

GENERATION KILL

Scenario 1: We Surrender!

The US First Recon Marines are finally “in the game” and on their way to Nasiriyah. At a railroad crossing, they spot a dozen male civilians walking down the tracks – deserters from the National Guard. These men carry papers, airdropped by the Americans, promising them good treatment if they surrender. As the deserters approach, two “technicals” (SUVs with mounted guns), their sides painted with red diamonds, enter the far end of the board, driving parallel to the railroad tracks.

Duration: 4 turns

Board: Open terrain, with railway tracks that run down the middle of the board from north to south. Along one side of the board is a road running east/west, which crosses the tracks at a right angle. Marines start anywhere on the road. Deserters start midway along the railroad tracks. Technicals enter next to the tracks, on opposite side of the board from Marines/road.

Initiative: US Marines

US MARINES MISSION:

6 HMMWVs (Up Armored)

Each Technical destroyed: 5 points

IRAQI FORCE MISSION:

2 Technicals

Each deserter casualty: 1 point

Each Marine casualty: 2 points

Each HMMWV disabled/destroyed: 5 points

DESERTERS

12 Iraqi males

The deserters are unarmed and treated as Civilians; they activate last on each turn. At the end of Turn 1 they break into four groups of three men; each group flees in a random direction: 1-2 toward the Marines; 3-4 to the west; 5-6 to the east. They are exhausted, and can only perform Tactical moves. If they come between the Marines and the Technicals, follow the rules for “civilians on the battlefield” on page 127.

Reporter Down

Should Rolling Stone reporter Evan Wright ever become a casualty (in this or any other scenario) the unit he is riding with immediately must make a Morale check. If it fails, that unit’s Morale immediately drops by one die type, and remains at this level for this and all subsequent scenarios.

Generation Kill Outcome

After radioing command, the Marines were told to turn the deserters around and send them back down the railroad tracks, back where they came from. Demoralized by this order, the Marines got bulled out, only to encounter two pickup trucks, mounted with guns, coming the other way down the road. After a tense standoff, the Marines were ordered to wave the pickup trucks off. Later, the Marines learned the red diamonds were the symbols of Iraqi death squads, hunting for deserters.

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Interlude: RPG Attack

As the Marines are once again on the road, an Iraqi RPG team lines up to take a shot at a randomly determined Humvee.

Duration: 1 turn

Board: Open terrain, a highway running down the middle of the board .

Initiative: Iraqis

US MARINES MISSION:

6 HMMWVs (Up Armored)

IRAQI FORCE MISSION:

2-man RPG team

The Iraqis target one of the Humvees, determined randomly.

Each Humvee unit, starting with the first in line, and going in order down the road, must make a Troop Quality check to spot the RPG team at a -2 penalty (the Iraqis are Stealthy and the Marines are doing a Rapid Move).

If the RPG team is not spotted by either the targeted Humvee or any of those before it, the team takes its shot. Resolve the shot, after which any Humvees behind the one fired at attempt a Troop Quality check to spot the RPG team (no penalty).

If the team is spotted, the Marines can return fire. Otherwise, the team retreats off the board undetected. (Note that this Interlude is a single turn long; the Humvees are ordered not to pursue the RPG team.)

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Scenario 2: A Bridge Denied

The US First Recon Marines reach a major bridge across the Euphrates. Across the river is the city of Nasiriyah. The Humvees are ordered to stop across the river from the city, and wait for nightfall to cross the bridge. While stopped, the Humvees come under mortar fire, directed by a spotter in a building across the river. Iraqi insurgents in the city also engage the Marines with small arms fire.

Duration: 4 turns

Board: A river runs down the middle of the board east/west, dividing it in two. A highway runs down the middle of the board north/south, crossing the river via a bridge. On one side of the river is open desert, with scattered palm trees near the bank of the river. On the other side river are the low-rise apartment buildings and shops of the city.

