



## 12. Lil' Bird

**Location:** Beirut, Lebanon

**Time:** Late afternoon

**Date:** September 15, 2015 (part 2 of "High Value Target")

**CT Unit:** CAG (Combat Applications Group/Delta Force)

### **Background**

For some time now the US government has been tracking three high level terrorist leaders in Beirut. The HVTs (High Value Target) have been conducting their operations out of Beirut because of the relative safety they enjoy there. For the past decade the rest of the world had been focused on Iraq and Afghanistan, which allowed this network to operate freely throughout the Middle East and North Africa. With the end of US involvement in OIF and OEF, the heat is now being turned up on this terrorist cell in Lebanon. Prior to the TF's (Task Force) deployment to Lebanon, the only worry that these HVIs had, was occasionally being pestered by the Lebanese government, usually in a weak attempt to show the rest of the world that they were trying to contribute in the war on terror.

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Three weeks ago C squadron from Delta, along with 3<sup>rd</sup> Battalion, 75<sup>th</sup> Ranger Regiment was deployed in support of TF 99. Last week a troop from C squadron successfully captured the number two HVT during a daytime VI (Vehicle Interdiction). The intelligence gleaned from this individual has led the TF (Task Force) to their next target. Based on the information from the recent detainee, the TF acquired the location of HVT number one. Due to the urgency of this mission, you do not have the luxury of waiting for cover of darkness.

### Situation

Your squadron is conducting a combined HAF/GAF (Helo/Ground Assault Force) raid on the target building in order to capture the number one HVT in the AO. The blocking force along with the GAF has just inserted via Pandurs. Your team of four Delta operators is in route to the rooftop of the target building via MH-6 Lil' Bird. Once you land you will breach and secure the top floor of the target building. You are now 30 seconds out. Good luck.

### Delta Force Mission Objective

Land on the rooftop of the target building and secure the top floor while the rest of the assault force secures the lower floors. Capture/kill the number one HVT and extract from the roof via MH-6s and RTB.

### Delta Force Order of Battle

- **1x DF Team Leader of elite troop quality**
  - Equipment: 1 H&K 416 w/ Eo-Tech sight, IR laser, flashlight, & suppresser; 1x 1911 .45 pistol (120rds/5.56 HP; 30rds/.45 HP); 1x MBITIR radio; NODs; 3x flash-bangs; 2x M-67 frags; body-armor: AL-IV; ballistic helmet
- **3x DF Operators of crack troop quality**
  - Equipment: 1x H&K 416 w/ Eo-Tech sight, IR laser, flashlight, & suppresser; 1x 1911 .45 pistol (120rds/5.56 HP; 30rds/.45 HP); 1x MBITIR radio; NODs; 3x flash-bangs; 2x M-67 frags; 2x breaching charges; body-armor: AL-IV; ballistic helmet

### Enemy Order of Battle

- **8x Fighters of green-regular troop quality**
  - Equipment: 2x w/ RPGs; 1x PKM team; 3x w/ AK-47s; 1x w/ suicide vest; all will have one grenade; the leader will be unarmed

### GM Notes

The game will start with the Lil' bird on short and final (30 sec out). When the Lil' bird gets inside of 100 yards of the roof, the door on the roof will open and an RPG team will emerge and try to shoot down the Lil' bird. Only the front two shooters will be able to engage. After they land they will need to take down the top floor. Some bad guys will

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barricade themselves inside the rooms and some will spray rounds into the hallway. Note that the walls are ballistic and impervious to small arms fire. The room doors are 2" wooden panels and can easily be penetrated. The team will need to systematically clear and secure this floor. Also in the last room of the clearance they will encounter a suicide bomber. He will emerge with his hands raised and the players must identify two lead wires coming from his wrists. If they don't recognize the threat and eliminate him immediately he will bring his hands together completing the circuit, detonating himself and ending the game.

NOTE: Beware of the "fatal funnel." The doorway of a room is the most dangerous space during a CQB clearance.

### **Terms for Victory**

- Land, clear and secure the top floor of the target building.
- Capture the number one HVT and extract him via Lil' Bird.
- Bring all operators home safe.

**Map—Lil' Bird (top floor)**

