

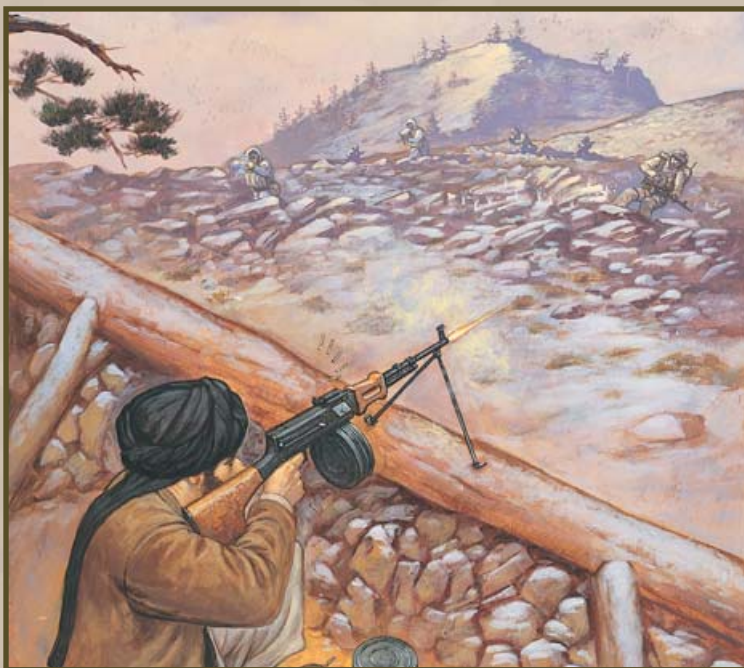
ENDURING FREEDOM

AFGHANISTAN 2001-2010



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A FORCE ON FORCE COMPANION



OSPREY
PUBLISHING

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INTRODUCTION

Enduring Freedom is the second companion book for *Force on Force*, focusing on a war-torn country which continues to dominate the headlines: Afghanistan. Developing a reasonably representative sample of tabletop wargaming scenarios from ten long years of war is a difficult task with literally too many choices and unfortunately not enough pages. The scenarios eventually selected run the gamut from small Special Forces actions to platoon plus engagements with armor and close air support. Eventually we hope to present more Afghan scenarios for *Force on Force* including scenarios featuring a wider range of ISAF nations. This supplement does focus heavily on US and British actions however these are relatively easily modified to suit most ISAF forces. The reason for the predominantly US/UK focus is simply one of access – to both veteran histories and AARs.

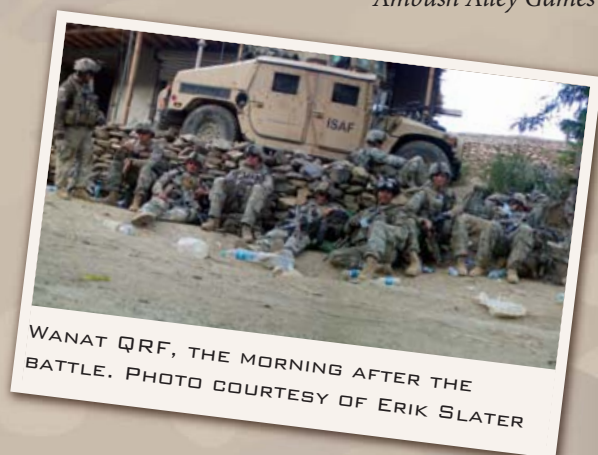
You will note that the majority of scenarios in *Enduring Freedom* are classed as kinetic or symmetric engagements under the *Force on Force* rules as recent history, in the form of veteran testimonies and AARs, have judged the Taliban to be a disciplined and tenacious enemy with more similarities to a conventional, albeit insurgency-based, force than the ill-trained but deadly militias and terrorists faced in Iraq. The Taliban themselves are sub-divided into two classes: Local Taliban – farmers or other civilians paid or coerced to lay IEDs or fire off a few rounds in the direction of an ISAF convoy – and Tier One or Hardcore Taliban who are the full-time insurgents of Mullah Omar's movement. Local Taliban are classed as Irregulars in *Force on Force* terms while the Hardcore are Regulars who can take the initiative and have a far

stronger *esprit de corps*. The Taliban also receive some special attributes which we believe provide a strong “period feel” for these forces.

A big part of attempting to represent the war in Afghanistan on the tabletop is featuring ISAF and OEF Rules of Engagement (ROEs) and Counter-Insurgency (COIN) tactics in a way that is both playable and adds some understanding of the pressures and sometimes conflicting objectives of real leaders on the ground. Dropping 2000 pound JDAMs or calling in artillery fire missions at the first sign of a contact will soon lose you the game. Firepower must be applied with both the ROEs and COIN in mind; Afghanistan is truly a “war amongst the people” as General Sir Rupert Smith so aptly termed it.

We hope this supplement gives you many hours of rewarding wargaming and some further insight into what thousands of servicemen and women from a variety of nations are facing every day. This book is dedicated to them – all gave some, some gave all.

Ambush Alley Games



HISTORICAL SUMMARY

It is *de rigueur* these days to refer to Afghanistan as “the graveyard of empires.” Like most over-used catchphrases attempting to reduce a complex issue to a three or four word aphorism, this one obscures more than it reveals. While various empires have pursued interest in Afghanistan and often suffered bloody reversals there, those pursuits have only arguably contributed to the immediate demise of one of them: the Soviet Union. Alexander the Great certainly detoured into territory that is now labelled “Afghanistan,” but his dalliance there did not bring the Macedonian Empire to its knees, let alone to its death bed. Later, the British and Russians would settle upon Afghanistan as an ideal playing field for their Great Game, an exercise that would prove more or less injurious to both empires, but certainly not fatal to either. Finally, Afghanistan played host to a rather tepid Cold War contention between the US and Soviet Union. While the USSR didn’t survive its adventure in Afghanistan for long, its involvement there can hardly be pointed to as the key element in its demise. The United States emerged from the conflict unscathed, although the aftermath of proxy warfare in Afghanistan would spawn an environment conducive to the planning and execution of 9/11’s atrocities.

The defining element of Afghan history is not that it served as the quicksand that pulled one aged empire after another to its doom, but rather that, as a nation, Afghanistan has rarely produced a viable, unifying government. Afghanistan has never truly buried any foreign empires, but it has certainly interred its own governments in rapid succession. Trapped within a net of contentious tribalism, divisive geography and crushing poverty, Afghanistan has been doomed through the ages to provide a chaotic, lawless environment ideal

for international adventurism of all stripes. It is little wonder that Usama bin Laden chose Afghanistan for his al Qaeda headquarters.

Afghanistan finds itself once again the stage for a contest between ideas intent on defining both regional and global reality. Yet another Afghan government finds itself scrabbling to establish order and stability in the midst of a conflict that far exceeds its nation’s craggy borders. This volume attempts to describe some of the engagements in the on-going struggle, the environment in which they are fought, and the structure of the fighting forces themselves.

AFTERMATH OF THE SOVIET OCCUPATION

Enduring Freedom focuses on events after 9/11, but to understand the environment in which Coalition troops now contest with both local and international insurgents we must briefly examine the years following the Soviet Union’s withdrawal from Afghanistan, as it is the vacuum left by the Soviet departure that would eventually be filled by the Taliban and al Qaeda.

Soviet forces withdrew between May 1988 and February 1989 and left behind a communist regime propped up by Soviet advisors and as little direct aid as possible. Led by Dr. Najibullah Ahmadzi, the former head of KHAD, the Afghan intelligence agency based heavily on the KGB, the government lacked international legitimacy and was anathema to the Mujahideen, who refused all government overtures of negotiation. Why negotiate with a government that would only last as long as the Soviets chose to sponsor it, especially when it was clear that the Russians would rather put the entire Afghan adventure behind them? As it would turn out,

the Najibullah government would survive the Soviet Union in December of 1991 by a little over two months.

Between 1989 and 1993, Afghanistan found itself under the control of various Mujahideen factions, each eager to consolidate regions of the country to their advantage in an ongoing struggle to seize national dominance. The two dominant factions during the “Mujahideen Interregnum” were the predominately Pashtun Hezb-i-Islami, led by Gulbuddin Hekmatyar and supported mostly by north-eastern Afghans and expatriate Pashtun in the Pakistani refugee camps and the Jamiat e-Islami, comprised mostly of northern minorities such as the Tajiks and Uzbeks and led by Burnahuddin Rabanni and including in its ranks the charismatic General Ahmed Shah Massoud.

Other factions existed, some unique unto themselves and others spin-offs of the larger factions, but the Mujahideen Interregnum was dominated by the Hezb-i-Islami and Jamiat e-Islami.

The Jamiat and Hezb-i-Islami came into violent conflict when Kabul fell to Jamiat forces comprised of Tajiki and Uzbeki troops under the command of Generals Rabanni, Massoud, and Rashid Dostum. The Pashtun Hezb-i-Islami could not allow a non-Pashtun to retain control of Afghanistan’s putative seat of power and quickly placed the city under siege. Hezb-i-Islami artillery took Kabul’s residential areas under fire, inflicting thousands of civilian casualties. With the support of Ahmed Shah Massoud, the siege was eventually broken. With Kabul in his hands, Rabbani



M1114 ZEUS-HLONS, BAGRAM AIR BASE

declared himself president of Afghanistan. Fighting between the various Mujahideen factions continued unabated, however, and the country continued its downward spiral into lawlessness.

As the Mujahideen factions continued to ravage Afghanistan in pursuit of their political ambitions, tribal and ethnic enmity, and religious strife, a new power was taking shape in the crowded Pashtun refugee camps in Pakistan.

THE RISE OF THE TALIBAN

Within weeks of the Soviet intervention, over half a million Afghans fled to Pakistan and Iran. A survey in 1988 revealed that 3.5 million Afghans were housed in Pakistani refugee camps. The diaspora of Afghans hit its high water mark in 1991 when an estimated 6 million Afghans, or nearly a quarter of the nation's population, were displaced to refugee camps, primarily in Pakistan. Thanks to the violence of the Soviet occupation and the factional warfare that came afterwards, Afghanistan had more displaced persons than any other nation in the 1980s and early 1990s.

The unique blend of fundamentalist Islam taught in Pakistan's Peshawar madrassas was very attractive to young Afghan men that crowded the refugee camps, having no prospects for employment. This version of Islam, markedly different from other fundamentalist Moslem sects, focused on the ideal of an Afghanistan restored to pre-modern innocence and populated by Moslems of true and simple virtue. The Taliban, or religious students, who graduated from these madrassas adhered to a particularly stringent interpretation of Sharia Law and believed that Afghanistan could and would be transformed into an ideal Moslem state through its application. The Taliban vision was equally attractive to disenfranchised young men and radicalized fundamentalists of other Moslem nations.

Under the charismatic leadership of Mullah Mohamed Omar, the Taliban soon prospered in Afghanistan. By 1995, they were in control of Kandahar, Uruzgan, and Zabol provinces. Territory under their control was put under Sharia law. Despite its harshness, many Afghans welcomed the change from the lawlessness that marked the rule of the Mujahideen warlords. The Taliban's ability to rapidly replace their losses directly from the madrassas mitigated the warlords' advantages in armor and airpower. When Herat fell to Mullah Omar's troops, most of Afghanistan outside Kabul and the non-Pashtun north fell under Taliban control.

Bolstered by support from wealthy Saudi sympathizers, the Taliban launched a final push on Kabul, attacking the city from several directions at once. Unable to resist the attack, General Massoud was forced to withdraw from the city and regroup in the north. Kabul was handed over to the Taliban, who celebrated their victory by stringing up former president Najibullah from a light post near the UN compound.

Death sentences in absentia were sworn out against Massoud, Dostum, and Rabbani. Within 24 hours of the city's fall, the basic rights of women were drastically limited. Taliban fighters roamed Kabul's streets, meting out beatings to anyone they deemed in violation of their version of Sharia Law.

The Taliban had come to power in Afghanistan.

AFGHANISTAN UNDER THE TALIBAN

By early 2001, the Taliban were firmly in control of Afghanistan. General Massoud, the last major hold-out against their rule had been pushed back into portions of two Northern provinces, Badakhshan and Takhar and neighbouring countries, even Uzbekistan, which had vigorously denounced the Taliban in the past, were recognizing the legitimacy of the Taliban government.



TALIBAN IN HERAT, 2001

A narrow, literalist interpretation of Sharia Law provided the foundation for Taliban governance of Afghanistan. Women's rights were curtailed to the point of extinction. Men without beards were subject to beatings. Music, movies, TV, playing cards, even kite flying was abolished. The Taliban turned a pragmatically blind eye on the opium trade, however. While the use of drugs was forbidden by the Koran, harvesting opium was allowed because it would be consumed by infidels in the west. In fact, the opium trade financed a great part of the fighting necessary to the Taliban's rise to and retention of power and was indispensable to their survival, no matter what Sharia Law might proscribe.

The Taliban were more than a cabal of religious zealots, however. They also represented a Pashtun tribal hegemony, and as such, they were bent on redressing the wrongs done against their people by other tribes. Massacres of the past were repaid with death and destruction. Religious intolerance was also the rule of the day, as illustrated by the slaughter of up to 8,000 Shia in and around Mazar-e-Sharif in 1998.

THE STORM BREAKS

The atmosphere of radicalized fundamentalism that prevailed under Taliban rule made Afghanistan an ideal refuge for like-minded groups of extremists – including Usama bin Laden's al Qaeda, and brought the Taliban government into conflict with the United States.

Bin Laden had been linked to several terrorist attacks against the US, including the attack on the USS *Cole* and the bombing of the US Embassies in Kenya. He was indicted for the bombings in absentia and the US made firm demands to the Taliban government that bin Laden be turned over to the US. The Taliban steadfastly refused. On 9 September 2001, General Massoud was slain by bomb-wielding al Qaeda assassins posing as cameramen. Bin Laden, in celebration of the news, announced in a video that the time had come to “strike America where it hurts.” On 11 September, the world learned that these words were not an empty threat.



