Grid: 45182804). The Canadians have an advisory relationship with the Al Mout Police Force (see Police HQ section). As part of their police assistance program the Canadians provide the police with supplies. The supplies, loaded on trucks, are scheduled for pickup at the Canadian Consulate this morning at 0420hrs and 0445hrs.

**Enemy Forces:**

Waleed, the dictator that controls the regime and city, is a former Colonel in the Abbudinian Army with a reputation for brutality. He dresses in the all black uniform of his most loyal followers, Waleed’s Warriors. He also likes to think of himself as a world class marksman and owns several sniper rifles. He is most often seen with an SVD sniper rifle. If your units spot a regime fighter, dressed in black, with an SVD sniper rifle they have found Waleed (250VP unit objective).

Waleed is in the process of consolidating power and as a result has a mix of units under his control. These units are loosely organized into a reinforced infantry battalion and are a mix of military, police and irregulars. The regime also has one company of ten T-55 tanks. The tank company is mostly assigned to intersections along Al Jazeera Boulevard. The tank company commander is known to take bribes and is only a weak supporter of the regime. The regime is thought to have three to six additional T-55 tanks scattered throughout the city. The regime also has two platoons of BRDM-2s in the city. One platoon of BRDMs is on a roving patrol. The other BRDM platoon is held in reserve at Namer Barracks as a Quick Reaction Force (QRF). The regime also has four ZU-23-2s controlled by the Air Defense HQ (see Air Defense HQ section).

WALEED’S WARRIORS:

Waleed’s Warriors are an approximate company of fighters from Waleed’s hometown and are fanatically loyal to Waleed. These fighters are stationed throughout the city to reinforce and keep an eye on conventional units. They can be identified by their black ninja like clothing. They are primarily armed with AKMs, RPKs, & RPG-7s.

COMBATANTS:

Combatants are a mixture of private militias, and criminal gangs that operate in the city of Al Mout. They are primarily armed with AKMs, RPKs & RPG-7s. Many of these combatants have allied themselves with Waleed’s regime both for survival and promised future benefits. Combatants populate the entire city but are concentrated in the residential areas. At 0400hrs they will be in their homes. While they remain in their homes, they will not cause problems for rebel forces. If rebel forces enter homes containing combatants, the combatants can be expected to engage the rebels. If the combatants become aware of certain coup related events they can be expected to take to the streets in support of the regime. A regime broadcast from WTF radio station will cause some combatants to take to the streets (see WTF radio station section).

BATTLEGROUP EAST:

A military force (Battlegroup East) from the city of Al Mout is busy looting a, once prosperous, suburb east of the city. The battlegroup consists of units with conflicting loyalties. Some units will defend the regime and others will side with the rebels. Battlegroup East is expected to be recalled to the city to assist in crushing the coup attempt. The battlegroup is expected to arrive, from the east, at approximately 0500hrs in the area east of the 4 December Bridge (see 4 December Bridge section). Regime forces in the battlegroup consist of an infantry platoon, a platoon of technicals and two T-55 tanks. Friendly forces in the battlegroup consist of 2nd and 3rd Platoons of Bravo Company, two teams of engineers, one mortar supply truck and two T-55 tanks.

LOCATIONS THAT START UNDER REGIME CONTROL:

MINISTRY OF THE INTERIOR COMPOUND:

The Ministry of the Interior is located in the northeast area of the city (Grid: 45072612). The Ministry of the Interior is where many of the suspected opponents of the regime are summoned to appear and/or taken after an arrest. Most are never seen again. Many of the regime opponents that end up at the compound would eagerly join the rebellion. If the rebels take control of the compound these (sentenced to execution) regime opponents could be persuaded to join the rebels. Their physical condition will generally be weakened or unfit due to the treatment they received while in custody. As long as the regime controls the compound suspected opponents will continue to be executed. If the rebels take control of the compound it should be checked occasionally for potential rebel recruits.

