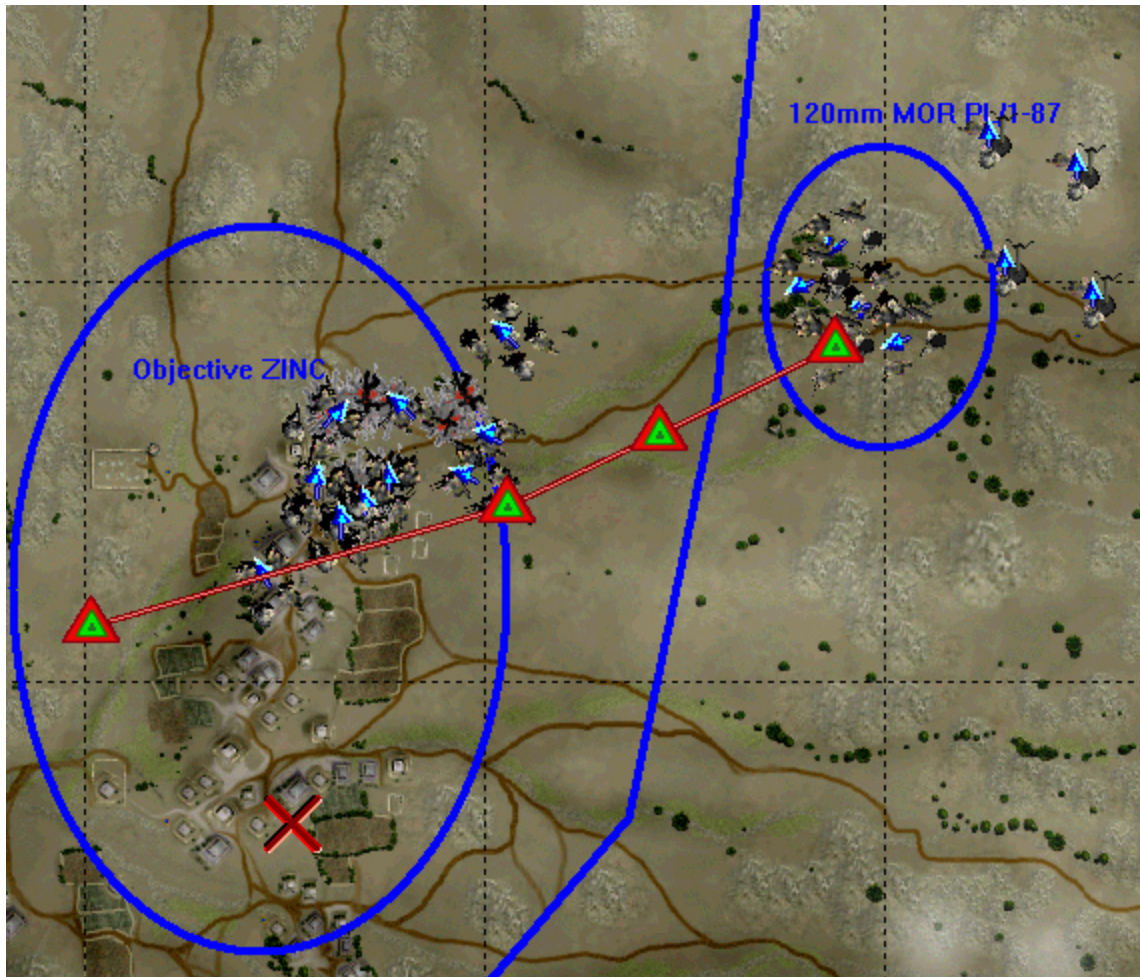


so I end up landing on the side of LZ COBALT and not right on top of it, which is good enough for government work I suppose.

I start moving units south. The Afghan fire team has almost finished off the dismounts so I have them head into objectives, too, and I have the Aussies move closer to OBJ Copper to attack by fire the dismounts there. I had one of the Aussies go up to attack the AQ dismounts in the rear to finish them off but it got taken out instead surprisingly. Sorry, guys, c'est la guerre.