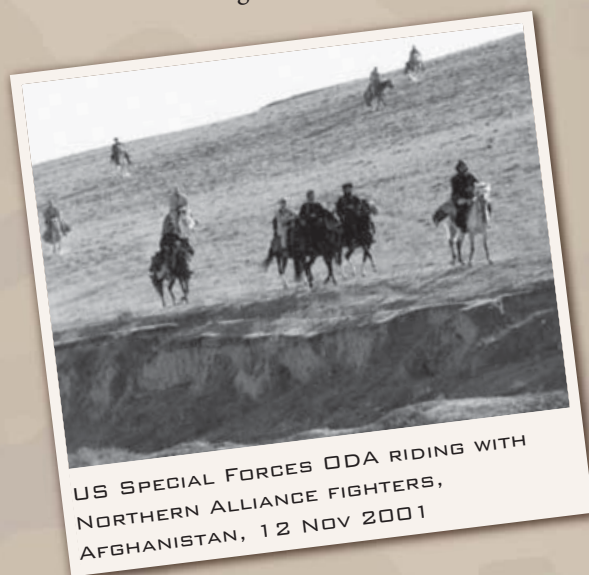
USAMA BIN LADEN POSTER FOUND IN AFGHANISTAN, 2002

In the immediate aftermath of 9/11, the US and its closest allies began planning operations into Afghanistan. On 12 September, NATO invoked Article 5 of its charter providing for mutual protection of member states under attack, eventually leading to the deployment of the International Security Assistance Force (ISAF). First on the ground however, a bare 15 days after the Towers fell, was a CIA team known as Jawbreaker I or the Northern Alliance Liaison Team (NALT); a mixed seven man team from the paramilitary Special Activities Division (SAD) and the Counterterrorist Centre (CTC). This pilot team arrived in Afghanistan, in CIA flown Mi-17s, armed with millions in cash to help ensure the support of numerous Afghan warlords including General Rashid Dostum, General Mohammed Atta and Massoud's replacement as leader of the Northern Alliance, Fahim Khan. Immediately the NALT began cementing allegiances with them, conducting advance force operations to identify and assess Taliban targets for airstrikes, and paving the way for the insertion of US military Special Operations Forces (SOF) into Afghanistan.

Operation *Crescent Wind* was the codename for the preparatory airstrikes which began on the night of 6 October with both US and British aircraft eliminating the meager Taliban air force on the ground and silencing anti-aircraft SAM defenses and radars. Aerial targeting soon switched to enemy command and control nodes and troop concentrations in preparation for infiltrating SOF teams. The 160th Special Operations Aviation Regiment (SOAR) defied atrocious weather in the predawn darkness of 20 October to successfully insert the first two Operational Detachment Alpha (ODA) teams – ODAs 555 and 595 – from the 5th Special Forces Group under the command of the newly formed Task Force Dagger. Their task was multifaceted but included mentoring the Northern Alliance, intelligence preparation of the battlespace and targeting Taliban

positions with their SOFLAM laser designators for Coalition airstrikes. On the same night two concurrent operations were conducted outside the Taliban's spiritual home of Kandahar. The first was the much-publicized 3rd Battalion, 75th Rangers combat drop onto a Taliban airstrip which would eventually become Forward Operating Base (FOB) Rhino. The second was conducted well outside of the eyes of the media – 160th SOAR inserted a Tier One ground element from the Army's 1st Special Forces Operational Detachment – Delta to conduct a direct action operation against one of Mullah Omar's residences. The Delta operators missed Omar but captured valuable intelligence before being engaged upon extraction by a sizeable Taliban quick reaction force (QRF).

Other ODAs, Joint Special Operations Command (JSOC) including a vehicle-mounted Delta squadron, UK Special Forces and CIA teams inserted across the country and began offensive operations both unilaterally and in support of the Northern Alliance and the fledgling Eastern Alliance (under future president Hamid Karzai). With the SOF calling in devastating airstrikes and advising their local



allies, the Taliban's grip on the country began to loosen. On 10 November, the city of Mazar-e-Sharif and later Bagram fell to the Northern Alliance swiftly followed by all of the major cities including Taloqan, Kabul and finally Kandahar on 6 December. The campaign had lasted barely two months – 49 days. The SOF and OGA (Other Government Agency – an acronym usually used to describe CIA assets) teams were soon reinforced by conventional forces with the Marines of 15th Marine Expeditionary Unit (MEU) and later the 10th Mountain and 101st Airborne Divisions. SOF continued to lead the prosecution of the war, reinforced by Coalition SOF units (including Canadian, New Zealand and German units), under the 5th Special Forces, and dominate Task Force Dagger; the SEAL, 3rd Special Forces and Coalition SOF based Task Force K-Bar; the Tier One operators of Task Force Sword; the Australian Special Force Task Force 64 and the “intelligence fusion cell” of Task Force Bowie.

During December 2001, Task Force Dagger and Sword, reinforced by a small UK Special Boat Service (SBS) element, pursued fleeing remnants of al Qaeda including bin Laden and other senior leadership targets into the Soviet Afghan War era cave complex of Tora Bora along the border with Pakistan. Forced to rely upon their locally recruited Afghan Militia Forces (AMF) due to political concerns about the size of the US footprint (a request from both the Delta and CIA commanders for the Rangers to be deployed to block the escape routes into Pakistan was denied), the offensive faltered amongst allegations of turncoat Afghans taking bribes from al Qaeda leaders to escape across the border.

Intelligence developed by Task Force Bowie led to the next major Coalition operation in March 2002 – Operation *Anaconda*. This was at the time the largest OEF operation and one which brought together both conventional forces and SOF. Intelligence indicated that



a large number of foreign fighters from al Qaeda and associated groups had taken refuge in the imposing Sha-i-kot Valley, close to the Afghan-Pakistan border. SOF led the operation with both US Army ODAs attached to local AMF to serve as the tip of the spear while other SOF maintained mountaintop observation posts, identifying and calling in airstrikes on enemy positions. Conventional forces from the 10th Mountain and the Rakassans of the 101st air assaulted directly into the valley in Chinook helicopters under air cover from the bare handful of Apache gunships then in-theater.

The conventional forces were ambushed soon after landing by enemy fighters hidden in the surrounding mountains. Intelligence had earlier indicated that the enemy were living with the villagers on the valley floor but late breaking CIA and Delta intelligence locating them in caves on the valley slopes didn't filter down from the leadership to commanders of conventional forces on the ground. The contact escalated into the largest firefight experienced by the US Army since Vietnam. The SOF had their own issues with a SEAL falling from a helicopter during a mountaintop insertion, the rescue team (in the form of a Ranger QRF Chinook) being shot down and the Rangers fighting a desperate battle of survival on the peak



of Takur Ghar.

Anaconda was cursed from the very beginning with poor coordination, communications, de-confliction, and dissemination of vital intelligence. Despite these difficulties, *Anaconda* resulted in a large number of enemy KIA and broke the back of the foreign fighters harboring in the Sha-i-kot.

THE GOLDEN HOUR SQUANDERED

Anaconda also served as somewhat of a watershed point for Afghanistan as Washington and the Pentagon began focusing their efforts on the impending invasion of Iraq. Post *Anaconda*, key resources including Tier One SOF, Army Special Forces, CIA intelligence gathering assets, Civil Affairs and Unmanned Aerial Vehicles (UAVs) were redeployed in preparation for Operation *Iraqi Freedom* (OIF). Many consider that this was the “golden hour” where long term success in Afghanistan could have been achieved with the support of the great majority of Afghans if the focus had not been redirected to Iraq. The opportunity was squandered and, like the draw-down of American influence following the withdrawal of the Soviets years earlier, which indirectly led to a vicious civil war and the eventual rise of the Taliban, it would lead to

the re-emergence of the Taliban and an insurgency which continues to this day.

The American strategy was focused on hunting down al Qaeda and Taliban remnants, not on reconstruction. They also maintained a strictly small footprint of troops in-theater, a mistaken holdover from fears of repeating the Soviet experience. The only traditional COIN activity was largely limited to the Special Forces. The US and Britain became preoccupied with Iraq whilst the Taliban and Al Qaeda re-grouped and re-established themselves in their Pakistani havens supported by elements of the Pakistani ISI and various Islamic charities used as front organizations. The Afghan people themselves were very supportive of the US and ISAF presence in 2002 and 2003 with most Afghans believing that the fall of the Taliban gave the country an opportunity for peace and prosperity.

In the months following *Anaconda*, Coalition forces launched Operation *Mountain Lion* hunting Taliban and al Qaeda remnants around Khost and Gardez while a linked operation, Operation *Ptarmigan*, was conducted by Britain's 45 Commando, Royal Marines. Both operations, and the follow-up, the 82nd Airborne's Operation *Mountain Sweep*, led to few contacts with the enemy and a minimal number of prisoners. 2002 also saw Hamid Karzai become the leader of an Afghan transitional government prior to the planned general elections which eventually occurred in October of 2004. The war in Afghanistan had reverted to what some consider a low level counter-insurgency with conventional troops conducting sweep and clear missions while the much reduced SOF presence trained local forces, carried out “hearts and minds” projects with the local populace and hunted for Taliban and al Qaeda High Value Targets (HVTs).

This pattern continued for the next few years as age-old rivalries between warlords and tribes began to resurface, causing further instability despite a largely successful

Afghan government program of disarming the militias of their crew-served weapons. In the background, the Taliban was also resurfacing, continuing to base themselves largely out of Pakistan and in the southern provinces of Afghanistan. Operations were still plagued by the division of most American forces falling under the command of OEF and Coalition nations operating under ISAF with sometimes wildly disparate objectives and the continuing restricted footprint in terms of manpower deployed. In 2003, the UN Security Council voted for the expansion of the NATO-led ISAF to beyond the capital of Kabul, a move opposed by some in the US government. This saw the establishment over the 2003–2006 period of four distinct NATO sub-commands: Regional Command (RC) North, South, East and West. Two further commands – Regional Command Capital and Regional Command South East were later added. Each RC is managed by a rotating lead nation and is responsible for both offensive operations and counter-insurgency (primarily through the Provincial Reconstruction Teams or PRTs) within their region.

COUNTER-INSURGENCY

The ISAF PRTs grew from initial OEF efforts at an ink blot strategy of counter-insurgency. The PRTs were tasked with improving local security, initiating and supporting reconstruction efforts and extending the influence of the Afghan government. By deploying PRTs, the aim was for pockets of stability and reconstruction to develop, countering the Taliban's own hearts and minds efforts. They are composed of a mixed civil-military team (CIMIC) typically with Civil Affairs soldiers, Engineers and force protection elements all co-located with civilian reconstruction specialists.

Several European ISAF nations operated under National Caveats which essentially spelled out when, how and where their forces could be used. Some confined their forces to particular areas or cities, mainly in the more

stabilized north or west, or forbade offensive combat operations. The Germans were restricted from operating at night for instance. Some US troops derisively commented that ISAF stood for "I Saw Americans Fight." These National Caveats continue to a certain degree to this day, much to the frustration of nations involved in the heavy fighting in the south and east of the country.

With NATO's expansion into the south in 2006, a region that few OEF or ISAF troops had ventured into (apart from occasional force projection and SOF missions), the festering insurgency finally re-emerged with a vengeance. British, Danish and Canadian troops were soon locked in heavy, almost conventional war-fighting in the southern province of Helmand. The British attempted to develop a "Platoon House" COIN strategy of deploying troops to live and operate within the district centers of towns within Helmand. Often within days of arrival, these forces were in immediate contact with the enemy. In locations such as Sangin and Musa Qala, the platoon houses were in a state of virtual siege with resupply only available by helicopter and the defenders fighting off massed attacks by the Taliban. In Now Zad for example, the Gurkhas fought off over two dozen such attacks in four weeks, firing somewhere in the region of 30,000 rounds of 5.56mm and 17,000 rounds of 7.62mm in the process, killing over 100 enemy combatants without a single friendly fatality.

US forces were also expanding their operations in the south with the massive 11,000 strong Operation *Mountain Thrust* conducted with British and Canadian forces in June aiming to destroy Taliban safe havens in Helmand and Uruzgan. 2006 was a bloody year for Coalition forces with casualties rapidly rising due to expansion into formerly Taliban-held areas in the south. It also saw the British hand over control of Musa Qala to the town's elders in a negotiated settlement meant to limit damage to the town. Unfortunately, the Taliban observed the agreement for

only a few short months before they re-took the town. Along the border with Pakistan, fighting also flared with large numbers of Taliban, bolstered by foreign fighters, crossing the border. Among these fighters were the first suicide bombers seen in Afghanistan, a ghastly tactic based on jihadist successes in Iraq.

THE NEW TALIBAN

2007 saw the level of insurgency-related violence continue to rise and the full emergence of the so-called New Taliban. To counter the burgeoning insurgency in the south, British-led forces launched several large operations. In January, Operation *Glacier Two* saw the famous Royal Marine assault on the Taliban stronghold of Jugroom Fort and the resulting daring rescue of a British serviceman's body from the fort by Apache helicopters. Operation *Achilles* was launched in March with the aim of dominating the strategically important Kajaki region. Several ops were conducted under the *Achilles* banner such as 45 Commando Royal Marines clearing a major Taliban dominated area around Kajaki in Operation *Volcano* and the related Operation *Kryptonite* which pushed the Taliban from the Kajaki Dam, allowing it to be re-opened to provide power and irrigation to the Helmand River Valley. During *Achilles*, a Taliban HVT and their most senior military commander in the south, Mullah Dadullah, was killed in an SBS direct action operation in May (prior to 2010, UK Special Forces' responsibility for the Afghan theater lay primarily with the SBS, with 22SAS operating predominantly in Iraq).

In June in neighboring Uruzgan, a combined Dutch, Australian and Afghan offensive targeted the town of Chora, succeeding in driving out the Taliban in four days of heavy contacts. Again in Uruzgan in August, a joint US/ANA FOB known as Firebase Anaconda was attacked by a massed force of insurgents in a rare direct assault against a Coalition outpost. ISAF forces in the

north also stepped up operations with the German and Norwegian-led Operation *Harekate Yolo* and *Harekate Yolo II* in October and November. In December, the joint US/UK Operation *Snakebite* once again seized control of Musa Qala.