MINISTER OF THE INTERIOR:

The Minister of the Interior is Habib “The Hammer”. Habib is a high-ranking member of Waleed’s regime and a 150VP unit target for rebel forces. He is suspected of war crimes and controls the Ministry of the Interior with an iron fist. He is hated and feared by most of his troops. Western intelligence agencies predict many of Habib’s troops would abandon the Ministry of the Interior compound if Habib was eliminated. Habib has a vulnerability of spending many nights at private residences in the city. He has a minimal security detail during these nights. Intelligence on Habib’s location could be used to facilitate an assassination attempt which may lead to most regime troops deserting the Ministry of the Interior compound.

GOVERNMENT COMPLEX:

The Government Complex is in the western area of the city (Grid: 42112700). The Government Complex also contains the City Council Building (see City Council Building section). The Government Complex is a large occupy objective worth 100 VPs to whomever controls it.

CITY COUNCIL BUILDING:

The City Council was a group of 50 aldermen that presided in the City Council Building (Grid: 42042615), which is part of the Government Complex. The City Council was dissolved when Waleed’s regime seized power. Twenty aldermen are still alive. The regime confined 10 of the surviving aldermen at Fisbuk Prison. The remaining ten are fugitives hunted by the regime. The aldermen will support a coup against the regime and will use their knowledge and contacts in the city to obtain and provide intelligence to the rebels. Throughout the scenario fugitive aldermen will report to the Hotel Rasheed to convey intelligence to friendly forces. The intelligence is in the alderman’s name field and contains an intelligence code, location and time (see operational map area above). The aldermen are regime unit targets worth 200 VPs (10 VPs each). The City Council Building contains a rebel exit zone. All twenty surviving aldermen must be safely brought to the City Council Building and restored to power (and they must use the exit). Securing the City Council building (it is surrounded by a touch objective) will persuade the city police (See Police HQ section) to join the rebels. To secure the City Council building have rebel units reach the touch objective around the building. This is one of two ways to make the police side with the rebels. IMPORTANT: Any rebel unit that enters the city council building will forever exit the scenario. For player identification the City Council Building has flavor objects “bench” located in it.

FISBUK PRISON:

Fisbuk Prison is in the southeast area of the city (Grid: 45012500). Ten of the remaining twenty aldermen (political prisoners) are confined in the prison. The prison is guarded by conventional forces reinforced by Waleed’s warriors. Demolition charges can Blast the aldermen free after regime troops guarding the prison are driven off. The rooftop exercise area is off limits to prisoners and any prisoners observed in the exercise area will be shot (don’t move prisoners to the prison roof. It’s a dead end). The ten aldermen are regime unit objectives and must be safely brought to the City Council Building and restored to power. The aldermen must exit the map prior to the end of the scenario. Freeing the aldermen and temporarily occupying the administration building of the prison (two story building in the prison compound) will persuade the city police (See Police HQ section) to join the rebels. This is one of two ways to make a police unit side with the rebels. IMPORTANT: If a rebel broadcast is made while the prisoners are still confined at the prison they will be executed.

MARKET STREET:

Market Street runs north to south and is in the north central part of the city (Grid: 44012705). It is significant for its economic and social influence on the city. A safe and secured Market Street is an indicator to the population of normalcy and security. Market Street is an occupy terrain objective worth 100 points to whomever controls it. A medium rebel IED is located at the guard post at the intersection of Al Jazeera Boulevard and Market Street.

MAYORAL RESIDENCE:

The Mayoral Residence is in the eastern area of the city (Grid: 46042618) overlooking the River of Martyrs. The residence is an occupy objective worth 100 VPs to whomever controls it. This is the residence of the regime dictator Waleed who is a 250VP unit target for the rebels. A huge rebel IED is located at the gate.

4 DECEMBER BRIDGE:

The 4 December Bridge (named in honor of the release date of CMSF2) is in the southeast area of the city (Grid: 46092510). It is the only intact bridge spanning the River of Martyrs. A military force (Battlegroup East) from the city of Al Mout is looting a suburb east of the city. Your (friendly) 2nd and 3rd Platoons are part of Battlegroup East. Battlegroup East is expected to be recalled to the city to assist in crushing the coup and are expected to arrive at approximately 0500hrs. The battlegroup will need to cross the 4 December Bridge.