I finally eliminated the remaining AQ dismounts in the village by suppressing them with mortar fire as my dismounts advanced. Now I'll move PL /1-87 into the village so that OBJ Copper will be in range when I attack that since it is currently out of range of the mortars. I have a feeling I'll need them!



I'm now 38:59 into the mission.

There are just a few HQ types left over who want in on the action now that it appears to be succeeding so they are going in on the second serial. We'll land them in the village that we just secured.

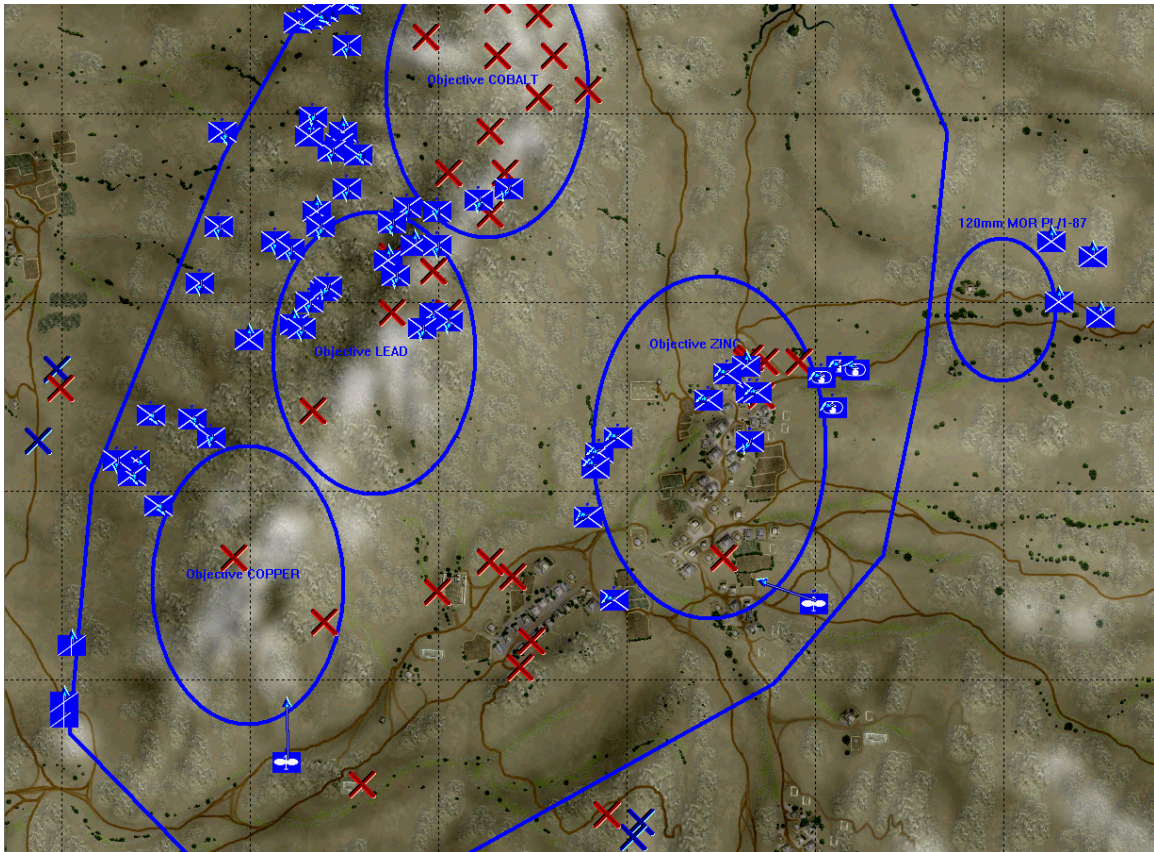












That was useful to get some of my groups moving again when they were not.