The use of Improvised Explosive Devices (IEDs) also rose in 2007 with devices of both increasing sophistication and ferocity being deployed across Afghanistan. This upsurge in IEDs was blamed on the influence of both covert Iranian elements and the import of foreign jihadists fresh from Iraq, Chechnya and Lebanon with the first of the deadly Explosively Formed Penetrators (EFP) IEDs seen in Afghanistan. Coalition forces responded to the IED threat using many of the lessons learned in Iraq with the first of numerous types of Mine Resistant Ambush Protected (MRAP) vehicles being deployed along with a suite of anti IED electronic counter measures (ECM).

Helmand continued to be a major focus for ISAF into 2008, with British-led forces unable to dominate the province due to lack of manpower and helicopters. The situation changed in April when the Marines of the 24th MEU were deployed to Helmand. The Marines and British almost immediately launched an offensive to recapture Garmsir. In June, indicative of both increased cross-border penetrations by Taliban and foreign fighters, the Vehicle Patrol Base (VPB) at Wanat was attacked and almost over-run in a bold assault by upwards of 200 enemy fighters. September saw the audacious Operation *Eagle's Summit* which delivered an additional 220 ton turbine to Kajaki Hydroelectric Dam. Although led by the British, the effort also included elements from the ANA, Canadian, US, Danish, Australian, French and Dutch ISAF contributions. This operation included a number of deception operations designed to fool the Taliban on which route the convoy would take, including a dummy convoy of Danish vehicles. The operation was a success and the turbine delivered.

Tier One SOF continued hunting HVTs and targeting logistics and command nodes across Afghanistan and sometimes beyond. A JSOC Task Force operation saw operators inserted into Southern Waziristan in September following similar raids in March and October of 2006. Due to the political sensitivity of operations in Pakistani territory, the raids were only launched when key HVTs were located or al Qaeda training camps identified.

JSOC and the CIA continued to target foreign fighters along the Pakistan border with drone strikes by Hellfire-armed UAVs such as the Predator and Reaper.

THE AFGHAN SURGE

American thinking, influenced heavily by the likes of Generals Petraeus and McChrystal, had now focused on a large scale traditional counter-insurgency campaign with a growing understanding that a political settlement with moderate Taliban was the only real road to stabilizing the insurgency. Petraeus and McChrystal managed to convince their political masters of the need for a troop surge in a similar fashion to Petraeus' famous "Iraq Surge".

2009 saw suicide bombers target the capital, with grim but inaccurate media comparisons to the Tet Offensive. The US surge of troops started to take effect with further Marines, a brigade from the 2nd Infantry Division and the Strykers of the 5th Stryker Battalion Combat Team all being deployed, while the UK increased their commitment and redeployed a large number of Special Forces from Iraq. In April, German-led ISAF and ANA forces fought pitched battles in Kunduz Province in the north, attempting to free much of the province of Taliban influence.

Finally Task Force Helmand, reinforced by the US Marines and an increase in British troop levels, had enough resources to launch a large scale campaign into key Taliban areas. In June and July 2009, Operation *Panther's Claw* struck at central Helmand Taliban strongholds with Danish Leopard tanks supporting



USMC IN HELMAND PROVINCE. (FIGURES BY ELHIEM FIGURES)

British infantry in operations around Lashkar Gar and Nad Ali. The US conducted the supporting Operation *Strike of the Sword* with the USMC and ANA carrying out the largest Marine offensive since Fallujah into Khanashin, Garmsir and Nawa-i – Barakzayi in south-eastern Helmand. Both operations were regarded as very successful although some critics have argued that many Taliban have simply moved north or west away from the targeted areas. The Australians also conducted supporting operations in Uruzgan going after Taliban base areas with both Combat Team Tusk (the force protection element of their PRT) and SASR.

General Stanley McChrystal, fresh from his success in Iraq leading the covert JSOC campaign against al Qaeda, was appointed commander of all US and ISAF forces in-theater and immediately issued a new set of

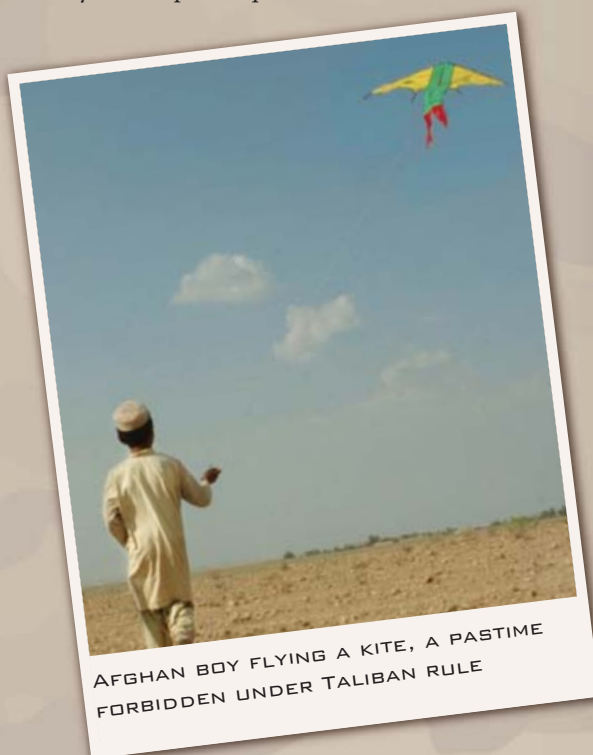


US MARINES ENGAGE THE ENEMY DURING OP STRIKE OF THE SWORD, 2009. (FIGURES BY ELHIEM FIGURES)

guideline ROEs which focused far more on COIN and limiting civilian casualties, a subject about which President Hamid Karzai had become increasingly vocal. With increased UAV strikes in Pakistan, al Qaeda infiltrated a Jordanian double agent into FOB Chapman near Khost – a CIA facility heavily involved in the targeting of UAV missions. Once inside, the double agent detonated a suicide bomb vest killing seven CIA officers and a member of Jordanian intelligence.

A major offensive called Operation *Moshtarak* in Helmand kicked off 2010 with a combined force of some 15,000 US, British and ANA troops clearing the district of Marjah, south west of Lashkar Ghar, an area controlled by the Taliban and hub of the opium trade. Significantly it was the first major operation led by the ANA who provided some 60% of the manpower. Although the operation was largely successful, it failed to validate McChrystal's "government in a box" strategy wherein an area would be cleared of Taliban and civil infrastructure immediately brought in to form a local government.

Later in the year, McChrystal was replaced (after a magazine interview was published in which he was critical of Washington policy) by architect of the Iraqi surge and key COIN authority General David Petraeus. Afghan and British forces carried out Operation *Tor Shezada* in July to clear the Nad Ali district while ANA and the USMC launched Operation *New Dawn* to extend the gains from Operation *Moshtarak*. 2010 also saw the first public acknowledgment of peace talks with the Taliban although such initiatives have been on-going covertly for many years. US and UK politicians now hint at a withdrawal of the majority of Coalition troops by 2014 leaving only trainers and some SOF in country, following a model similar to Iraq. Whether this occurs, and whether the ANA and ANP can take responsibility for the security of their country is still open to question.



AFGHAN BOY FLYING A KITE, A PASTIME FORBIDDEN UNDER TALIBAN RULE

THE AFGHAN COMBAT ENVIRONMENT

– SPECIAL RULES FOR OEF

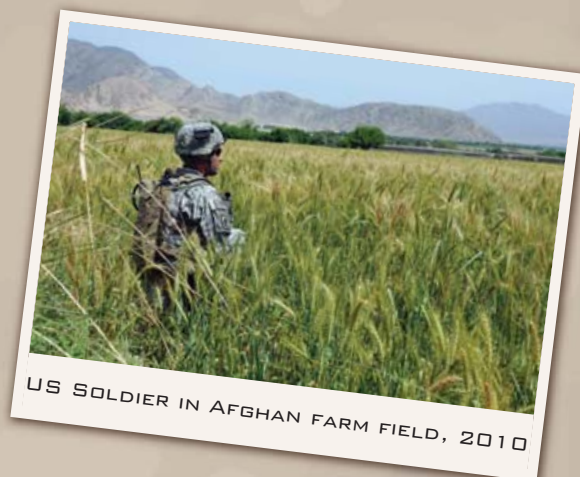
PHYSICAL FEATURES OF THE BATTLESPACE

THE GREEN ZONE

The Green Zone and similar wooded areas encountered in scenarios are classed as Average Woods. This terrain restricts vehicle movement to Tactical Speed only, although in some scenarios it may completely negate vehicle movement. Taliban within these areas can claim an additional cover die to represent their intimate knowledge of their surroundings. This die can be claimed in addition to any applicable Solid Cover, In Cover, or Armor dice.

OPIUM FIELDS AND CROPS

Crops, including the ubiquitous opium poppy fields, affect lines of sight and fire dramatically. LOS can only be maintained by units within 2" of the edge of a crop field; otherwise no LOS is possible except by physically



entering the crops. This works both ways – any units using the crops as cover must move to within 2" of the edge of the terrain to see out and carry out actions. Once units enter the field, they can see and engage up to a maximum of 4".

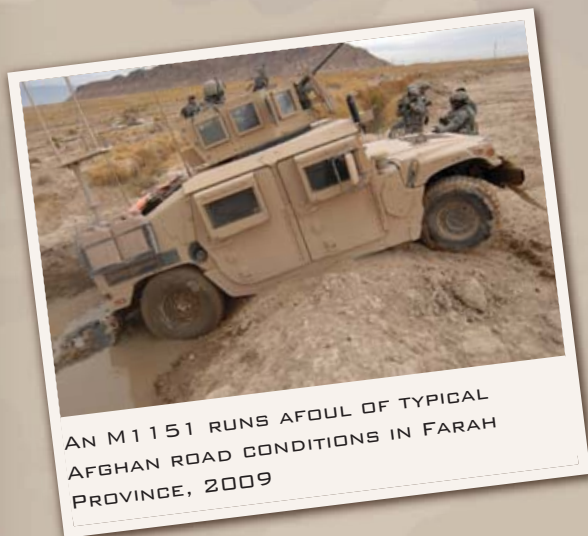
Units at a significantly higher elevation than a crop field (atop an adjacent hill or on the roof of a 2+ story building, for instance) have a clear line of sight to all units within it, assuming no other cover intervenes. A 4" blind zone exists behind a crop field in this instance, however.

Only Tactical movement is allowed for infantry in crop fields. Vehicles cannot enter crop fields at all.

DIFFICULT TERRAIN

All off road movement by vehicles must be limited to Tactical speed due the hazardous nature of Afghan terrain.





TROOP QUALITY AND MORALE RATINGS

LOCAL TALIBAN

TQ D6; Morale D8/D10; Act as Irregulars;

Low Confidence

Local Taliban represent the common anti-Coalition militia (ACM) which could be composed of farmers, villagers, opium gangs or common bandits. They are generally “employed” after harvest season is over as hired muscle for the Taliban, often for specific tasks or operations (laying IEDs is a prime example). Sometimes they are simply press-ganged by the insurgents.

The Taliban will also exploit local sentiment, particularly over civilian deaths caused by Coalition actions, to recruit villagers for localized operations. The variable Morale rating reflects these differing motivations. The low Troop Quality rating simulates the very poor soldiering skills of these individuals and such factors as endemic eyesight issues amongst the population, little to nil training, poor weapons maintenance and an over reliance on fully automatic fire. These problems which negate insurgent marksmanship in general also affect the permanent, core fighters of the Taliban and similar

insurgent networks such as the Hezb-e-Islami Gulbuddin (HIG) and other ACM groups.

Under the Troop Ratings in *Force on Force*, Local Taliban fighters are rated as Irregulars.

TIER ONE OR Hardcore TALIBAN

TQ D6; Morale D10; Act as Regulars; Confident

The hardcore, permanent cadre of Mullah Omar’s insurgency movement, these are the ideologically committed backbone of the Taliban. Although some may be considered trained, particularly those who have spent time under the tutelage of jihadists in Pakistan, most are still remarkably poor shots for all the reasons outlined above and generally display only a basic understanding of key infantry skills such as contact drills, bounding movement or overwatch. However they do display some tactical knowledge, are able to readily adapt to Coalition TTPs and make excellent use of the natural environment to conduct ambushing. In *Force on Force* terms, Tier One Taliban are considered Regulars rather than Irregulars.

Some Tier One Taliban may be rated as TQ D8 however this will be scenario-specific and will only represent a small percentage of trained fighters. Their Morale rating represents their strong commitment to the cause and their continual indoctrination by the movement.

FOREIGN FIGHTERS/AL QAEDA

TQ D8; Morale D12; Act as Regulars; High Confidence

The Troop Rating of Foreign Fighters/al Qaeda includes a wide variety of non-Afghan fighters ranging from veteran “Afghan Arabs” to Chechens, Saudis and Uzbeks of al Qaeda’s Shadow Army or the remnants of 055 Brigade, formed by al Qaeda to fight alongside the Taliban in its long civil war with the Northern Alliance.

Typically, Foreign Fighters operating in Afghanistan are trained in jihadist camps in Pakistan but may have long



TIER ONE TALIBAN PREPARE AN AMBUSH.
(FIGURES BY ELHIEM FIGURES)

experience and previous training in insurgencies in Iraq, Lebanon, Yemen, Somalia, or Chechnya. Many are true “global jihadists”, following the war against the infidel from country to country. Their high Morale and Confidence stems from their pathological devotion to the jihadist “cause” and willingness to become martyrs in furthering their global agenda.

AFGHAN NATIONAL POLICE (ANP) & AFGHAN MILITIA FORCES (AMF)

TQ D6; Morale D6/D8; Low Confidence

The ANP and locally recruited pro-government militias are both minimally trained (although in the ANP’s case this is improving through ISAF mentoring programs) and of low morale. The ANP also suffer from the Despised trait due to endemic corruption and drug use amongst the police. Some Afghan Militia Forces (AMF) hired and mentored by ISAF and OEF Special Forces and OGA are of higher morale (D8) and some of these AMF will act as Confident or even High Confidence troops, particularly if they are operating alongside their SF mentors.