Initiative: Iraqis (Turn 1) then roll for it

Air Defense Environment: Light AD

Building Strength: 6D8

US MARINES MISSION:

6 HMMWVs (Up Armored)

Each Insurgent casualty: 1 point

Spotter taken out: 3 points

Mortar destroyed: 5 points

IRAQI FORCE MISSION:

1 Spotter, hidden in building of Iraqi player's choice, Troop Quality D6

1 Medium Mortar (off board) 4" radius, AP:4, AT: 2

2 Fedayeen cells (with AK47s only) in buildings along the riverfront (+2D cover)

Each US casualty: 2 points

HMMWV damaged/destroyed: 5 points

Mortar Fire

The Marines must set up on the far side of the river from the city, within 12 inches of the river. They may start inside their Humvees, or on foot within six inches of their vehicle.

At the beginning of each turn, the Mortar Team takes a shot at a randomly determined Humvee. On a successful Troop Quality check, the mortar lands on target. If unsuccessful, it lands D6+4 inches away from the Humvee in a randomly determined direction, doing no damage but prompting the Marines to test Morale.

Angle of Attack

Before any shooting takes place, the Iraqi player should randomly determine how high up in the building each Fedayeen cell has positioned itself. On a roll of 4+, the Iraqis are high enough to get a good angle of attack on the Humvees, and are shooting at the deck of the Humvee.

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Air Strikes

Starting on Turn 2, each Marine unit may make a Troop Quality check at a -1 penalty (Spotter is Hidden) to locate the Spotter for the mortar team.

Once the Spotter is located, the Marines may call in an air strike (bombing run) on that turn and each subsequent turn. The unit calling in the strike may not move or initiate fire, but may react to fire. The unit calling in the strike must make a Troop Quality check (at a -1 penalty if the unit is Humvee 4, and it's Captain Craig "Encino Man" Schwetje calling it in = Unreliable Communications) to call in the strike.

Roll a Troop Quality D8 (pilot's quality) on the Air Strike Effectiveness Table on page 102. On a success, an air strike is made against the correct building. On a failure, an air strike is still made – but on a randomly determined building. A Light Bomb is then dropped on the targeted building: AP:8/AT:6(H), 6" radius. The building has a Building Strength of 6D8 vs the bomb's 6D AT Firepower.

If the correct building is destroyed, the Spotter is automatically taken out and mortar fire stops. If the building still stands, the Spotter rolls Defense (D6 + 2D for Cover) vs 5D (reduced) Firepower. If the Spotter survives, mortar fire continues.

Generation Kill Outcome:

The Marines survived the mortar attack without casualties. After waiting like sitting ducks throughout the day, night comes – but the Marines don't receive the order to enter the city. It isn't until the next day that they're ordered to cross the bridge, in full daylight.

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Scenario 3: Ambush Alley

The US First Recon Marines cross the bridge and pass through Nasiriyah uncontested. Pressing on to the smaller city of Al Gharraf, they drive through tight streets – right into an ambush! The Marines must find a way out of the maze of streets without taking casualties.

Duration: 4 turns

Board: A road runs down the middle of the board, through a city with three-story buildings on either side. One alley branches off the road at a right angle on each side of the road, approximately one-third of the way up the road, and two-thirds of the way up the road. The main road is wide enough for two Humvees to pass each other; the alleys are narrow, just wide enough for a single Humvee.

Initiative: Iraqis (Turn 1) then roll for it

Building Strength: 6D8

US MARINES MISSION:

6 HMMWVs (Up Armored)

Each Insurgent casualty: 1 point

All Marines (soldiers) exit board before the end of Turn 4: 5 points

IRAQI FORCE MISSION:

4 Fedayeen cells (5 men per cell) in buildings along the alley (+2D cover)

Each US casualty: 2 points

Each HMMWV immobilized/destroyed: 5 points

Initiative

On Turn 1, the Marines enter the board one by one, at Tactical speed, driving down the road between the buildings. As each vehicle enters the board, its crew makes a Troop Quality check to spot the hidden Insurgents at a -1 penalty (the Iraqis are Stealthy).

As soon as a unit spots the Iraqis, the insurgents must spring their ambush. Only Marine units that are on the board may participate in this first turn – and only the unit that actually spotted the Iraqis may interrupt during this turn.

Otherwise, if none of the Marines spots the insurgents, once all of the Humvees are on the board, the Iraqis open fire.