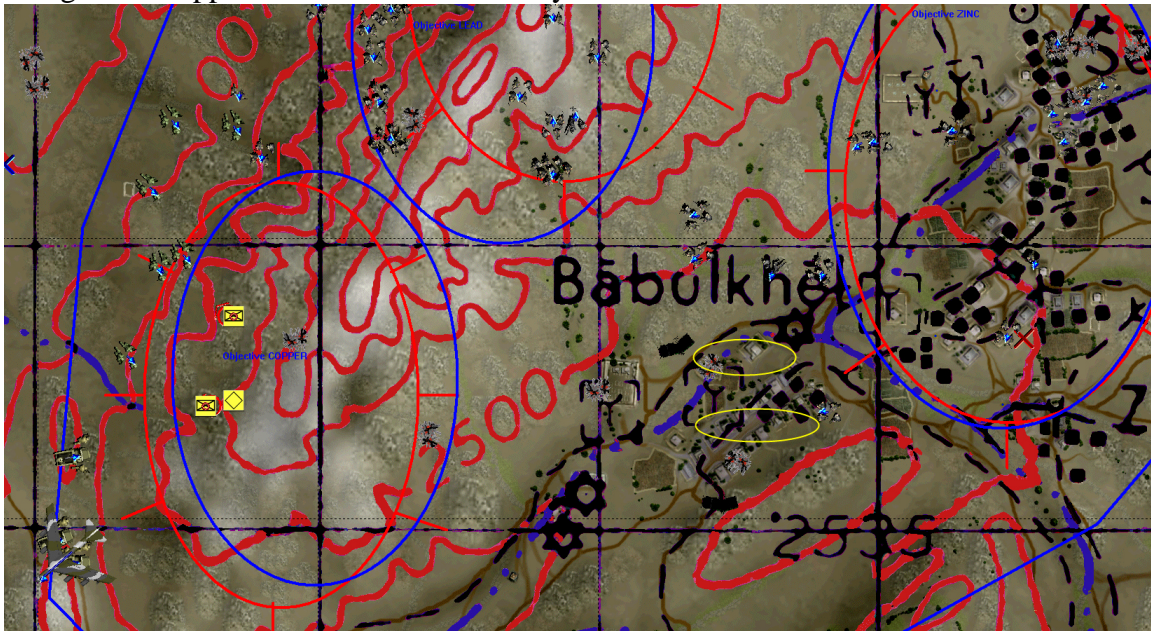
There appears to be a sniper hiding in this village as indicated by this yellow circle:



so we will have to take them out before going onto COPPER. As we approach we take fire from another team so there is more than one source.

Now I hit on an interesting idea. Why not give the light mortar team a lift in the helicopters? Actually I wish I had thought of that earlier rather than having the other team walk in. They are still walking. But I still need mortar coverage so can't move the other team also. Oh well.

My air assault troops are slowly converging on OBJ Copper. In the meantime I am waiting for the rest of my troops to get in place to take on the two dismounts in the village in the approximate locations of the yellow circles here:



and also for my mortar teams to get in place to provide support for the attack on OBJ Copper. We are now 1:00:43 into the attack. About an hour left.

In the meantime I find a better way I use the Aussie vehicles to suppress the dug-in dismounts on OBJ Copper so my other troops can advance on them. I lose another Aussie unit. Sorry guys.

I'm going to stop my mortars now and have them set up. Time to use them. Actually that gives me another idea for how to approach the village, I'll try smoke from the light mortars, see if that will help. Unfortunately, it is fairly windy 10-15km/hr. I'll try it anyway. Wind out of the NW. I'll try a screen of 0 mils to help one team advance.