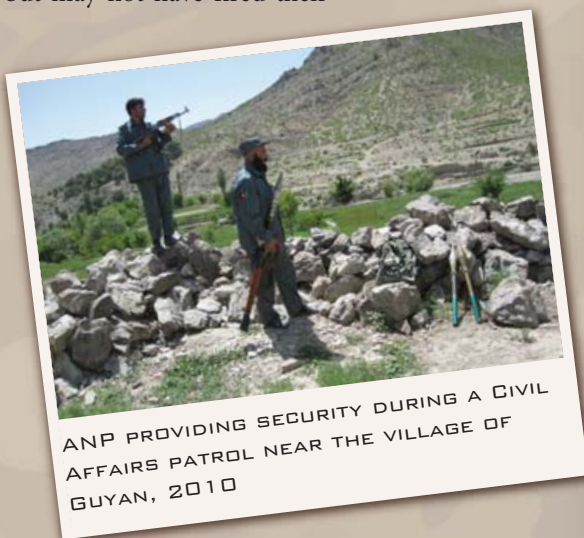


FOREIGN FIGHTERS INFILTRATE ACROSS THE AFGHAN BORDER TO PURSUE THEIR JIHAD. (FIGURES BY ELHIEM FIGURES & WARTIME MINIATURES)

COALITION “NON-TEETH” ARMS (LOGISTICS, MEDICAL SUPPORT, NON ATTACK AVIATION ETC.) AND AFGHAN NATIONAL ARMY (ANA)

TQ D6; Morale D8; Confident

These are the non-infantry/armor/cavalry units that form the backbone of any Army. They have received basic training in personal weapons and small unit tactics but may not have fired their



ANP PROVIDING SECURITY DURING A CIVIL AFFAIRS PATROL NEAR THE VILLAGE OF GUYAN, 2010

weapons since basic training. Some scenarios will dictate a higher TQ and/or Morale level such as some of the British Combat Logistics units which would rate at TQ D8 Morale D8. Additionally this is the default rating for the Afghan National Army (ANA) although the ANA may suffer from Low Confidence in some cases, specifically if not accompanied by Western troops.

COALITION REGULARS (INFANTRY, AIRBORNE, CAVALRY, ARMOR, COMBAT ENGINEER, ATTACK AVIATION)

TQ D8; Morale D8; Confident

The core regular fighting units from teeth arms, Coalition Regulars describe the majority of ISAF and OEF combat troops in-theater. They are solid, dependable and reasonably well trained. This is the default rating for Coalition forces and for Afghan ANA and ANP SOF. Some selected ANA SOF units may also benefit from a High Confidence rating.

COALITION VETERANS

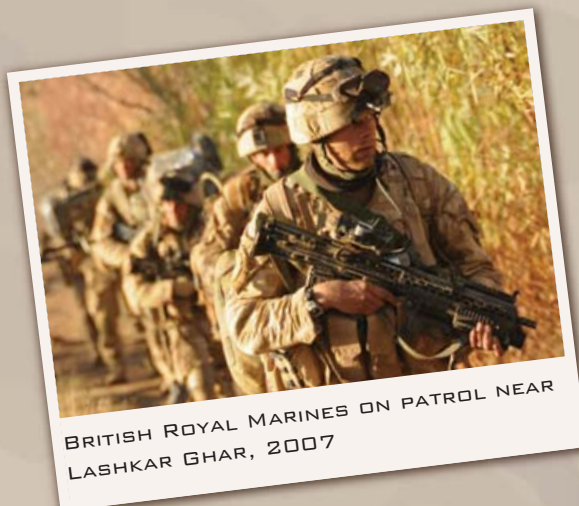
TQ D8; Morale D10; High Confidence

Coalition Veterans represents those units with a mixture of higher than average *esprit de corps*, some advanced training and/or extensive operational experience in Iraq and Afghanistan. Units which gain this distinction include the USMC infantry, recon and LAR units, US Army Stryker Brigades, some US Army Airborne and Air Assault and UK Royal Marines, Parachute Regiment and Australian Combat Teams.

SPECIAL OPERATIONS FORCES

TQ D10; Morale D12; High Confidence; Abundant Supplies

SOF covers a range of well trained, experienced and equipped ISAF and OEF units including US Army Special



BRITISH ROYAL MARINES ON PATROL NEAR LASHKAR GHAR, 2007

Forces, US Air Force Special Tactics Squadrons, USMC MARSOC, US Army Rangers, Grey Fox/Task Force Orange, UK Special Forces Support Group and Special Reconnaissance Regiment, Australian 2 Commando and Incident Response Regiment, US Navy SEALs, Polish GROM and Dutch Viper Teams. This is also the default rating for Coalition EOD teams.

TIER ONE SPECIAL MISSION UNITS (SMUs)

TQ D12; Morale D12; High Confidence; Abundant Supplies

The Tier One SMUs are the tip of the SOF spear – those few select units who benefit from extensive combat experience in both Iraq and Afghanistan, are lavishly equipped with state of the art weapons and equipment and are trained to the absolute limits of elite soldiering and human endurance. On the US side this includes the Army's 1st Special Forces Operational Detachment – Delta (Delta Force), often known by its cover name of Combat Applications Group (CAG), and the Navy's Naval Special Warfare Development Group (DEVGRU). On the Coalition front, this includes UKSF (22SAS and the Special Boat Service), Australia's Special Air Service Regiment (SASR) and Canada's JTF-2.

TALIBAN SPECIAL RULES

AFGHAN CIVILIANS

Unlike many civilians during the invasion of Iraq, Afghan civilians are tragically long seasoned to being caught in the middle of opposing forces. They will move away from the closest gunfire rather than toward it and attempt to escape off-board using the closest egress point that is at least 6" from a combatant unit of either side.

TALIBAN AND CIVILIANS

Taliban leaders may attempt to influence or “turn” civilian mobs into armed mobs as per the standard *Force on Force* rules. Note that Taliban are treated as Regulars for the purpose of turning civilians. They receive an additional +1 die roll modifier if ANP are deployed in the opposing force or if Coalition forces have caused civilian casualties.

SQUIRTERS (SHRINKAGE)

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the *Shrinkage* morale effect detailed in the main *Force on Force* rulebook. Only Local Taliban, classed as irregulars, suffer from *Shrinkage*.



US MARINES REACT TO A TALIBAN AMBUSH.
(FIGURES BY ELHIEM FIGURES)

RPGs

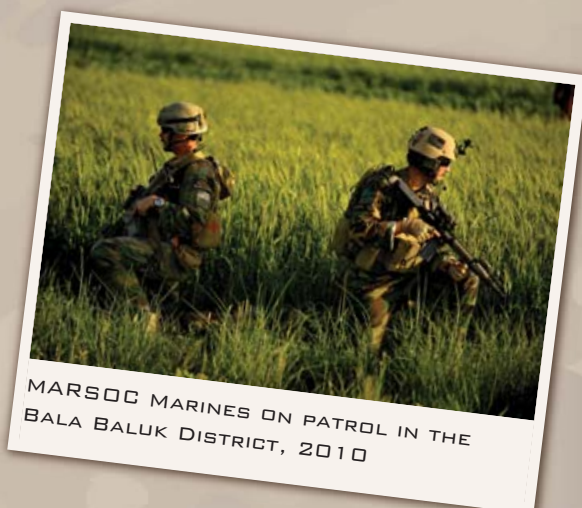
Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement unless specified in scenario notes. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the following turn.

As per the core *Force on Force* rules, orbiting ISTAR assets such as UAVs and surveillance aircraft cancel Out of Contact movement.



MARSOC MARINES ON PATROL IN THE
BALA BALUK DISTRICT, 2010

IN COVER BONUS

Taliban that have not moved during their activation and are not Exposed automatically gain the **In Cover** bonus to simulate their familiarity with and more effective use of local cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

AMBUSH

All Taliban, ACM and al Qaeda units may utilize the Ambush special rule.



AFGHAN CIVILIANS AND A POSSIBLE DICKER.
(FIGURES BY BRITANNIA MINIATURES)

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when Coalition units attempt to return fire. The Taliban unit raises its defense dice by one die type against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

Example: A hardcore Taliban element rated as Poorly Trained (D6) is concealed on a rocky slope in the Korengal waiting to ambush a Marine patrol. They successfully pass a TQ check to ambush the USMC unit and open fire. When the USMC patrol returns fire, the Taliban raises its defense dice by one die type thereby rolling D8s instead of D6s. In the next turn, they are again fired upon by the Marines, but may not count the bonus as they have been spotted and therefore use their standard die type – D6.

RECOILLESS RIFLES AND UNGUIDED ROCKETS

The Taliban use a large number of Chinese and Russian recoilless rifles in the direct fire role. One of the most commonly used is the Russian SPG-9 which rates as Hvy. AP:3/AT:2(L). In both the direct and indirect fire role, unguided 107mm Chinese rockets are also commonly deployed against Coalition targets. The unguided 107 is the Taliban equivalent to indirect fire artillery. It is often perched on an ad hoc mount using rocks or a field expedient bipod and fired electrically. The 107 rates as AP:6/AT:2(M) with a 6" blast radius. Attacks by 107mm rockets against vehicles are resolved against their side armor. Because of their notorious inaccuracy, roll 1D6 before resolving a 107 Firepower attack. On a roll of 6, resolve the attack normally. On any other roll, the missile salvo strikes somewhere beyond the confines of the battle space.

IEDs

Since 2006, the Taliban have made increasing use of Improvised Explosive Devices as experienced bomb making cells from Pakistan and Iranian Qods Force



A COLLECTION OF RPG LAUNCHERS AND WARHEADS CAPTURED FROM INSURGENTS IN THE KHOST PROVINCE, 2009



TALIBAN FIGHTERS SLIP AROUND THE FLANKS OF A COALITION FORCE. (MINIATURES BY ELHIEM FIGURES)

trainers along with international jihadists from Iraq, Chechnya and Lebanon joined with ACM in their war against ISAF and OEF.

From 2008 onward, the Coalition has also seen an increase in the use of the deadly Explosively Formed Projectile (EFP) IED which is often constructed from a machined copper plate embedded in conventional explosive material. When detonated, the explosion turns the copper plate into a molten shaped charge which can punch through even heavy armor. The migration of the EFP from Iraq to Afghanistan by jihadists and Iranian Qods Force also saw an increase in the sophistication of IED triggers including anti EOD tamper switches, remote failsafe triggers which can be used to detonate devices if the primary initiator fails and passive infrared triggers.

IEDs in *Force on Force*: OEF are abstractly rated as follows:

Small IED: AP:2/AT:1(L) (3" radius)

Medium IED: AP:4/AT:2(M) (4" radius)

Large IED or daisy chained Medium IED: AP:6/AT:3(M) (6" radius)

EFP IED: AP:3/AT:4(H) (3" radius)

IED TRIGGER MEN

The Taliban may deploy IED Trigger Men as assets from either scenario force lists or as a result of a Fog of War card. These IEDs can be placed on the table as either a Reaction to a Coalition element's action or as an activation to replace a Firepower attack. The Taliban player must declare the unit to be attacked, place a marker to show the IED and finally place the Trigger Man within 6" of the bomb itself.

The targeted unit (even if it has activated and/or has no FP left) can attempt to either spot the device and take a Reaction move to escape the blast or shoot and kill the Trigger Man (if he is in line of sight) however they cannot do both. If they choose to attempt to withdraw from the device, make a standard opposed Spotting Roll. If successful, they can make one move up to 6" for infantry or 10" for vehicles to find cover before the IED detonates. If not successful, the IED detonates with a Firepower attack on the targeted unit (IED ratings are given on the Fog of War card or in scenario force lists).

If the Coalition unit decides to try to kill the Trigger Man before he detonates the device, make a standard Reaction Test. If the Coalition unit wins the Reaction Test, they can make a standard Firepower attack against the Trigger Man. If the Trigger Man becomes a casualty due to the attack, roll 1D6. On a roll of 1–5, the Trigger Man is killed or seriously wounded and the device does not detonate (keep the marker in play as no Coalition unit can subsequently approach within 4" of the marker for fear of a secondary device or anti tamper mechanism). If the Trigger Man rolls a 6, he is able to detonate the device as intended.

DICKERS/SPOTTERS

The Taliban have long used unarmed spotters nicknamed Dickers by UK forces (from a term first used during the war in Northern Ireland) to track the movements of Coalition forces and guide indirect fire. To simulate this, unarmed spotters provide a +1 Firepower dice to attacks

by Taliban indirect fire assets (on or off-board) as the spotter corrects the fall of shot.

IS THAT A GUY IN A BURKHA?

Taliban forces have become very adept at concealing their true identities and escaping the battlefield. All Taliban can cache their weapons, webbing and/or adopt civilian dress (even dressing as females in Burkhas) if they spend one turn out of Line of Sight of any Coalition element. In the following turn, the Taliban element must withdraw disguised as civilians and are immediately taken off the table. If ISTAR and/or drones are deployed (per the scenario in play), the ruse is unsuccessful.

COALITION SPECIAL RULES

COIN CONSIDERATIONS: LIMITING COLLATERAL DAMAGE AND CIVILIAN CASUALTIES

The war in Afghanistan is focused on the Counterinsurgency (or COIN) campaign to win the *hearts and minds* of both the civilian population and moderate militia elements and “drain the swamp” of support for the Taliban and al Qaeda. The COIN



EOD SPECIALIST APPROACHES A SUSPECTED IED
(FIGURE BY EMPRESS MINIATURES)



campaign is built around the idea of securing key areas and expanding these areas, denying their use by anti-Coalition militias and creating local stability and prosperity through civil reconstruction and development.

A key task of all ISAF leaders is to conduct the delicate balancing act of limiting actions that may result in alienating the civilian population while ensuring the safety of their troops in contact.

POSITIVE IDENTIFICATION (PID) CHECKS

Coalition units must abide by their Rules of Engagement (ROEs) and ensure that all targets are positively identified as armed hostiles before being engaged. When a Coalition unit (including indirect or air) activates and declares it is firing on an enemy unit that has not yet fired during the game, the Coalition unit must make a Positive Identification (PID) Check. This is simply a TQ roll which abstractly simulates the observation of suspect individuals to ascertain whether they are carrying weapons/IED materials/mobile phones, etc., to ensure that any engagement falls within the operating ROE and the process of clearing any supporting fires through the chain of command and attached legal team.

If the TQ roll is failed, the unit cannot fire at that target and effectively lose their ability to fire on a declared target that turn (reactions in Rounds of Fire notwithstanding). The only exception to this is with air support. On a failed PID roll, the attached JTAC/CCT can elect to convert an attack run into a non-lethal Show of Force.