The battlegroup composed of 2nd and 3rd Platoons (friendly) and units loyal to the regime are expected to arrive in the area east of the bridge at approximately the same time. The bridge has been rigged with IEDs. A triggerman (rebel or regime) could detonate the IEDs as opposing units crossed the bridge bringing the entire structure down. The destruction of the bridge would prevent any units east of the bridge from playing an effective role in the coup. Units that reach the west bank could influence the outcome of the coup.

US CONSULATE:

The US Consulate is on Ali Baba Avenue in the southwest area of the city (Grid: 42082503). It is defended by a detail of US Marines. Due to the unstable situation in the city the consulate is on lock down until 0600hrs. The Marines are committed to preventing another Benghazi type incident. As a result, the Marines will shoot anything with a weapon (including rebel units) that is within line of sight of the consulate during the lock down. At 0600hrs the lock down will end, and rebel forces will be able to approach and enter the consulate. After the coup (successful or not) Rais-you needs to enter the consulate and request asylum. If the coup fails surviving city council aldermen may also enter the consulate and request asylum. Asylum can be requested in the ground floor office located in the two story southwest building of the consulate compound. This office contains a rebel exit. IMPORTANT: Any rebel unit that enters this office will forever exit the scenario. For player identification the office has a flavor object “bin” (for depositing the paperwork) located in it.

ANNEX:

The Annex is located on the south edge of the Area of Operations (Grid: 44032501). A British Special Forces (SF) unit operates from the Annex. The outer perimeter of the Annex is guarded by local Abbudinian militia. The militia is notorious for misidentifying and shooting both friends and foes during the hours of darkness. Both the SF unit and rebels should stay out of the militia's line of site. The SF unit has a mission to locate Weapons of Mass Destruction (WMDs). Biological & chemical weapons are believed to have been possessed by the Abbudinian National Army prior to the civil war. Western powers want to ensure these weapons do not fall into the hands of terrorists or Waleed’s regime. If the rebels locate evidence of WMDs, linked to the current regime, the SF unit will be given permission to leave the Annex and intervene on behalf of the rebels. HUMINT sources may provide multiple reports of WMD evidence. The location of credible evidence, linking Waleed’s regime to WMDs, will cause the militia to remove the barbwire barricades at the entrance to the Annex. The militia will exit the area. The SF unit will then be able to support the rebels. Tactical Site Explotation (TSE) at a reported WMD location may lead to additional locations. Zoom out on the map and look for "WMD?" The location of WMD evidence is a 100VP touch objective. The SF unit is currently out on a mission but will return to the Annex at 0410hrs. IMPORTANT: It is not intended for the player to Blast the SF unit out of the Annex. The cost in blood and equipment will not be worth the effort.

1ST BANK OF BRIBES:

The 1st Bank of Bribes is in the northwest area of the city (Grid: 42182713). The bank can be used to deposit a 100VP bribe that will result in the regime tank company withdrawing from the city. If the player decides to make the bribe the lightly armed security guards at the bank need to be driven off. Then a rebel team needs to enter the bank and proceed to the central room to complete the transaction (see designer notes for the game mechanics of this feature). After the transaction is completed the regime tank company will withdraw from their posts and exit the west side of the city along Al Jazeera Boulevard (give the tanks a few minutes to reach the exit and stay out of their Line of Sight). The 100VPs will be credited to the regime on the AAR screen. If the player decides not to make the bribe he can remove the regime tank company the old fashioned way. A few regime tanks, not assigned to this company, will remain on the map.

BRAVO BASE:

Bravo Base is in the southwest area of the city (Grid: 41152511). This is the home base of friendly rebel unit, Bravo Company / 3rd Abbudinian Militia. 4th Platoon / Bravo Company is confined to their barracks with low ammo at this location. Two rebel mortar teams are restricted to KP duty inside the mess hall. Regime guards have Line of Sight to the roof of the mess hall. Ammo trucks are also located at Bravo Base. Units of known loyalty to the regime control the front gate and guard towers. It is useful to the rebels to get 4th platoon resupplied and into the fight. Demo charges can be used to blast both walls and wire to free 4th platoon, ammo trucks and the mortar teams.