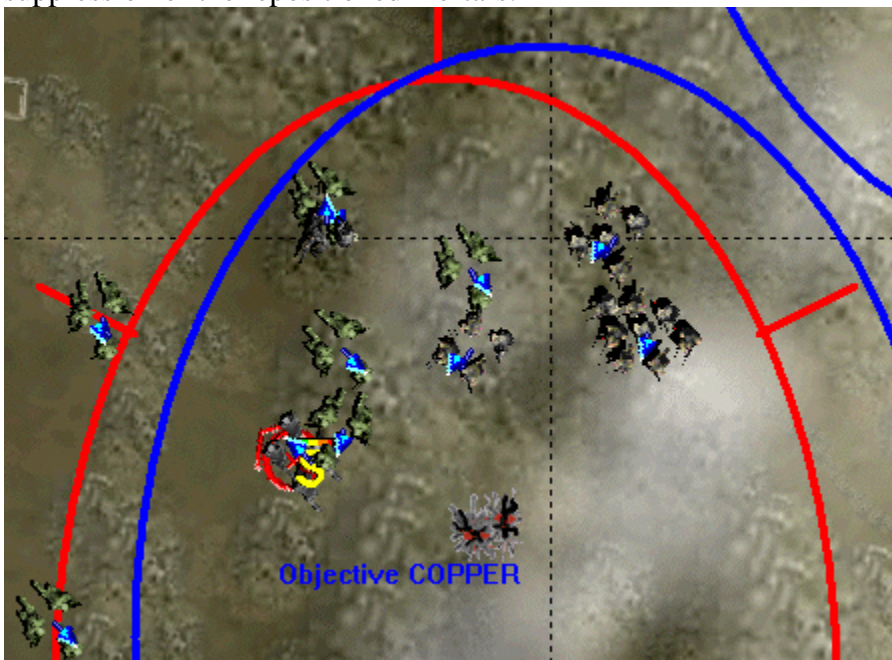




We'll see...oh well, it was nice while it lasted, all of about 10 seconds. I'll try 3 volleys now. They enjoyed the smoke, it surrounded them, then they...snuffed it. Score 1 for AQ.

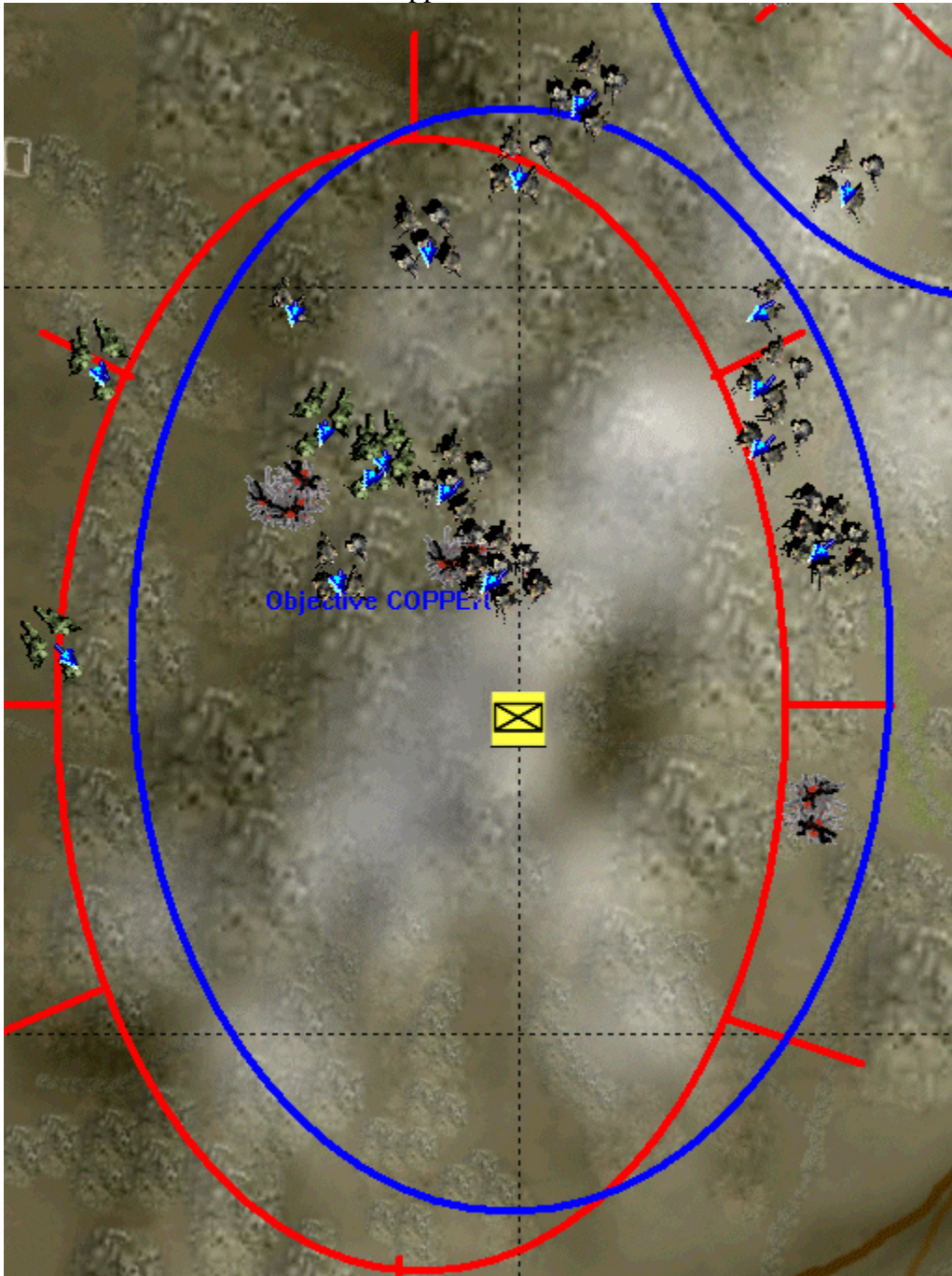
Fortunately I got a lucky shot and got one of the dismounts in the village with my 120 mortar team!