ARTILLERY FIRE MISSIONS & AIR STRIKES

The use of artillery and air strikes is unnerving to the local populace, who fear seeing their home or loved ones injured or obliterated by a stray shell or bomb. Photos or videos of enormous explosions rising into the sky over a civilian village make great publicity for the Taliban, too. As a result, the use of such overpowering force must be carefully moderated.

To reflect the potential negative effect of overusing artillery and air assets, the Coalition player loses 1 Victory Point each time his force drops a bomb, launches a Hellfire or rocket pod from the air or calls in an artillery fire mission (above 81mm mortar).



TALIBAN IED TRIGGER MEN DISCUSS THE BEST PLACEMENT OF THEIR DEADLY CREATIONS.
(MINIATURES BY S&S MODELS AND KELLYS HEROES)

Any time artillery or air strike is called in on a building, there is a chance of civilian casualties amongst neighbors, civilians hiding in the house while Taliban use it for cover against their will or fleeing inhabitants. To determine if civilians were injured by a strike against a building, roll Troop Quality check for the unit/figure calling the strike – if the check fails, the strike has caused 1D3 civilian casualties. The Coalition player loses an additional Victory Point for each civilian casualty.

The presence of the press only makes matters worse from a publicity/information operations standpoint. Subtract an additional Victory Point in each of the above instances if a media team is within LOS of the strike.

CLOSE AIR SUPPORT RESTRICTIONS

For scenarios set post 2008, ROE restrictions on the use of close air support came into effect under the leadership of General Stanley McChrystal and later General David Petraeus which focused on COIN and limiting civilian and infrastructure damage from air strikes. To request the use



A MOTORCYCLE MOUNTED DICKER USES A CELL PHONE TO CALL IN ENEMY MOVEMENT. (FIGURES BY BRITANNIA MINIATURES)

of any aerial ordnance heavier than 20mm or 30mm cannon, the attached JTAC/CCT/ANGLICO must make their TQ check for calling in air at a -2 modifier to simulate these restrictions

SHOW OF FORCE

Close air support is often deployed in Afghanistan in a manner which does not deliver ordnance on target but can seriously undermine the morale of the enemy on the ground. When aircraft fly low and loud over enemy positions to rattle their nerves, it is known as a Show of Force and has become a common and effective tactic against the Taliban.

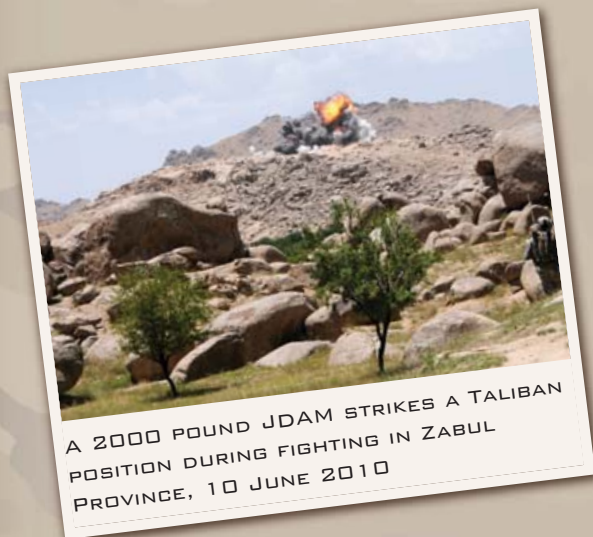
In the main *Force on Force* rules, a Show of Force only affects Irregular units however in *Enduring Freedom*, it has the potential to affect any enemy unit be they Local Taliban irregulars, Tier One Taliban regulars or Foreign Fighters. Indeed, it can also be used to disperse civilians – a successful Show of Force run will immediately clear all exposed civilians from the board.

Show of Force flights can only be conducted with fast air or dedicated rotary wing gunships. The AH-64 Apache (and any similar gunship deployed such as the Tiger or AH-1W Whisky Cobra) receives a +1 against Local Taliban specifically (not Tier One Taliban or Foreign Fighters) as the local insurgents particularly fear and despise the capabilities of the gunship.

CIVILIAN CASUALTIES

When the unthinkable occurs and civilians are injured due to proximity to a firefight, an IED, or an air/artillery strike, it is incumbent upon Coalition forces to see to their wellbeing as soon as it is tactically feasible.

When civilians are injured within LOS of Coalition units, one or more of those units must move to aid them. Coalition units are not bound to rush into the open and expose themselves to obvious firetraps however, and may



wait until the situation is stabilized to aid the fallen civilians. Waiting too long though may mean the difference between a moral victory and defeat.

Coalition forces gain 1 Victory Point for tending to a civilian casualty. Casualties are “tended to” by moving into contact with them and accomplishing a First Aid check. If the civilian casualties are not in cover or out of LOS from the enemy, they must be moved to a covered/concealed position before conducting the First Aid, check as per Coalition casualties. Coalition units moving civilian casualties to cover or out of enemy LOS are considered to have Dependents.

Coalition forces lose 2 Victory Points for each civilian casualty they fail to tend to prior to the end of the last game turn.

Once casualties are in a safe area, a First Aid check may be made. Use the First Aid Check appropriate to the unit making the check. Civilian casualties who are OK or Lightly Wounded may be dismissed. Tending to injured civilians by performing a First Aid Check earns the Coalition force 1 Victory Point per civilian casualty tended.

Seriously Wounded civilians must be cared for or, preferably, evacuated. A unit may care for a Seriously Wounded civilian by spending an entire turn in a

covered/concealed position with the casualty (or casualties). During this turn the unit cannot move and may only return fire by Reacting to fire directed at it. Seriously Wounded civilians transported to a CASEVAC station or Casualty Collection Point, MEDEVACed by air assets or returned to the Coalition player’s board edge to be handed over to off-board units are also considered “cared for”. A unit is considered to have Dependents while caring for a Seriously Wounded Civilian.

Coalition units who care for a Seriously Wounded civilian gain 2 Victory Points per civilian casualty aided. Coalition units caring for injured civilians suffer from the Dependents penalty.

Seriously Wounded civilians may also simply be abandoned by Coalition units.

Nothing can be done for dead civilians.

Coalition units thus gain a total 3 Victory Points for each Seriously Wounded casualty evacuated or cared for and 1 Victory Point for simply providing a civilian casualty with basic first aid.

As noted above, the Coalition force loses 2 Victory Points for each Civilian casualty left untended at the game’s end. Additionally, make a First Aid Check for casualty left untreated by Coalition forces and subtract one Coalition Victory Point for each fatality, including those determined before game’s end (an untreated Civilian fatality thus costs the Coalition force 3 VP in total).

CLAYMORE MINES

Units equipped with Claymores may utilise them to attack an enemy force moving within line of sight.

A unit with Claymores may use them to attack the enemy either in its own turn or as a reaction to enemy movement. The unit may “fire” a Claymore at any enemy unit that comes within twice Optimum Range (this represents the distance at which remotely detonated claymores could be triggered from ambush positions).

DESIGNERS' NOTE: A NOTE ON CLAYMORE MINES

So, a unit can only use Claymore Mines once per game, but if it fails its Troop Quality test it can try again later? Huh?

The Troop Quality test to “fire” Claymores at an enemy doesn’t just represent the successful triggering of a mine, it also represents a unit’s foresight in placing a mine where it will do the most good. We didn’t want to resort to book-keeping or on-board counters and dummy counters to represent Claymores, so we

abstracted the placement of mines using a Troop Quality test. If a unit passes the Troop Quality test, it recognized a trail or path that the enemy might use and their field craft has paid off. If a unit fails a Troop Quality test, the chances are it’s because the enemy unit has shown up at a place where no mines were placed. As the enemy unit (or other enemy units) continue to approach, they may blunder into the path of mines the unit did place – hence Troop Quality tests after the first has failed.

The firing unit must make a successful Troop Quality test in order to fire the Claymores. If the Troop Quality test is successful, the target unit takes an 8D8 Firepower attack. If the firing unit fails its Troop Quality test it may try again in subsequent turns.

Units may only use their Claymores once per game unless a scenario indicates otherwise.

Claymores may also be used as part of a prepared defence at a firebase or other strongpoint and are used as described above. The quantity of Claymores available to the defenders is dictated by the scenario.



SAS TEAM PREPARES TO CLEAR A COMPOUND.
(FIGURES BY EMPRESS MINIATURES)

In games featuring attacks on a strongpoint position (such as an FOB or OP), the simplest method to handle defensive Claymores is to allow every defending unit a chance to fire one set of claymores to represent the mines set in a defensive pattern around the base. Players should note that in such games the attacking force should significantly outnumber the defender.

BREACHING COMPOUND WALLS

Coalition forces must often contend with thick dried mud walls around target buildings – some thick enough to be resistant to 30mm cannon! Negotiating these walls is commonly accomplished by explosive or manual breaching (using either a demolition charge – often a Bar Mine – or by pry bars/Hooligan tools to physically smash a loophole in the wall) or by going over the wall via an assault ladder – a technique jokingly referred to as “Grand Nationaling” by UK forces.

Explosive and manual breaching is accomplished using the standard *Force on Force* Breaching Rules with units equipped with charges and MOE tools gaining the +1 for a Unit Has Breaching Gear bonus. Compound walls attract a -1 to the Breaching roll as per fortified civilian structures.

Assault ladders can be deployed as soon as the fireteam are in contact with the wall. They must spend the remainder of that turn deploying the ladder and ensuring there are no Taliban/IEDs etc on the other side of the wall! On their next turn they can use their movement to scale the wall – no further movement is allowed that turn and they may not initiate shooting although they can react in the normal Round of Fire. They must deploy within base contact of the wall on the opposite side.

IED COUNTER-MEASURES

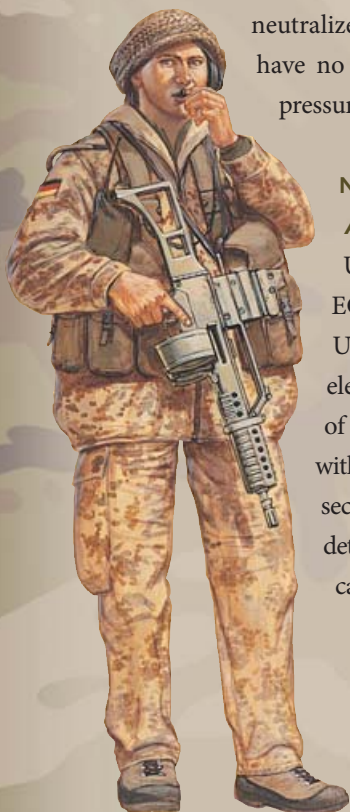
As the IED threat increased in both the Iraq and Afghan theaters, technological solutions were developed to begin to counter the threat. Against any remote detonated IED's that are placed within 8" of a vehicle equipped with IED Counter Measures, the vehicle may roll a TQ Check.

If successful, the IED is detected and neutralized. IED Counter Measures have no effect on IEDs triggered by pressure plates or wire detonations.

MAN-PORTABLE ANTI-IED ECM

Units equipped with backpack ECM systems (such as the UK BroadShield system) can electronically jam certain types of IEDs. In game terms (and without impinging on operational security by describing methods or details of operation), these systems can jam all radio controlled IED (RCIED) initiators such as VHF/UHF and mobile (cell) phone transmissions.

GERMAN SOF SOLDIER



Any unit equipped with a backpack ECM system can detect and jam any remotely triggered IED within 8" of the operator. The ECM operator may roll a TQ Check when the IED is deployed or when he moves within 8" of a previously deployed IED. If successful, the IED is detected and considered neutralized. Note that ECM does not work against pressure plate IEDs (also known as victim operated IEDs).

MAN-PORTABLE MINE/IED DETECTORS

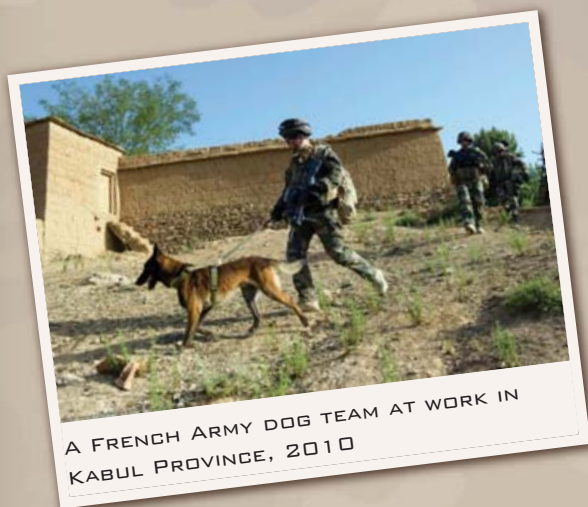
Units equipped with Vallon or similar handheld detectors, can locate both pressure plate and RC IEDs along with buried mines. The Vallon provides no capability against remotely triggered IEDs such as those operated by IED Trigger Men in the OEF rules.

Any IEDs or mines which are deployed against the fireteam that the mine detector is attached to may be discovered and rendered safe/bypassed. The detector operator may roll a TQ Check when the IED or mine is deployed. If successful, the IED or mine is detected and considered neutralized.

If the operator enters a scenario specified minefield (as detailed in the main *Force on Force* rules), he gains a +2 to his TQ check to avoid a mine contact. Additionally he clears a safe lane 2" wide to allow others to follow safely.

MINE ROLLERS, RHINO & DOZER BLADES

Various mechanical devices have been fitted to Coalition vehicles as anti IED/mine measures. These include rollers, RHINO booms (which prematurely initiate infrared triggered IEDs) and dozer blades. For game purposes, rollers and blades will be treated together as they physically disrupt the IED or mine. RHINO (and similar systems) is easily simulated by the existing IED Countermeasures Vehicle Attribute.



Any IEDs or mines which are deployed against the vehicle equipped with rollers or a blade may be discovered and destroyed/bypassed. The vehicle crew may roll a TQ Check when the IED or mine is deployed. If successful, the IED or mine is detected and considered neutralized.

If the vehicle enters a scenario specified minefield (as detailed in the main *Force on Force* rules), it gains a +3 to the crew's TQ check to avoid a mine contact. Additionally the vehicle clears a safe lane 4" wide to allow others to follow safely.