Angle of Attack

Before any shooting takes place, the Iraqi player should randomly determine how high up in the building each Fedayeen cell has positioned itself. On a roll of 4+, the Iraqis are high enough to get a good angle of attack on the Humvees, and are shooting at the deck of the Humvee.

Buildings and Rubble

If a building is destroyed, the rubble falls across the street, blocking it. The Humvees must turn around (costs 2" of movement, Tactical speed only during turn) and find another way out.

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Humvee Movement

If a Humvee moves at Rapid speed, its driver must make a Troop Quality check to avoid rubble and low-hanging electrical wires. If unsuccessful, the unit rolls a D8 on the Soft-Skin Vehicle Class Damage Table, on the Small Arms & Infantry Support Weapons column.

Alley Out

Each alley extends for 10 inches off the main road. Any Humvee unit driving off the end of the alley is out of the game. It does not participate in the rest of the scenario, but still counts as exiting the board – the unit wanders around the city, lost, for a time, but eventually finds its way back to the main force.

Generation Kill Outcome

The Marines survived ambush alley without a casualty, although it was a close call. One Humvee ran into a low-hanging electrical wire that nearly decapitated the Marine gunner.

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Scenario 4: Hamlets

The Marines are ordered to search the hamlet of Ar Rifa. An enemy RPG team has been spotted in the vicinity – perhaps the one that fired on the Humvees earlier? The Marines stop to surveil the town from a distance, before conducting a house to house search. Are those insurgents moving between the houses? Or civilians?

Duration: 4 turns

Board: A road runs the length of the board, approximately one-third of the way from the board edge. Across the road is a hamlet (village) with 5 houses and scattered palm trees.

Initiative: US Marines

Air Defense Environment: no AD

Building Strength: 3D8

US MARINES MISSION:

6 units of Recon Marines (Humvee crews, disembarked from their vehicles and on foot)

Each Insurgent casualty: 2 points

Each civilian casualty: -1 point

IRAQI FORCE MISSION:

Fedayeen cell (4 men per cell) possibly hidden inside each building (if a 6 is rolled during the search)

Each US casualty: 2 points

Turn Zero: Surveillance & Air Strike

Before the first turn begins, the Marines must choose one unit to surveil the town. That unit makes a Troop Quality check at a -1 penalty (if there are insurgents, they are Hidden). On a success, the Marines see women and children civilians – and a suspicious looking tube that might be RPG launcher in one of the buildings. On a failure, the surveillance is uncertain.

The Marines then have the option of calling in an air strike (bombing run) although it is a Danger Close situation. If Captain Craig “Encino Man” Schwetje is NOT a casualty, the air strike is automatically called in. If Schwetje is a casualty, it’s up to platoon commander Lt. Nathaniel Fick to decide whether to call in an air strike; the player controlling his unit makes the decision.

If an air strike is called in, either Schwetje’s or Fick’s unit must make a Troop Quality check (at a -1 penalty if it’s Schwetje making the call = Unreliable Communications) for the air strike to arrive. On a success, an air strike is made. Roll a Troop Quality D8 (pilot’s quality) on the Air Strike Effectiveness Table on page 102. If the strike is a success, a Light Bomb is dropped on the target: AP:8/AT:6(H), 6” radius. Roll a Building Defense to see if the targeted building is destroyed.

On any roll other than a “No Strike” result, make a Danger Close roll. If the Marines roll 4+, and the roll is higher than an opposing roll (made using a D10) the bomb lands harmlessly nearby. Otherwise, the bomb lands squarely atop a randomly determined humvee. If the unit survives, its Morale immediately drops by one die type, and remains at this level for this and all subsequent scenarios.

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House to House

Following the surveillance/possible airstrike, the Marines have four turns to move into the hamlet to search each house, including any destroyed houses (to confirm kills). They may drive into the hamlet, but must disembark and enter the buildings on foot to search them.

If Lt. Dave “Captain America” McGraw is NOT a casualty and is on foot, as soon his unit comes within 12 inches of an intact house he will break off from his unit at Rapid speed and enter the house, all by himself, to search for souvenirs. The rest of his unit may choose to follow him, or to leave him on his own; unit cohesion need not be maintained .

