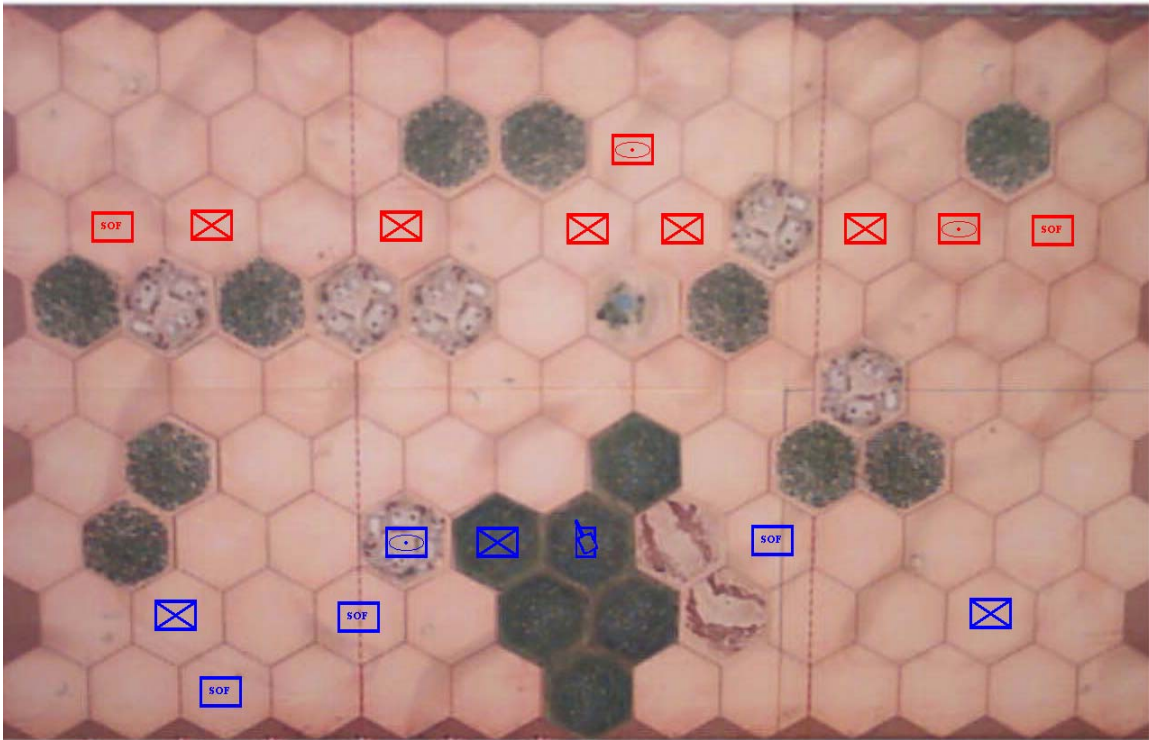


MEMOIR: OIF TEST SCENARIO: War Pig



[Note: Yes, this is based on the *Call of Duty 4* mission.]

Scenario Background

A US tank has become disabled in a marsh and must be protected until it can be extracted from its position. The main gun is offline, but it still has its machine guns.

Map Explanation

US forces are blue, Iraqi forces red. Infantry = Infantry symbol, Special Forces = SOF, Snipers/RPG teams = artillery symbol. Tank = stricken tank. Woods (x10), City (x5), Marsh (x6), Wadis (x2), Oasis (x1)

Briefing

Iraqi Player

- Take 5 Command cards.
- You move first.

US Player

- Take 5 Command cards.

Conditions of Victory

- 5 Medals.
- Destruction of the tank counts as 2 medals.

Special Rules

The tank is immobile but may attack. For activation purposes it is treated as an INFANTRY unit, and attacks as such (3-2-1). The tank takes two hits to destroy, and only GRENADE symbols are treated as a hit. Both hits must be rolled together, therefore in order to potentially destroy the tank the attacking unit must be able to attack with two dice.