Such vehicle mounted engineering equipment provides no capability against remotely triggered IEDs such as those operated by IED Trigger Men in the OEF rules. The Trigger Man will simply detonate the device against the vehicle as it reaches the hidden IED.

MILITARY WORKING DOGS

Coalition forces make extensive use of military working dogs (MWDs) in Afghanistan. Dog teams offer several advantages in game terms:

- MWD teams automatically detect IEDs within 8" (even if an IED Fog of War Card is played by the Taliban player, it can be negated if a canine team is within 8")

- MWD teams automatically detect any hidden unit within 8"
- MWD teams prevent any Out of Contact movement within 8"
- MWD teams negate the use of any Hot Spots within 8" The dog does not "shut down" the Hot Spot but stops any insurgents using that Hot Spot while the canine is near. This represents the cultural dislike of dogs by Afghans.
- MWD teams add an extra FP die in close combat supporting their handlers (and count as casualties for purposes of Morale checks) MWD teams force a -1 Die Shift to Morale checks on units they engage in close combat – again this simulates the traditional dislike/fear of canines in Afghan culture.
- Finally, canines can be useful in moving on and dispersing civilian mobs and provide a +1 to the TQ roll of a Coalition unit attempting to disperse a civilian mob.

EOD TEAMS

Explosive Ordnance Disposal teams must often manually inspect and render safe IEDs. Unless specified in the scenario notes, EOD assets are governed by the following rules – they must spend one turn static in line of sight of the device to simulate attempting to make the device safe by the use of an EOD droid, remote disruptors or by sniper rifle fire. This requires a successful TQ Check. If passed, the device has been remotely disrupted.

If not, the EOD operators must approach on foot ("The Long Walk") and attempt to manually disrupt the device. The EOD operator must make base contact with the device and spend one turn static, defusing the device. This requires a TQ Check. If successful, the device is rendered safe. If not, the device explodes. The EOD team gain a +2 to their Defence Dice due to their EOD suits and blast screens.

SCENARIOS

Since *Force on Force* doesn't use point balanced armies, the typical "let's beat each other up and whoever has the most toys left standing wins" approach to matches really doesn't apply.

As stated previously, *Force on Force* is a scenario-driven game. As such, the winner and loser of a match are determined by the victory conditions of the scenario they are playing. Towards this end, each *Force on Force* scenario includes a list of objectives or accomplishments that will garner one side or the other "victory points."

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

MARGIN OF VICTORY TABLE

Difference of 0–4 points: Indecisive

Difference of 5–9 points: Marginal

Difference of 10–14 points: Decisive

Different of 15+ points: Total

SUGGESTED VICTORY POINT VALUES

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

REGULAR VICTORY POINTS

Major Objective Completed: 5pts

Minor Objective Completed: 2pts

Per Hot Spot Neutralized: 3pts

No Friendly POWs at Game End: 5pts

Per POW Captured: 1pt

Per Enemy Infantry Unit Reduced Below Half Strength: 1pt

Per Enemy Vehicle Disabled/Destroyed: 2pts

Per Enemy Tank Disabled/Destroyed: 3pts

Per Irregular unit Broken: 1pt

A NOTE ON TABLE SIZE, RANGES & MEASUREMENTS

While *Force on Force* scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available.

Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this

simple guideline, you can play *Force on Force* on any size table with any size figures you choose!

SCENARIO 1: THE BATTLE FOR THE ARGHENDAB BRIDGE

Sayd-Alim-Kalay, Uruzgan Province, 3–4 December 2001

After the fall of Tarin Kowt, US Army Special Forces ODA 574, SOCCE 52 (a Special Operations Command and Control Element staffed by 2nd Battalion 5th SFG (A) headquarters) and the future President of Afghanistan, Hamid Karzai, and his so-called Eastern Alliance of Pashtun guerillas, began the advance on the last remaining bastion of Taliban control. Their plan was to advance on the city of Kandahar from the north as ODA 583 with Gul Agha Sherzai's militia advanced from the west. Lying ahead of Karzai and ODA 574 was the village of Sayd-Alim-Kalay and the strategic bridge at Arghendab. Karzai's forces entered Sayd-Alim-Kalay without incident but soon after lead elements, along with three members of 574, crossed the two-lane concrete bridge and were contacted by enemy forces. The Pashtuns quickly withdrew under the Taliban fire, forcing the Special Forces soldiers to follow suit.

The ODA quickly established their scratch force of guerillas into a defensive line for the night in case of Taliban attack. Their preparedness paid off when just after dark upwards of 100 Taliban fighters attacked across the dry wadi to their south. The ODA and their 30 Eastern Alliance guerillas repulsed the attack with the assistance of fires from an AC-130. The next morning, reinforced with more of Karzai's fighters, they attacked the bridge, using 500 pound JDAMs to keep the enemy from counter attacking across the bridge. A captured enemy ICOM radio revealed that not only were there Afghan Arab elements on the southern bank of the bridge but that the

Taliban were advancing up the dry river bed to the east in a concerted counter attack. A small element of fighters with SOCCE 52 personnel engaged the enemy forces in a fierce firefight and drove back the Taliban...

Note: This scenario is a compression of several contacts experienced by ODA 574 and SOCCE 52 over 3–4 December. Numbers of both opposition and friendly fighters have been reduced for playability.

HISTORICAL OUTCOME

Another suspected counter attack from the west never materialized and the men of ODA 574, SOCCE 52 and the Eastern Alliance held the approaches to the bridge until ordered to withdraw by Task Force Dagger command because of the fear that the Afghan fighters may desert and the American elements would become outnumbered and flanked – a decision which did not sit well with ODA 574. A day later tragedy struck 574 when a JDAM was transmitted the incorrect GPS coordinates, resulting in the death of three ODA members and the serious injury of several others.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Kinetic – Taliban first turn. Test for initiative on subsequent turns

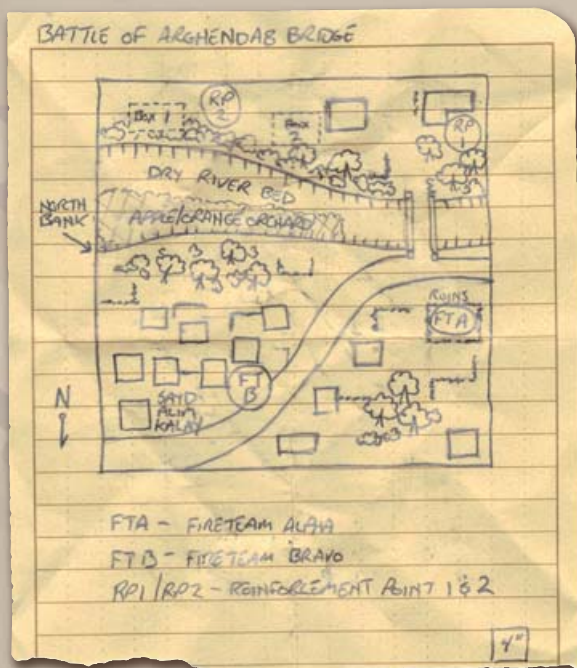
Special Conditions:

- Air Defense Environment: None

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Air support available to Coalition forces as described under Special Rules

Table Size: 4' x 4'



US SPECIAL FORCES MISSION

Blunt the two pronged counter attack by Taliban forces and hold the north side of the bridge until fast air can be vectored in to destroy Taliban forces massing to the south.

US SPECIAL FORCES VICTORY POINTS

- Prevent any Taliban forces from occupying the Ruins by end of turn 6: 5pts
- Prevent any Taliban forces from advancing beyond the northern edge of the dry river bed by end of turn 6: 5pts
- Successfully call in airstrike on off-board Taliban reinforcements across the south side of bridge by end of turn 6: 5pts
- No Special Forces casualties (KIA) by end of turn 6: 5pts

US SPECIAL FORCES

US Special Forces Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D10/D10

Fireteam Alpha

1 x Team Leader w/M4

1 x Grenadier w/M4/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x ETAC Combat Controller w/M4 and SOFLAM laser designator

Fireteam Bravo

1 x Team Leader w/M4

1 x Grenadier w/M4/M203 (Lt. AP:1/AT:0)

1 x Sniper w/SR-25 (Mk11)

EASTERN ALLIANCE FORCES

Eastern Alliance Basic Attributes

Initiative Level: N/A

Confidence Level: Low

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D6/D8

Irregulars – must use the Mixed Force rules and be controlled by Regular SF

Attached to Alpha

1 x Group Leader w/AK

1 x Gunner w/RPK (Lt. AP:1/AT:0)

4 x Rifleman w/AK

Attached to Bravo

1 x Group Leader w/AK

1 x Gunner w/RPG (Med. AP:2/AT:1(M)

3 x Rifleman w/AK

Machine Gun Team (*No Weapon Team Bonus – may be attached to either US element*)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

1 x Rifleman w/AK

TALIBAN MISSION

The traitor Karzai is amongst the American-led rabble across the bridge. Catch the Eastern Alliance dogs in a pincer movement and push Karzai and his American friends back from the road to Kandahar.

TALIBAN VICTORY POINTS

- At least one combat effective Taliban unit inside the Ruins by end of turn 6: 5pts
- At least one combat effective Taliban unit on the northern edge of the board, past the dry river bed by end of turn 6 (a unit claiming these victory points may not claim those above): 5pts
- Per Special Forces soldier killed: 5pts
- Per Special Forces soldier seriously wounded: 3pts
- Per Eastern Alliance fighter killed: 1pt

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the marked deployment boxes on the map. Reinforcements will arrive at Reinforcement Point 1 or 2 (RP1 & RP2 on the map).

Taliban Cell One (*Deployment Box 1*)

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/RPG (Med. AP:2/AT:1(M)

1 x Gunner w/RPD (Lt. AP:1/AT:0)

4 x Riflemen w/AK

Taliban Cell Two (*Deployment Box 1*)

1 x Leader w/AK (TQ/Morale D6/D12)

2 x Gunners w/RPG (Med. AP:2/AT:1(M)

3 x Riflemen w/AK

Taliban Cell Three (*Deployment Box 2*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

3 x Riflemen w/AK

Taliban Cell Four (*Deployment Box 2*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M)

5 x Riflemen w/AK

Taliban Cell Five (*Deployment Box 2*)

1 x Leader w/AK

(TQ/Morale D6/D12)

1 x Gunner with PKM

GPMG (Med. AP:2/AT:0)

4 x Riflemen w/AK

SPECIAL RULES RPGS

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied.

US NAVY SEAL



Whenever an RPG is fired (not before), roll 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

SMOKE GRENADES

Coalition soldiers all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

OUT OF CONTACT MOVEMENT

Taliban can utilize Out of Contact Movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the following turn.

IN COVER BONUS

All Taliban receive a +1 In Cover Bonus regardless of their location in relation to actual cover to represent their inherent knowledge and adeptness in use of terrain not physically visible on the gaming table.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty.

Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELO

No MEDEVAC/CASEVAC helicopters are permitted in this scenario as HLZs are considered “Cherry” or “Hot”. Casualties must be extracted on foot to a temporary CCP.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached ETAC Combat Controller from turn three onward with a Navy F/A-18 arriving on-station on the turn following the successful request. The F/A-18 carries two 500 pound JDAMs and its integral 20mm cannon. The Hornet must successfully drop one of its 500 pounders on the off-board Taliban grouping to overrun the bridge by the end of turn 6 to satisfy the victory conditions. Call in strike as normal – the ETAC must have an unbroken line of sight to the bridge to do this. The ETAC receives the +1 to his TQ Check due to his use of the SOFLAM laser designator.

THE RUINS, WALLS AND VILLAGE BUILDINGS

All stone walls, including the Ruins, provide a Solid Cover bonus (+1D). All buildings also provide Solid Cover bonus (+1D). Buildings are rated at 3D6 due to their poor construction – many are without roofs.

POSITIVE IDENTIFICATION (PID) CHECKS

All US forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban. They will deploy

randomly at one of the two marked reinforcement points on the map.

REINFORCEMENT TABLE	
DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6 Taliban w/AK
3	1D6 Taliban and 1 x Leader w/AK
4	1D6 Taliban w/AK and 1 x Leader w/AK
5	1 x Taliban RPG Gunner
6	1D6 Taliban w/AK and 1 x RPG Gunner
7	2D6 Taliban w/AK, 1 x Leader and 1 x RPG Gunner
8	1 x Taliban PKM Gunner, and 1 x Taliban Assistant Gunner w/AK
9	2 x Taliban RPG Gunner and 1 x Leader
10	1 x Taliban Sniper with Dragunov SVD and Spotter w/AK

SCENARIO 2: BLACK DUST

Tora Bora, White Mountains, Eastern Afghanistan, December 2001

In December 2001, after significant intelligence indicating that substantial numbers of al Qaeda including key leadership targets had escaped Jalalabad and entered the imposing White Mountains bordering Pakistan, an operation to stop them was launched. Their redoubt was a place called Tora Bora or literally “Black Dust” in Pashto, a network of caves and fortifications constructed during the Soviet Afghan War.



Based around a force drawn from several AMF warlords’ private armies hired by the CIA and supported by a bare handful of Army Special Forces and CIA Special Activities Division, the initial attack on the mountainous cave complexes at Tora Bora faltered. On 9 December, a 40-man contingent from Delta, along with a small team of British Special Boat Service operators, was deployed into Tora Bora and took operational control of the SAD and SF elements along with the Afghan hired guns. Signals intelligence operators working with Delta picked up intercepts of Usama bin Laden speaking to his fighters and pinpointed at least two locations where he was suspected of hiding.

In this hypothetical scenario, Delta receives an intercept which strongly indicates such a location. Without waiting for clearance, and ditching the unreliable AMF, the Delta OC decides to launch a reconnaissance party forward to gain “eyes on” the potential high value target...