In each destroyed house, the Marines find D6 casualties. Make a second roll: on a roll of 1-5, the casualties are women and children; on a 6 the dead are insurgents. (The first dead insurgents found lie next to a mangled RPG.) Any unit finding civilian casualties must immediately make a Morale check. On a failed check, that unit’s Morale immediately drops by one die type, and remains at this level for this and all subsequent scenarios. (Subsequent finds of civilian casualties by the same unit do not require additional Morale checks.)

In each intact house, the Marines find D6 live Iraqis. Make a second roll: on a roll of 1-5, the Iraqis are women and children; on a 6 they are a Fedayeen cell. On a successful Troop Quality check, these insurgents immediately engage the Marines in close combat; on a failed roll, they surrender to the Marines.

At the end of 4 turns, the Marines are ordered to withdraw, even if they haven’t finished searching the hamlet.

Hash Stash

One of the houses in the hamlet is filled with hashish; the unit searching this building is tempted by this prize. The unit must make a Troop Quality check to NOT steal the hash and consume it. If the unit fails the roll, its soldiers are Hopped Up during the next scenario: the unit gains an extra Defense die, but loses one Firepower die due to its wild and undisciplined fire.

If Sgt. Brad “Iceman” Colbert is NOT a casualty, and it’s his unit that finds the hash, the unit does not make a Troop Quality check. Colbert orders his men not to touch the hash, and they obey him.

Generation Kill Outcome

The Marines found the hash, but Sgt. Brad “Iceman” Colbert ordered the men to leave it, and although tempted, they obeyed his order. Outside another hamlet, the Marines confirmed that it held only women and children – then watched helplessly as a regimental combat team first opened fire on the hamlet, then pased it with an air strike that obliterated the town. Outside yet another town, Captain Craig “Encino Man” Schwetje ordered an airstrike against a “phantom” RPG team, not understanding what “danger close” meant. Fortunately, the bombs only churned up sand.

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Interlude: Blue on Blue

As the Humvees race through the desert, trailed by a supply truck, their vehicles are fired upon by US Army reservists from the medical corps. Each Humvee suffers an attack of 4D8 Firepower. The Humvees are making a Rapid move and being shot at from the side, so their Defense is 3D8.

If there are any hits, roll on the Small Arms and Infantry Support Weapons column of the Soft-Skin Vehicle Class Damage Table on page 82 for the results.

When the truck is fired upon, it suffers an attack of 4D8 Firepower, and makes a Defense roll of 2D8. If the truck suffers a hit, it is automatically immobilized and the Marine's Supply Level immediately drops to Poor for all subsequent scenarios.

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Scenario 5: Take the Airfield

The US First Recon Marines are ordered to race through the night to the Qal'at Sukkar Airfield, in order to determine whether it is safe for British paratroopers to land there. According to U2 spyplane surveillance, the airfield is occupied by five tanks of the Iraqi 255th Mechanized Regiment, as well as an undisclosed number of Iraqi Republican Guard units, and is protected by a 23mm anti-aircraft gun.

Duration: 6 turns

Board: At the center of the board is a square airfield, 12 inches x 18 inches. It is surrounded by raised berms topped with chain link fences. Within the fences are a reinforced military building and two small outbuildings, at the edges of the tarmac. Five T55 tanks are parked along one end of the runway. The anti-aircraft gun is at the other end of the runway. The Marines start the scenario at a board edge of their choosing.

Initiative: US Marines

Air Defense Environment: Medium AD (as long as the anti-aircraft crew are not casualties)

Building Strength: 6D10 (reinforced building) / 3D6 (two outbuildings)

US MARINES MISSION:

6 units of Recon Marines (Humvee crews, disembarked from their vehicles and on foot)

Anti-Aircraft crew killed: 2 points

Each tank destroyed: 10 points

IRAQI FORCE MISSION:

2 Republican Guard units (6 soldiers each) hidden in one or more of the buildings

ZU-23 Anti-Aircraft Twin Autocannon with two-man crew (armed with AK47s)

up to 5 x T55 tanks (roll for each tank to see if crew has deserted; Morale is D6)

Each US casualty: 2 points

Each HMMWV disabled/destroyed: 5 points

Anti-Aircraft

The anti-aircraft gun is only effective against any helicopters or planes the Marines might call in to do an air strike. If attacked by Marines, its two-man crew must make a morale check; their morale is D6. On a failed check, they immediately surrender.