I'm also beginning to overwhelm the last strongholds on OBJ COPPER using the mortar suppression of the repositioned mortars:



Finally I get the AQ Fire team after they take out another Afghan Fire Team. They certainly die hard with a vengeance.

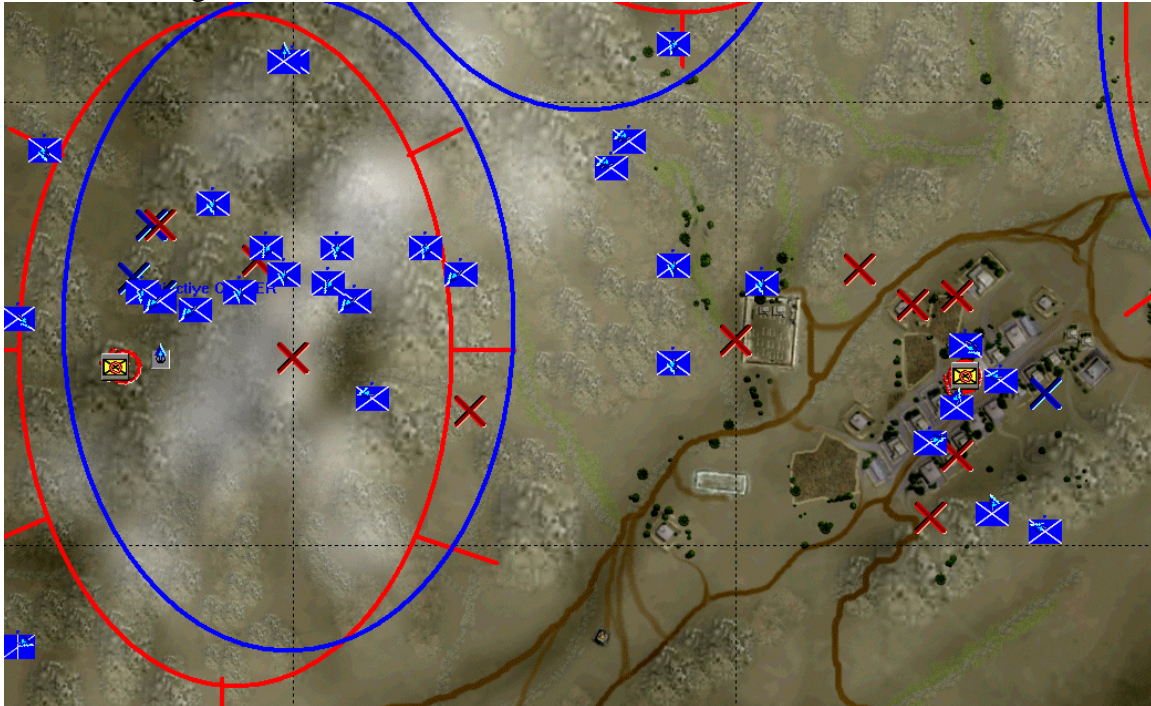
I keep advancing south on OBJ Copper and continue the teams that had been held up at the forward edge of the village by the sniper now taken out by the mortar. We find another “Dead Ender” on OBJ Copper:



waiting to meet the countless virgins (a better offer than milk and honey).

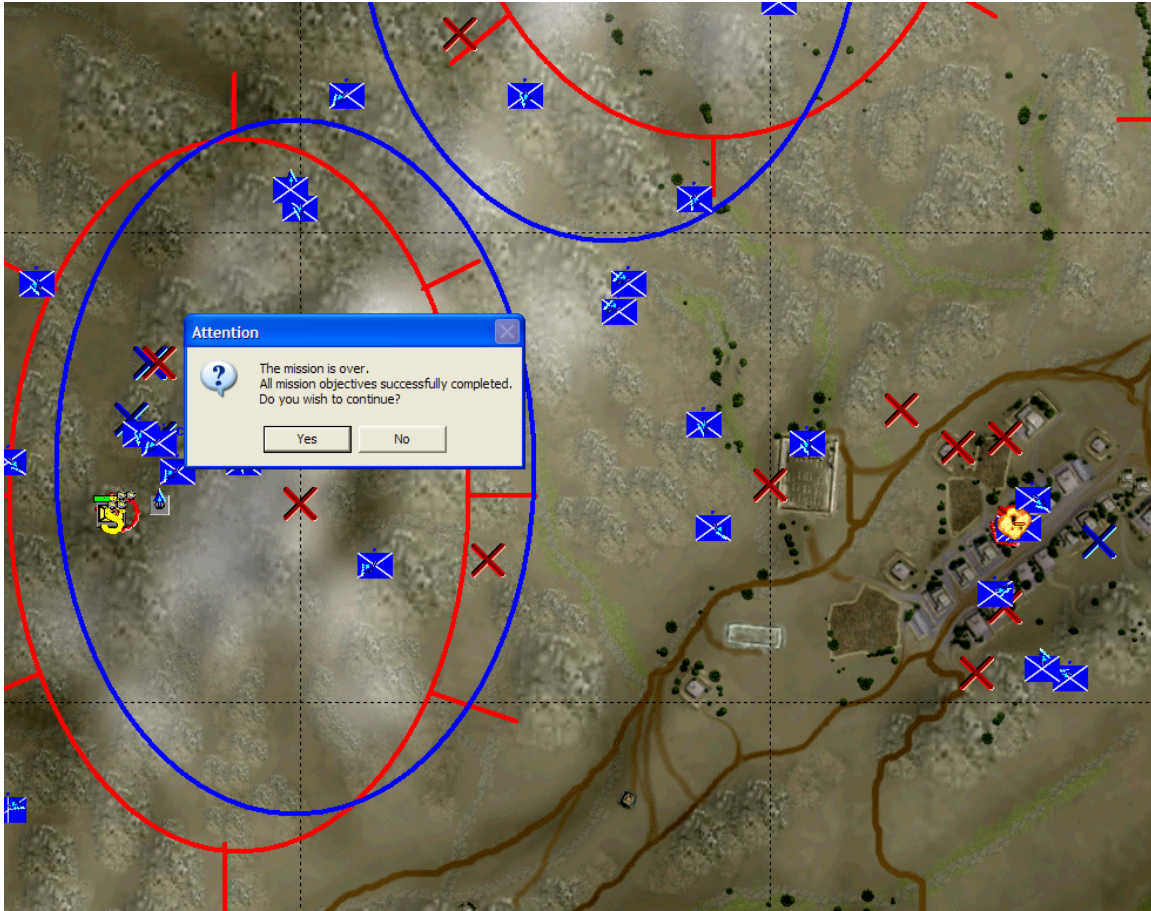


Eventually the guy in the center of the hill goes to Valhalla. We still have one dismount left in the village and one in OBJ COPPER:



And my mortars (120mm) are finally emplaced, they were still moving until I explicitly stopped the individuals and not just the platoon leader.

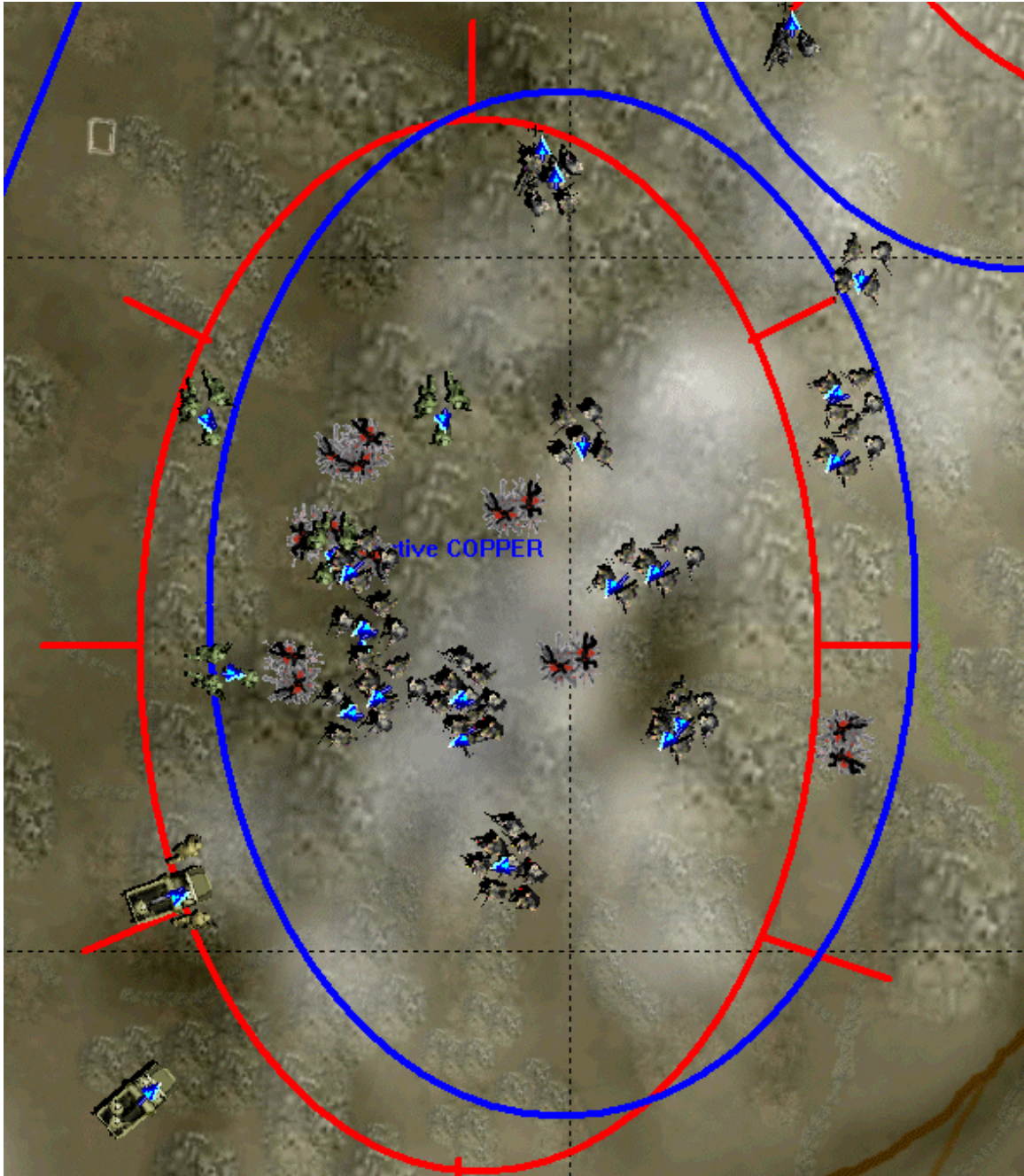
Finally we achieve our objectives with 40 minutes to spare.