HISTORICAL OUTCOME

Delta did indeed receive a good indication of bin Laden’s whereabouts and sent an advance team forward. Unfortunately a three man Delta team working with Afghan militiamen was pinned down by al Qaeda fire and required assistance to extract out of the contact. The team successfully extracted but as dusk fell, the Afghans began to retreat back down the mountain. Delta was under explicit orders to act as the supporting effort for the Afghans, not as the main effort, and they were forced to pull back with their Afghan allies having advanced to within 2,000 meters of the suspected target location. Bin Laden, his deputy Aymen al Zawahiri and large numbers of his Afghan Arab fighters subsequently escaped into Pakistan.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Kinetic – Delta first turn. Test for initiative on subsequent turns

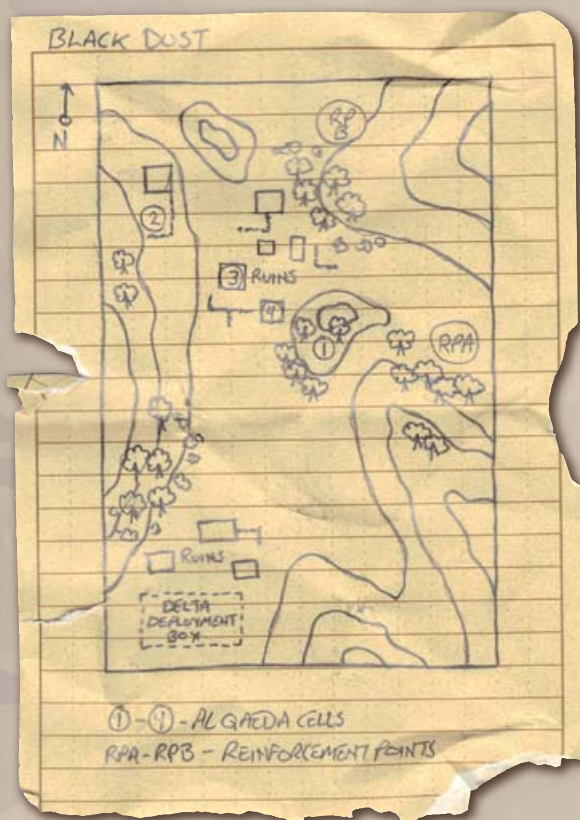
Special Conditions:

- Air Defense Environment: None

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Air support is available to Coalition forces as described under Special Rules

Table Size: 6' x 4'



DELTA FORCE MISSION

Advance to contact with al Qaeda elements, confirm presence of high value target and call in a successful air strike on identified HVT.

DELTA FORCE VICTORY POINTS

- No al Qaeda leadership escaping the table by end of turn 6: 5pts
- al Qaeda leadership target killed or captured by end of turn 6: 10pts
- All al Qaeda units combat ineffective (over 50% casualties, killed, seriously wounded or withdrawn from table) by end of turn 6: 5pts

DELTA FORCE

Delta Basic Attributes

Initiative Level: D12

Confidence Level: High

Supply Level: Abundant (+1 Firepower dice)

Body Armor: Standard (1D)

Troop Quality/Morale: D12/D12

Patrol Callsign Indigo

1 x Team Leader w/M4

1 x Operator w/suppressed SR25

1 x Operator w/M4/M203 (Lt. AP:1/AT:0)

Patrol Callsign Kilo

1 x Team Leader w/M4

1 x Operator w/suppressed SR25

1 x Operator w/M4/M203 (Lt. AP:1/AT:0)

1 x Air Force CCT (Combat Controller) w/M4 and SOFLAM laser target designator

AL QAEDA MISSION

American commandos are advancing through the mountains to kill the Emir. He must be protected until he can escape along the trails into Pakistan. You cannot be the one responsible for allowing the infidels to capture the Emir!

AL QAEDA VICTORY POINTS

- Per Delta operator killed: 3pts
- Per Delta operator seriously wounded: 2pt
- Al Qaeda leadership target in Cell 5 escapes the table by end of turn 6: 10pts

AL QAEDA BLACK GUARD FORCES (REGULARS)

Black Guard Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Abundant (+1 Firepower dice)

Body Armor: N/A

Troop Quality/Morale: D8/D12

Al Qaeda count as Regular forces in this scenario. They are bin Laden's Black Guard of foreign fighters trained to defend the Emir to the death. Each cell deploys within the location marked on the map.

Al Qaeda Cell One (Location One)

1 x Leader w/AK

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Riflemen w/AK

Al Qaeda Cell Two (Location Two)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

4 x Riflemen w/AK

Al Qaeda Cell Three (Location Three)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Riflemen w/AK

Al Qaeda Cell Four (Location Four)

1 x Leader w/AK

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

3 x Riflemen w/AK

Al Qaeda Cell Five (bin Laden's personal protection detail) (TQ/Morale D10/D12; Location Four)

1 x Leader w/AK/BG15 UGL (Lt. AP:1/AT:0)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

3 x Riflemen w/AK

SPECIAL RULES

AL QAEDA CELL 5

Al Qaeda Cell 5 is Usama bin Laden's personal protection detail. Bin Laden is a non-combatant and does not add to the cell's Firepower or Defense dice total. Due to their ward's poor health, the cell suffers from the Dependent penalty. When the cell takes casualties, remember to check to see if their Dependent is hit.

Due to the swift and stealthy approach of the Americans, Cell 5 loses some precious time trying to determine the nature, strength, and direction of the threat against their Emir. As a result, they cannot leave the table until turn 4.

SMOKE GRENADES

All Delta operators carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type

(if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

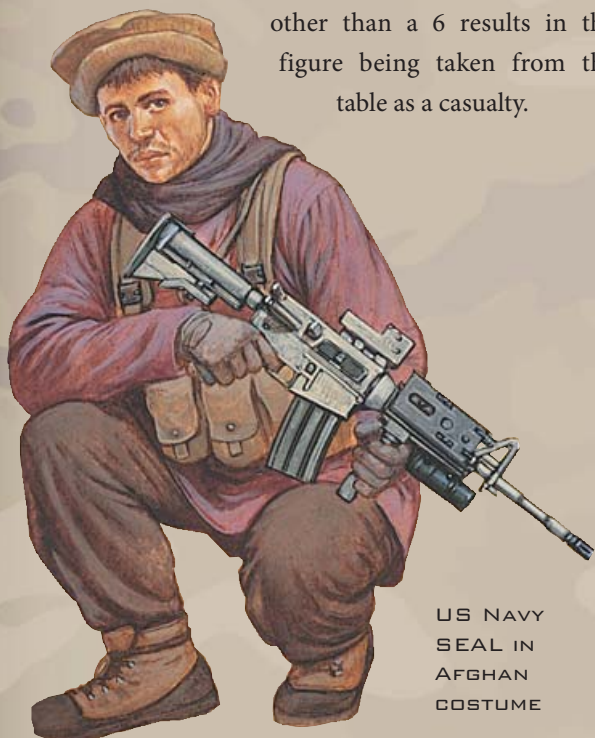
ADVANCED FIRST AID TRAINING (ALS)

All members of Delta are considered ALS trained.

CAVEMAN CASEVAC

Al Qaeda is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and

is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.



US NAVY
SEAL IN
AFGHAN
COSTUME

MEDEVAC HELO

No MEDEVAC/CASEVAC helicopters are permitted in this scenario as HLZs are considered “Cherry” or “Hot”. Casualties must be extracted on foot to a temporary CCP or off-board.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached Combat Controller from 24th Special Tactics Squadron at any time from turn 2 onward with the aircraft arriving on station in the following turn. The Combat Controller receives the +1 to his TQ Check due to his use of the SOFLAM laser designator along with the +1 “TAC is an Actual Tactical Air Controller” and +1 “TAC has priority for air support” bonuses. The Combat Controller must have actual line of sight to the target to call in an airstrike.

Specific Air support is available is determined by rolling a D6:

1–2: RQ-1 Predator carrying 2 x Hellfire ATGM (AP:6/AT:5(H)

3–4: FA/18 Hornet or F-15E Strike Eagle carrying 2 X 500 pound JDAMs and integral 20mm cannon (AP:4/AT:2(M)

5–6: B-2 or B-52 carrying 4 x 500 pound JDAMs and 2 x 1000 pound JDAMs (AP:8/AT:6(H)

WALLS AND RUINED BUILDINGS

All stone walls and ruined buildings provide a Solid Cover bonus (+1D).

AL QAEDA REINFORCEMENTS

On turn 5 and every turn thereafter, reinforcements automatically arrive for al Qaeda as news spreads of the potential capture of bin Laden. The reinforcements will arrive at either Reinforcement Point A or B – location is at the discretion of the al Qaeda player.

REINFORCEMENT TABLE	
DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 al Qaeda w/AK
2	1D6 al Qaeda w/AK
3	1D6 al Qaeda and 1 x Leader w/AK
4	1D6+2 al Qaeda w/AK
5	1 x al Qaeda RPG Gunner
6	1D6+3 al Qaeda w/AK
7	2D6 al Qaeda w/AK and 1 x al Qaeda RPG Gunner
8	1 x al Qaeda PKM Gunner, and 1 x al Qaeda Assistant Gunner w/AK
9	1 x al Qaeda Sniper with Dragunov SVD and Spotter w/AK
10	1 x al Qaeda off-table 82mm mortar team

SCENARIO 5: THE PLACE OF THE KING

Sha-i-kot, 2 March 2002

The largest United States Army air assault operation began as a supporting effort to the locally recruited militia forces and their Special Forces ODA mentors in Task Force Hammer. Task Force Rakkasan was tasked with an airmobile insertion into the lower Sha-i-kot to establish blocking positions to engage fleeing enemy fighters as they retreated from Task Force Hammer's attack into the entrance of the valley.

After a tragic friendly fire incident by an orbiting AC-130 and in the face of a determined enemy that did not withdraw as expected, the indigenous forces of Task Force Hammer stalled and retreated, turning Task Force Rakkasan into the main effort. In the early morning light of 2 March 2002, the first Chinook touched down in the Sha-i-kot and the Rakkasans immediately began receiving incoming fire. The enemy's fire increased in both ferocity and effectiveness as al Qaeda elements engaged the Rakkasans from the mountainous slopes of the valley, using both natural and man-made caves and crudely constructed bunkers to shelter from American return fire.

Supporting AH-64 Apache gunships were engaged by heavy machine gun and RPG fire, resulting in the early withdrawal of several helicopters from battle damage. With limited close air support, few mortars and no artillery, the men of 2-187th and 1-87th Infantry of the 10th Mountain Division exploited what little cover existed on the valley floor and fought back against the entrenched defenders of the Sha-i-kot...

HISTORICAL OUTCOME

The air assault by 10th Mountain and the 101st resulted in the longest extended firefight experienced by US servicemen since the Vietnam War. Eventually reinforced with reserve forces, 81 and 120mm mortars and increased close air support, the battle swung in the Coalition's favor and all operations were completed by 18 March when the valley was cleared of small pockets of remaining al Qaeda. Realistic estimates indicate 80 to 150 al Qaeda fighters perished although many escaped. There were eight American casualties and upwards of 80 wounded. The operation was, however, successful in clearing enemy forces from the Sha-i-kot, a feat the Russians twice failed to accomplish during the Soviet Afghan War.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – Al Qaeda first two turns. Test for initiative on subsequent turns

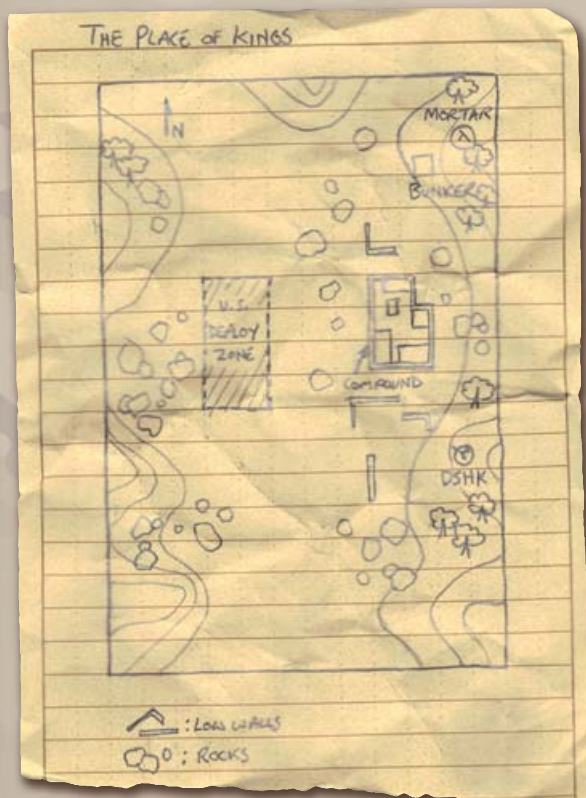
Special Conditions:

- Air Defense Environment: Medium Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support available to Coalition forces as described under Special Rules

Table Size: 6' x 4'



RAKKASAN MISSION

Clear the al Qaeda compound of enemy forces, strongpoint the location and identify enemy mortar and heavy weapons for close air support. Alternatively, the Rakkasans can also attempt to destroy the enemy crew-served positions using their integral mortar and small arms.

RAKKASAN VICTORY POINTS

- Clear and hold compound at end of turn 8: 5pts
- Successfully identify all enemy crew-served positions: 3pts
- Successfully call in close air support to destroy all crew-served positions by end of turn 8: 5pts
- Successfully destroy all crew-served positions with integral infantry weapons by end of turn 8: 5pts

RAKKASAN FORCES

Rakkasan Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Squad One

1 x Squad Leader w/M4

Fireteam Alpha One

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Fireteam Alpha Two

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Squad Two

1 x Squad Leader w/M4

Fireteam Bravo One

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Fireteam Bravo Two

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Attached Machine Gun Team (*Weapon Team Bonus*)

- 1 x Gunner w/M240 (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/M4

Attached Mortar Team (*Weapon Team Bonus*)

- 1 x Mortar Crewman w/60mm mortar (AP:3/AT:0 (3" radius) And M4
- 1 x Assistant Mortar Crewman w/M4

Attached Sniper Team (*Weapon Team Bonus*)

- 1 x Sniper w/M24
- 1 x Spotter w/M4

Attached TAC

- 1 x Tactical Air Controller w/M4

AL QAEDA MISSION

The Americans have entered the valley and sprung your carefully planned trap. Destroy them with your crew-served weapons and shoot down their gunships. Make them pay for daring to enter the Place of the King!



SAS SNIPER TEAM ON THE HUNT! (FIGURES BY EMPRESS MINIATURES)

AL QAEDA VICTORY POINTS

- Per Coalition soldier killed: 4pts
- Per Coalition soldier seriously wounded: 2pts
- Shoot down an Apache: 15pts

AL QAEDA FORCES

Al Qaeda Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

Each cell deploys within the location marked on the map.