T55 Tanks

At the start of the scenario, make a morale check for each of the five T55 tanks on the board. On a successful morale check, the four-man tank crew has NOT abandoned their tank and this unit participates in the battle.

Should all of the tanks be empty, any Marine units with lowered Morale immediately have their Morale returned to its original die type; the victory was an easy one, and their morale is restored.

Fortified Building

Iraqi units inside the fortified building receive a 4 dice bonus to their Defense.

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Generation Kill Outcome

On the way to the airfield, the Marines suffered “blue on blue” friendly fire. No Humvees were damaged, but a supply truck had its tires shot out and was immobilized. Major General James “Godfather” Mattis ordered the truck abandoned – not realizing that it contained essential ammo and food rations, as well as the Recon unit’s military “colors.” As a result, the Marines were forced to continue on just one meal a day, and the loss of the colors demoralized them. Closer to the airfield, Cpl. James Trombley opened fire on a civilian riding a camel. The civilian turned out to be a young boy from a nearby town. The boy’s mother brought her wounded son to the Marines and begged for medical aid; the Humvee crews demanded that Mattis evac the boy to a military hospital to save his life. When the Marines reached the airfield, they found it completely deserted. The Marines would have liked to have blown up the T72 tanks they found there, but their C4 had been aboard the abandoned transport truck, which was subsequently plundered by Iraqis.

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Scenario 6: Roadblock

On the outskirts of the city of Al Hayy, the Marines are tasked with setting up and manning a roadblock. As vehicle after vehicle approaches, the Marines fire warning shots. Sometimes the vehicles stop – and sometimes they don't, forcing the Marines to decide whether to "light 'em up" and kill whoever is inside, or hold their fire and take the risk that the vehicle holds a suicide bomber.

Duration: 4 turns

Board: A highway runs down middle of the table, with scattered palm trees on either side. The US Marine roadblock is set up at one end of the highway, 12 inches from the table edge.

Initiative: US Marines

US MARINES MISSION:

6 HMMWVs (Up Armored)

Suicide bomber killed: 5 points

Each civilian killed: -2 points

IRAQI FORCE MISSION:

4 civilian vehicles – roll a D6 for each vehicle, on a 1-2 it is a suicide bomber (D10 Morale); on a 3-6 it is a civilian vehicle (D6 Morale).

Each US casualty: 2 points

Each HMMWV disabled/destroyed: 5 points

Each turn, one Iraqi vehicle enters the board at the far end from the roadblock and moves down the highway, toward the roadblock. Randomly determine the vehicle's speed by rolling a D6: 1-3 is Tactical speed; 4-6 is Rapid speed. Each vehicle has D6 passengers inside it.

The Marines automatically fire a warning shot, and the driver of the vehicle must make a Morale check, using a single die, to continue towards the roadblock. On a failed roll, the vehicle turns around and flees.

If the vehicle continues to approach, the Marines have a choice: shoot it, or let it approach and stop at the roadblock. All four vehicles roll 1D6 Defense, and roll damage on the Soft-Skin Vehicle Class column of the damage table on page 82.

If it is a civilian vehicle and the passengers inside it become casualties, any Marine unit that shot the vehicle must make a Morale check. If it fails, that unit's Morale immediately drops by one die type, and remains at this level for this and all subsequent scenarios.

If the Marines allow the suicide bomber to approach the barricade, its driver stops in a location of the Iraqi player's choosing, and detonates the explosives inside it, doing AP:6/AT:5(M) damage to everything within a 6-inch radius. If the Marines shoot at and damage the vehicle before it approaches the roadblock, it explodes prematurely where it was hit.

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Generation Kill Outcome

Manning the roadblock at night, hunkered down behind their Humvees, the Marines saw one vehicle approach after another. Some turned and fled when warning shots were fired, but others continued on – including one vehicle with two men and a little girl in it. The vehicle was immobilized and the girl was killed; her father carried her body back home.