Even though the mission is over my blood lust is up and I will stop at nothing to kill the last AQ sniper who has been flushed out by my mortars.

Eventually he is overwhelmed, and leaves, to join the virgins, who must also be overwhelmed by now.





Results are...



## Op ANACONDA 4 - Clearing the Whaleback

## MISSION COMPLETE

All mission objectives completed.

Well done. You have destroyed the remaining enemy in the Shah-i-Kot valley. That successfully completes Operation ANACONDA.

### Mission Objectives:

1. Eliminate all but 10 of the enemy maneuver vehicles or teams in Whaleback and occupy it with at least 15 friendly maneuver vehicles or teams.
2. Achieve mission objectives no later than 131300MAR02.

### Results:

1. 9 enemy maneuver vehicles or teams remain in the objective, Whaleback. The objective is occupied by 58 friendly vehicles or teams.
2. The 'No Later Than' time of 131300MAR02 has not yet elapsed.

### Enemy Starting and Ending Combat Power:

| Vehicle Type                          | Starting | Ending |
|---------------------------------------|----------|--------|
|                                       |          |        |
| <a href="#">Taliban Fire Team</a>     | 1        | 0      |
| <a href="#">AQ HMG Team</a>           | 8        | 2      |
| <a href="#">Taliban 120 mm Mortar</a> | 4        | 0      |
| <a href="#">AQ Fire Team</a>          | 23       | 1      |
| <a href="#">AQ 82mm Mortar Team</a>   | 8        | 1      |
| <a href="#">Cave</a>                  | 10       | 4      |
| <a href="#">Taliban RPG Team</a>      | 2        | 1      |
| <a href="#">Taliban MMG Team</a>      | 4        | 0      |
| <a href="#">AQ Sniper</a>             | 5        | 1      |
| <a href="#">Taliban technical</a>     | 2        | 0      |
|                                       |          |        |

### Friendly Starting and Ending Combat Power:

| Vehicle Type                          | Starting | Ending |
|---------------------------------------|----------|--------|
|                                       |          |        |
| <a href="#">Air Assault Fire Team</a> | 27       | 23     |
| <a href="#">A-10 Thunderbolt</a>      | 4        | 3      |
| <a href="#">UH-60L 'Black Hawk'</a>   | 2        | 2      |
| <a href="#">5 Ton truck</a>           | 4        | 4      |



|   |    |    |
|---|----|----|
| <a href="#">B52</a>                       | 2  | 2  |
| <a href="#">Afghan Fire Team</a>          | 13 | 10 |
| <a href="#">Toyota Landcruiser</a>        | 1  | 1  |
| <a href="#">US SOF Team</a>               | 3  | 3  |
| <a href="#">Toyota Pick-Up</a>            | 2  | 2  |
| <a href="#">CH47 D</a>                    | 4  | 4  |
| <a href="#">MMG Team</a>                  | 9  | 7  |
| <a href="#">HQ Team</a>                   | 13 | 12 |
| <a href="#">Lt Mor Team</a>               | 4  | 4  |
| <a href="#">Engineer Team</a>             | 2  | 2  |
| <a href="#">Dismounted 120mm Mor Team</a> | 4  | 4  |
| <a href="#">SF Mobility Vehicle Team</a>  | 4  | 2  |
|   |    |    |

### Allied Starting and Ending Combat Power:

No allied vehicles in this scenario.