AZIZIA DISTRICT:

The Azizia District is in the northeast of the city (Grid: 47052806). The District is known for its anti-regime sentiment and is home to the Namer (Tiger) Quick Reaction Force (QRF). The Azizia District can be expected to provide volunteers to fight against the regime. As a result, the regime maintains a heavy presence in the Azizia District with checkpoints controlled by loyal Abbudinian militia. The militia is notorious for misidentifying and shooting both friends and foes during the hours of darkness. Both the QRF unit and rebel volunteers should stay out of the militia's line of site. The commander of the QRF has decided to wait to see how the coup attempt plays out. If the rebels, make a broadcast from the radio station the QRF and Azizia Volunteers will join the rebels. A rebel radio broadcast will cause the regime-controlled militia to remove the barbwire barricades and leave the area. Namer (Tiger) QRF and the Azizia Volunteers will then be able to support the rebels. IMPORTANT: It is not intended for the player to Blast the QRF unit or the volunteers out. The cost in blood and equipment will not be worth the effort.

POLICE HQ:

The Police HQ (Grid: 41152700) is in the western area of the city west of the Government Complex. The police commander is not sure who is going to prevail in the coup attempt but wants to be on the winning side. The police HQ is on high alert and any rebel forces that appear in line of sight will be shot. However, the police commander advised that if Fisbuk Prison (see prison section) is captured, and the city council aldermen freed, the police will join the rebels. The police are motivated by a desire to return the council aldermen (to whom many an officer are related and owe their current job) to power. Securing the City Council building, located in the Government Complex, will also cause the police to side with the rebels. (A touch objective is in the two story Fisbuk Prison administration building. Another touch objective is located around the outside of the City Council building. Either will trigger the city police to support the rebels.) The police have Canadian advisers embedded who will assist police patrol teams. IMPORTANT: It is not intended for the player to Blast the Police unit out of the Police HQ. The cost in blood and equipment will not be worth the effort.

AIR DEFENSE HQ:

The Air Defense HQ is in the south-central area of the city (Grid: 43002512). The air defense system consists of four ZU-23-2s. The air defense system is centralized and is heavily reliant on coordination from the Air Defense HQ. If the rebels can take control of the Air Defense HQ the regime's air defense capability will be rendered ineffective. For air support for either side to be effective, control of the Air Defense HQ is critical. A touch objective is in the Air Defense HQ building. It will trigger the regime's ZU-23-2s to exit the city. They will exit east along Al Jazeera Boulevard.

There are also two Igla SA-16 teams at the ADA HQ. These two teams are not trusted by the regime and are confined to their quarters (if the teams attempt to enter the roof they will be shot). If the player decides to take control of the ADA HQ these Igla teams can be blasted free and used by the rebels.

The Abbudinian Air Force has conflicting loyalties and is in disarray. A disgruntled SU-25 Frogfoot pilot (nephew of the late mayor) has been contracted by a foreign intelligence agency to aid the rebels. The rebel Frogfoot will be on station at 0445hrs. Aircraft loyal to the regime may come on station at any time.

THE CITADEL:

The Citadel (Grid:43072701) is in the north-central area of the city. In ancient times it was a stronghold guarding the western approaches to the city. In the modern era urban sprawl has surrounded The Citadel. Under the former regime The Citadel was a tourist attraction and source of revenue. Many western tourists would stay at the Hotel Rasheed and visit Market Street while admiring the ancient stronghold. Waleed's regime is known to use it to garrison units and store stolen loot.

**Plan:**

What methods you decide to use to overthrow the regime (ambushes, street fighting, bribery, assassination, IEDs, VBIEDs, mercenary units, HUMINT & radio propaganda) is up to you commander. The general idea is to use some combination of these methods to increase the rebel combat power and control at the expense of the regime until the rebels control the city. Below in the notes section is a Balance of Power and Coup Leader's Checklist which should give you some ideas. The early morning in Al Mout City will start slowly. As the morning progresses activity will increase in the city. Remember, successful or not, Rais-you needs to enter the US consulate and request asylum after 0600hrs. Or, if you choose you may fight on until 0800hrs, but the regime will be awarded 200 VPs if you go past 0614hrs.

