

First Gulf War US vs Iraq

by Jimbo

6000pts US attacking strategic town v 3000pts dug in Iraqis
I'm on defence and think I've got the tactics to defeat the invading imperialists!!

Here's my army (Iraq)

1 CO (CV8)
3 HQ (CV7)
1 FAO (CV6)
1 Recce Unit (Scouts)
2 Recce Unit (BRDM)
18 Infantry Unit (Militia)
6 Infantry Upgrade (RPG-7)
3 Support Unit (HMG)
1 Support Unit (ATGW, Milan)
3 Support Unit (Mortar, 82mm)
1 Support Unit (Mortar, 120mm)
6 Tank Unit (T-54/55) Armour
3 Tank Unit (T-72) Armour
1 ATGW Unit (AT-3 Sagger, BRDM)
1 Air Defence Unit (AA, ZSU-57-2)
1 Air Defence Unit (AA, ZSU-23-4)
1 Air Defence Unit (SAM, SA-7)
3 Artillery Unit (152-155mm)
17 x Trench section
4 x Minefield, marked (80 points)

And the US force I'm up against

1 CO (CV10)
4 HQ (CV9)
2 FAO (CV8)
1 FAC (CV8)
1 Recce Unit (Scouts)
2 Recce Unit (4x4s)
14 Infantry Unit (USMC)
4 Infantry Upgrade (M72 LAW, Improved)
2 Support Unit (HMG)
1 Support Unit (ATGW, TOW 2)
2 Support Unit (Mortar, 81mm, M125/LAV)
1 Support Unit (Mortar, 107mm, M106)
4 Engineer Unit (Combat Engineers)
6 IFV Unit (M113 ACAV)
3 IFV Unit (M2 Bradley)
6 Tank Unit (M60A3 Patton)
3 Tank Unit (M1 Abrams, 120mm)
1 ATGW Unit (TOW 2, 4x4s)
3 Artillery Unit (155mm, M109)

2 Artillery Unit (RL, MLRS)
1 Attack Helicopter (AH-64A Apache)
1 Aircraft Unit (F-4 Phantom II)

My plan is deploy all units dug in out of sight behind crest or inside the town with a small mobile reserve (probably the 3 T72's), screen the front with the minefield and have a small second line dug in further to the rear to try and negate deep flank attacks



ABOVE – View from rear of Iraqi left centre, dug in Infantry and T55 behind the crest

TURN 1

US

Scheduled Artillery strike hits town & KO's ZSU23/4
Air strike called in on bunker. F4 Phantom downed
by combi of HQ, ZSU-57-2 and SAM, SA-7!!!!
Frontal attack (Bradleys, Abrams) moves towards town
Flank attack - fails to arrive

IRAQ

Artillery successfully called down by FAO but does no damage to Abrams & Bradleys

US 1/24

IRAQ 1/ 21

Offer of draw declined by US!!



ABOVE Picture of F4 making its brief appearance in the game

TURN 2

US

Bradleys/Abrams locate Iraqi infantry defending front of town and fire, then Blunder retreating in PANIC from the 2 elements of brave (and RPG less) conscript units and MG' Flank attack fails to arrive again.

Counter battery fire fails to damage or suppress Iraq artillery who then prepare to retaliate!!

IRAQ

FA0 communicates with recce and passes again. Calls down fire on US right flank command KO'ing M125 and truck carrying 2xHMG's!!

Brave town garrison KO's 4x4 recce that had strayed too close

US 5/24

IRAQ 1/21

Offer of draw declined by Iraqis!!!



ABOVE – M1's and Bradleys pull back

TURN 3

US gets act together

Flank attack (Pattons) links up with M113's and starts to threaten to turn the Iraqi defence.

Artillery hits town KO'ing infantry

Bradleys/Abrams scatter the conscript from front of town

Right flank, Engineers reach minefield

IRAQ

Ineffective mortar fire

T72's deployed from reserve pool to protect the flank

US 5/24

IRAQ 4/21

TURN4

US

Further Tank/IFV/Artillery fire on town KO's Inf, HQ and BRDM recce.