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Scenario 7: Bridge Ambush

The Marines are ordered into the town of Muwaffaqiyah. To reach the town they must cross a narrow bridge, said by local Iraqis to be the site where jihadists from Syria have set up an ambush. The jihadists are young college students, barely trained but full of zeal. They have been taking amphetamines to rev them up for the fight. The Marines approach the bridge in darkness, only to find the near end of it blocked. That's when the jihadists open up.

Duration: 6 turns

Board: A river runs down the middle of the board east/west. A highway runs down the middle of the board north/south, crossing the river via a bridge. Three-quarters of the board, on one side of the river, is open desert. On the other side of the river are the low-rise apartment buildings and shops of the city. The bridge is blocked by debris, and the road is too narrow for the Humvees to pass each other; it has a high berm on one side and a steep slope on the other side. A thick grove of palm trees is at the bottom of the slope. The jihadists may set up on either side of the road, and/or on the bridge itself, behind the cover provided by the obstacles; they may retreat into the city, but may not start there. The Humvees set up in a row along the road; all must be within 12 inches of the end of the bridge.

Initiative: Jihadists (Turn 1) then US Marines (Turns 2-6)

US MARINES MISSION:

6 HMMWVs (Up Armored)

Each jihadist casualty: 1 point

IRAQI FORCE MISSION:

5 cells of Syrian jihadists (4 men per cell), Troop Quality D6

Each cell has one RPG Med. AP:2/AT1(M). If the man carrying the RPG falls, on a D6 roll of 6 there is another man trained to fire it

Each US casualty: 2 points

HMMWV damaged/destroyed: 5 points

Night Fighting

The jihadists do not have night vision devices; their optimum range is reduced by half (to 3 inches). Fortunately for them, the Humvees are big and in a known location – the road – and so they don't get treated as Elusive. (Marines do, though, if they dismount and move beyond 3 inches of their vehicle.) Before firing at an elusive unit, the jihadists must pass an opposed Troop Quality check.

The Marines have night vision devices, but they are low on batteries. Before the scenario begins, make a Troop Quality check for each Marine. Those who fail do not have night vision, and must treat any targets beyond half of their optimum range (4 inches) as Elusive. Before firing at an elusive unit, the Marine must pass an opposed Troop Quality check; if the check fails, the Marine may not add his firepower to the unit. If the roll succeeds, the Marine adds half his normal firepower to the unit.

If a driver does not have a night vision device, one of the other Marines in the unit must give him one.

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Amphetamines

For the duration of the scenario, each jihadist cell is Hopped Up: it gains an extra Defense die, but loses one Firepower die due to its wild and undisciplined fire.

Tricky Driving

Even with night vision goggles, driving is tricky in the dark. The Humvees are limited to Tactical movement during this scenario. The best plan for the Marines is to turn their vehicles around and escape the intense firefight, starting with the Humvee in the rear. Turning around requires a full turn; the vehicle remains in the same spot while doing so. Just behind the last vehicle to stop there is a pipe, straddling the road, that the drivers didn't see on the way in. In the confusion of the retreat, each driver must make a Troop Quality check; on a failed roll the Humvee gets hung up on the pipe and is immobilized.

Generation Kill Outcome

The Marines learn of an ambush that has been set up at a bridge across the Tigris River, leading to the town of Muwaffaqiyah. The Humvees are ordered forward at night to the bridge. Cobra helicopters assault targets in the town at the far side of the bridge, the flashes of their explosives "washing out" the night vision goggles of the driver and raining shell casings down on the humvees. Access to the bridge, which is so narrow only one vehicle can cross it at a time, is blocked by an obstacle. To the right of the road is a ditch, to the left, a high berm. The Humvees attempt to back up, but the rear vehicle becomes hung up on a drain pipe across the road that its driver didn't see. Boxed in, unable to turn except by backing precariously up onto the berm, the Humvees come under fire from amphetamine-stoked jihadists at either side of the road. Thanks to their night vision goggles, the Marines have the advantage, and repel the attack. Despite all the lead being hurled at them, the Marines suffer only two casualties, both light wounds. Later, the Humvees eventually cross the bridge – but the second vehicle across gets stuck in a pothole and once again the way forward is blocked. The Marines must literally put their shoulders to the vehicle, and lever it out of the way. Finally across the bridge, they pass through the ruined town of Muwaffaqiyah in daylight.