It is not safe to stay at 1776 Manzil since the regime is aware of your address and the sound of armored vehicles can be heard approaching from the east. The Hotel Rasheed (located in the northwest area of the city Grid: 41062709) should be a relatively safe area for your TOC if you so choose. Tell your taxi driver to avoid the paved roads and to keep the wheels of the taxi out of the stream of feces. When it is necessary to cross a paved road use the Quick and Fast movement commands to avoid being shot at by units loyal to the regime.

Your taxi and the fate of the city awaits………..

**Notes:**

GRID SYSTEM:

The Area of Operations is heavy urban terrain. To make it easier to find locations a pattern of grid lines were placed on the map using a blue occupy objective. The grid numbers are displayed on the edges of the map. A basic understanding of how the grid system works is necessary to understand the intelligence reports you will receive during the mission. The grid system uses Combat Mission's 8x8 meter action spots. There are 160 meters from the center of one visible, on map, grid line to the next visible, on map, grid line. Below is a brief explanation of this modified military grid system. During the setup phase or in the first few turns you can locate the large crater in the north parking lot of the Hotel Rasheed and then use the below directions to determine the grid coordinates of the crater. After you understand how the coordinates of the crater were found you will be able to find any grid location in the city. The action spots are easier to see and count if you hold an infantry movement cursor above the map which will highlight the action spot it is above.

The Hotel Rasheed is in the northwest area of the city in grid square 4127. The large crater, located in the hotel's north parking lot, is in action spot 41062713.

1. To find the grid square of the crater start from the left and read right along the south map edge until you come to 41, the first half of the coordinate. Then read up to 27, the other half. The crater is in grid square 4127. When the grid is only four digits long it is referring to the entire area inside the square of over 300 action spots.

2. 4127 gives the grid square, but there are over 300 action spots inside a grid square. To make the grid more accurate, add numbers to the first half and numbers to the second half so your grid has eight numbers instead of four (place a zero in front of any single digits).

To get eight numbers, count the action spots inside grid square 4127 running east from vertical grid line 41 until you reach the center of the large crater. This number is 6 but we will record it as 06. So, the first half of the grid is now 4106. Next count the number of action spots running north from horizontal grid line 27 until you reach the center of the large crater. This number is 13. So, the second half of the grid is 2713. Put the grid together and you have 41062713 which is the action spot of the large crater in the north parking lot of the Hotel Rasheed. If the crater was exactly on line 27, the second part of the grid coordinate would be 2700. Reminder: The action spots are easier to see and count if you hold an infantry movement cursor above the map which will highlight the action spot it is above.

There are 19 action spots in-between the marked grid lines in both directions.

For Victory Points (VP)s see the strategic map area at the top of the briefing.

BALANCE OF POWER:

100VP bribe – Regime Tank Company withdraws from city

Assassinate Habib – Weakens Ministry of the Interior Compound

Seize ADA HQ – Most regime ADA assets withdraw from city & gain 2 Igla teams

Find evidence of WMD – SF unit joins rebels

USMC Intervention – SF unit joins rebels (if not already)

Seize Fisbuk Prison – City police join rebels

Secure City Council Bldg. - City police join rebels

Rebel radio broadcast – QRF unit joins rebels

Continue after 0614hrs - Regime earns 200VPs

Sometime after 0645hrs - Regime supporters take to the streets.

COUP LEADER'S CHECKLIST:

Check Hotel Rasheed for HUMINT

Check Asfarr Taxi Company for transports, technicals & VBIEDs

Check Fatemat Mosque for mercenary combatants

Check Ministry of Interior for rebel troops

Check 1776 Manzil for volunteer combatants

Check Tango House for IED triggermen

Check Canadian Consulate for supply trucks

Check UAV observation area

Exit City Council aldermen before you cease fire

Exit Rais-you before you cease fire.

Hit cease fire NLT 0614hrs or regime earns 200 VPs

REMEMBER:

If you choose to continue to play after 0614hrs the regime will be awarded 200 VPs. Sometime after 0645hrs regime supporters will take to the streets. The scenario ends, with no further chance to continue, at 0800hrs.

NOTE:

On the keyboard ALT-B can be used to increase in game lighting if desired.

ALT-J will turn grid lines & objectives on & off.