On Flank the Pattons , with LOF obscured, try to move into place to engage T72's who's accurate opportunity fire KO's one. Infantry sensibly debus from M113's and TOW2 forces one T72 to evade into cover

Apache helicopter arrives and KO's 1 T72

IRAQ

Town garrison (what's left) suppresses an engineer unit
T72 takes out an M113

US 7/24

IRAQ 8/21

TURN5

US

Engineers begin to clear a path through the minefield
Mortar and M1's dispatch another infantry in the town
Apache called in to attack 1 stubborn Iraqi infantry element but also hits 5 US infantry and a M113, no damage on the Iraqi but suppressing all the US troops!
Elsewhere one more Iraqi infantry killed.

IRAQ

FAO (+1 from recce) passes roll again and lands 12 dice of HE on the engineers Killing 2, suppressing the other 2.

T55's engage pattons to no effect

Sagger causes another Patton to evade back into cover

US 9/24

IRAQ 10/21

TURN6

US

FAO blunders when calling in M109's. Counter battery fire accounts for 2 out of 3 of them (as the example in the rules, not very likely the Iraqis managed it, must have been blue on blue !!)

Rockets fire at T55's to no effect

With the minefield now not likely to be cleared US on right changes tack and races swiftly into to the (almost) deserted town. Double 1 ensures the column of 3 M1's & 3 Bradleys speed right through and out the other side with the tanks driving deep into the Iraqi's final defensive position.

Whereupon opp fire from T55's supported by flank shots from RPG's KO's the US tank at the head of the column!!!

IRAQ

FAO passes again (He fails only once in the game) and HE kills another engineer

T55's suppress a Patton

Mortars KO a 4x4Tow AND suppress the 2nd Abrams!!

US 12/24

IRAQ 10/21



ABOVE – Overview of section of the table where most of the action ultimately took place. In the foreground is the early stages of the US left flank attack. Dug in Iraqi's clearly evident behind the town and minefields .

TURN7

US

MLRS suppress CO and T55's

Massed fire from inf/Pattons/M113's kills the conscript squad that had held them up last turn.

Apache and Pattons destroy 2 of the dug in and suppressed T55.

T72's engaged but survive

IRAQ

The "elite" FAO passes again and the 155mm's destroy the last engineer

Milan fire suppresses an Abrams and on the next order it is hit by ATGW fire from the sagger, with 2 dice a fallback roll of 11 sees the 2nd US MBT bite the dust

US 14/24

IRAQ 11/21

TURN8

US

Counter battery fire again ineffectual

Patton KO's T55

Central column, with 2 out of 3 M1's out of action retreats into the town and the infantry debus to consolidate.

IRAQ

Massed mortar fire KO's two marine elements

US 16/24

IRAQ 14/21

Game was called at this point

Great fun and a major success (if not an actual victory) for the Iraqis

The Engineers never stood a chance against all that HE (Iraqi artillery accounted for 4 engineers, 2Mgs and an M125). In retrospect trying to breach the minefield with 2 engineers in 2 separate locations might have been a better idea.

Defending behind the ridge, and behind the BUA with a fair bit of terrain to protect one flank and the minefield on the other meant the US had to get close, losing its long range advantage. The loss of the Phantom on Turn one deprived them of the additional firepower needed to dislodge stubborn dug in tanks, although the Apache was fairly successful in that role. Losing 2 M109's obviously didn't help either and a little bit of over confidence accounted for one M1 and bad luck the other.

Digging in the off table Artillery really reduced the effectiveness of US counter battery fire (maybe to too great a degree).

Although Iraqi losses look quite light its worth noting that two thirds of the tanks and about half of the infantry actually engaged were destroyed.

The remainder of the tanks and infantry dug in behind the ridge on the left flank were never involved and certainly weren't leaving their trenches to get stuck in

As said, an excellent game, 8 turns 5 hours in two sittings.