Al Qaeda Cell One (Mortar Position)

- 1 x Leader w/AK (TQ/Morale D8/D12)
- 3 x Gunners w/82mm mortar (AP:4D/AT:2D(L) (4"radius) and AKs

Al Qaeda Spotter (Attached to unit of al Qaeda player's choice)

- 1 x Spotter w/AK

Al Qaeda Sniper Team (Weapon Team Bonus. Deploy anywhere on the table, but no nearer than 12" from the Coalition Deployment Zone)

- 1 x Sniper w/SVD Dragunov
- 1 x Spotter w/AK

Al Qaeda Cell Two (DShK Position, in Compound)

- 1 x Leader w/AK (TQ/Morale D8/D12)
- 2 x Gunners w/DShK HMG (Hvy. AP:3/AT:1(L) and AKs

Al Qaeda Cell Three (*DShK Position*)

1 x Leader w/AK (TQ/Morale D8/D12)
 2 x Gunners w/DShK HMG (Hvy. AP:3/AT:1(L) and AKs
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

Al Qaeda Cell Four (*Bunker*)

1 x Leader w/AK (TQ/Morale D8/D12)
 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
 2 x Irregulars w/AK

Al Qaeda Cell Five (*Compound*)

1 x Leader w/AK (TQ/Morale D8/D12)
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 2 x Irregulars w/AK

Al Qaeda Cell Six (*Deploy outside compound northern wall within 6"*)

1 x Leader w/AK (TQ/Morale D8/D12)
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 2 x Irregulars w/AK

SPECIAL RULES**AMBUSH**

Al Qaeda forces begin play Hidden and may conduct an Ambush.

RPGs

Many different types of RPG warheads are found in theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or

advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

ELUSIVE

Al Qaeda units deployed on the slopes are able to maintain concealment in the rocks and mountainous terrain. A Rakkasan unit firing at them for the first time must pass an opposed Quality Check. If the firing unit loses the opposed check, it can't locate the al Qaeda unit well enough to effectively engage it. However, once the Quality Check is passed by one Rakkasan unit, it is considered passed by all Americans and the target al Qaeda unit is no longer classed as Elusive.

MORTAR, DSHK POSITIONS AND BUNKER

The al Qaeda mortar and DShK positions count as Improved Cover (+2D) while the bunker counts as Fortified Cover (+3D).

SMOKE GRENADES

The Rakkasans all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

ADVANCED FIRST AID TRAINING (ALS)

All members of the Rakkasans are Combat Lifesaver trained and thus considered ALS trained.

CAVEMAN CASEVAC

Al Qaeda is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to

the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

AL QAEDA INDIRECT FIRE SUPPORT

The al Qaeda mortar team uses the **Calling in a Fire Mission** rules from *Force on Force*. It can fire on targets visible to the Spotter or to the team themselves who can self-designate targets.

COALITION CLOSE AIR SUPPORT

Coalition air support is available from turn four in the form of an AH-64 Apache (Missiles: AP:6/AT:5(H); Strafe: AP:6/AT:3(M) which will stay on station until the end of turn eight unless shot down or turned away by enemy gunfire. The TAC or either of the squad leaders can call in and direct the Apache fire. From turn six, the TAC can request F-15E Strike Eagle fast air support with cannon and 500 pound JDAMs (Bomb: AP:8D/AT:6D(H); Strafe: AP:4/AT:2(M). However the F-15 permanently replaces the Apache on station.

PID AND ROE

In this scenario, Coalition forces are aware that no civilian inhabitants are in the area, so no PID Checks are required before firing on enemy forces (apart from the normal TQ rolls required by the Elusive trait).

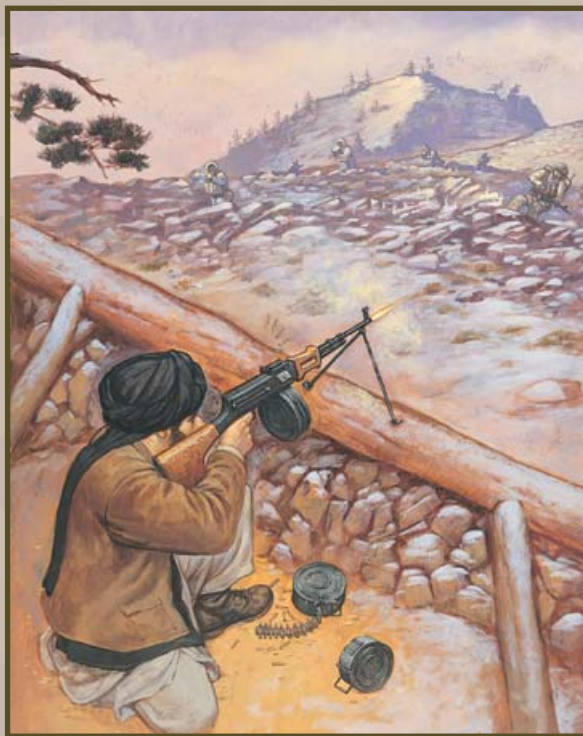
SCENARIO 4: TAKUR GHAR I

Takur Ghar Mountain, Sha-i-kot Valley, Paktia Province, 4 March 2002

As Operation *Anaconda* began, the leadership of Task

Force 11 forced the deployment of a SEAL Naval Special Warfare Development Group (DevGru) recon team directly onto the peak of Takur Ghar (literally “Tall Mountain” in Pashto), a 10,469 foot snow covered mountain with commanding views of the Sha-i-kot. The eight man team, call sign MAKO 30, was drawn from Advanced Force Operations, a specialist reconnaissance and surveillance cell within Task Force 11 and was comprised of six DevGru SEALs, an Air Force Special Tactics combat controller and a signals intelligence operator from Grey Fox. The leader of AFO, a Delta officer, desperately and ultimately fruitlessly, tried to contact the in-bound Chinook when he realized that MAKO 30 was about to insert directly on top of an al Qaeda position rather than at the

THE BATTLE FOR TAKUR GHAR



THE BATTLE FOR TAKUR GHAR

Anaconda was a US operation mounted in March 2002. The purpose of the operation was to capture or kill several high value AQT targets and disrupt or destroy a large concentration of AQT forces concentrating in the Shah-i-Kot Valley. This operation saw the first use of US conventional forces on a major operation in Afghanistan. The operation was reportedly plagued by poor communications and coordination from the beginning and while a solid defeat was handed to the AQT forces in the Shah-i-Kot Valley, the high value POIs escaped the valley. Usama bin Laden may have been numbered among the escapees.

During *Anaconda* two SEAL Teams were tasked with establishing an observation post on Takur Ghar, a dominant mountain overlooking the valley. The teams were deployed by MH47 Chinook helicopters, one of which (RAZOR 03) was struck by an RPG while landing. As RAZOR 03 evacuated the area with extensive damage, Petty Officer 1st Class Neil C. Roberts, a SEAL from Naval Special Warfare Development Group, the Navy's version of Delta, fell out of the helicopter and was left stranded and alone on the mountaintop. Razor 03 attempted to return for him, but was driven off by ground fire and crash-landed.

The second SEAL team on Takur Ghar attempted to link up with Roberts, but it took casualties and was forced to retreat. A Ranger QRF was finally able to secure the peak and locate Roberts' body, but not before eight US soldiers and airmen were killed and many more wounded.

Australian SASR observation teams provided crucial support at Roberts' Ridge by serving as spotters for a multitude of CAS missions that prevented coalition forces atop Takur Ghar from being overrun by AQT forces.

It is estimated that at least 200 AQT fighters were slain during the engagement.

A SOLDIER OF THE 101ST AIRBORNE DIVISION (AIR ASSAULT) MANS A M2 .50 MG DURING A BATTLE IN OPERATION ANACONDA, 2002]



previously agreed off-set HLZ. The Nightstalker MH-47E, call sign RAZOR 03, flew directly into a hail of RPG and DShK fire from the al Qaeda defenders on the peak. As the Chinook tried to escape the deadly fire, a SEAL fell from the open rear ramp, dropping ten

feet to the snow covered rocks below. The SEAL immediately activated his infrared strobe and began engaging the enemy with his SAW as the MH-47E, with one engine destroyed, banked away into the pre-dawn darkness...

HISTORICAL OUTCOME

RAZOR 03 limped away to crash land further down the valley while an AC-130 and an RQ-1 Predator scanned the mountaintop for the missing SEAL. The SEALs of MAKO 30 were eventually picked up by a second Chinook, RAZOR 04 which bravely reinserted the team onto the peak in a desperate rescue attempt. Unknown to MAKO 30, the lost SEAL had already been executed by a Chechen al Qaeda fighter. The SEALs managed to insert under heavy fire and conducted an assault against the al Qaeda bunkers and trenches on Takur Ghar until eventually being forced to withdraw from the peak after their Special Tactics operator was killed and three SEALs were wounded in the contact. MAKO 30 requested the Task Force 11 QRF be launched and in Bagram, two MH-47Es carrying the Ranger QRF lifted off.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – MAKO 30 first turn. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: N/A. If Fog of War Cards generate a special asset for MAKO 30, discard and draw again.

MAKO is entirely reliant on its own assets.

Table Size: 4' x 4'

MAKO 30 MISSION

Locate and ascertain status of the lost SEAL. Once the SEAL has been recovered or status confirmed exfiltrate



MAKO 30 off the southern board edge. Alternately clear the peak of all al Qaeda fighters and maintain a cordon until relieved by Ranger QRF. Note that the helicopter on the map is only meant to indicate the landing zone and the actual Chinook withdraws prior to the game's first turn.

MAKO 30 VICTORY POINTS

- Locate lost SEAL and ascertain status: 5pts
- Exfiltrate MAKO 30 and the lost SEAL off the board: 5pts
- All al Qaeda units combat ineffective (below 50% starting strength, destroyed, pinned or withdrawn from table) by end of turn 8: 5pts
- No MAKO 30 KIA by end of game: 3pts

MAKO 30 FORCES

MAKO 30 Basic Attributes

Initiative Level: D12

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D10/D12

MAKO 30 deploys as shown on the map having just debussed from RAZOR 04.

MAKO 30 (*can be split into pairs at any time*)

1 x Patrol Leader w/M4/M203 (Lt. AP:1/AT:0)

1 x SEAL Gunner w/M-60E4 (MK43 Mod 0) (Med. AP:2/AT:0)

1 x SEAL Sniper w/SR-25

2 x SEALs w/M4/M203 (Lt. AP:1/AT:0)

1 x AFSOC Combat Controller w/M4 (D10/D12)

AL QAEDA MISSION

The American who fell from the black helicopter has drawn the infidels back to the peak. Kill them all and prevent the Americans from escaping.

AL QAEDA VICTORY POINTS

- Per Coalition soldier killed: 3pts
- Per Coalition soldier seriously wounded: 2pts

AL QAEDA FORCES (REGULAR)

Al Qaeda Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

Al Qaeda count as Regular forces in this scenario. Each cell deploys within the location marked on the map.

Al Qaeda Cell One (*DShK Position*)

1 x Leader w/AK (TQ/Morale D8/D12)

2 x Gunners w/1 x DShK HMG (Hvy. AP:3/AT:1(L) and AKs

1 x Rifleman w/AK

Al Qaeda Cell Two (*Bunker 1*)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

2 x Rifleman w/AK

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK (*cannot fire RPG from within bunker due to back blast*)

Al Qaeda Cell Three (*Bunker 2*)

1 x Leader w/AK (TQ/Morale D8/D12)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

2 x Rifleman w/AK

Al Qaeda Cell Four (*Bonsai Tree – deploy within 4”*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

4 x Rifleman w/AK

Al Qaeda Cell Five (*Command Tent – deploy within 4”*)

1 x Leader w/AK (TQ/Morale D8/D12)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

2 x Rifleman w/AK

SPECIAL RULES

AMBUSH

Al Qaeda forces begin play Hidden (apart from the DShK team of Cell One) and may conduct an Ambush as detailed in the main rules. As al Qaeda are classed as foreign fighters they do not receive the Rock or Muj bonus.

FINDING THE LOST SEAL

Any members of MAKO 30 in line of sight to the body of the fallen SEAL can attempt a Spotting Roll to locate

their comrade. Once spotted by one team member, the location is passed to all via MBITR. To ascertain status of the SEAL, a team member must spend one turn in base contact. If recovering the body, the team which recovers suffers the Casualty Penalty.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

Any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All al Qaeda units in this scenario receive Out of Contact movement. They can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the following turn.

CAVEMAN CASEVAC

Al Qaeda is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and

is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

No MEDEVAC/CASEVAC helicopters are permitted in this scenario.

MOVEMENT IN THE SNOW

Both MAKO 30 and al Qaeda are restricted to the Tactical Movement rate of 6" due to the heavy snow on the peak.

TRENCHES, DSHK POSITION AND BUNKERS

The al Qaeda trenches and DShK position count as Improved Cover (+2D) while the bunkers count as Fortified Cover (+3d).

SMOKE GRENADES

MAKO 30 all carry chemical smoke hand grenades and 40mm rounds for their M203s.

PID AND ROE

In this scenario, where it was known there were no civilian inhabitants on the peak, no PID Checks are required before firing on any forces.

SCENARIO 3: TAKUR GHAR II

Takur Ghar Mountain, Sha-i-kot Valley, Paktia Province, 4 March 2002

As confusion reigned in the Task Force 11 headquarters, the Ranger QRF approached Takur Ghar in a pair of MH-47E Chinooks piloted by elite Nightstalkers. RAZOR 01 carrying QRF Chalk 1, led by Captain Nate Self, mistakenly headed directly for the peak rather than an off-set HLZ in a desperate rescue attempt to save the missing SEAL and reinforce the MAKO 30 patrol. As the helo touched down,

it was immediately engaged by DShK, RPG, small arms and recoilless rifle fire. Its electrics blown and it's electrically powered miniguns useless, the Chinook became a bullet magnet for all al Qaeda fighters on the peak. Several members of the QRF and the Nightstalkers were killed or seriously wounded before they managed to de-bus from the stricken aircraft and began to stage a counter-attack.

HISTORICAL OUTCOME

The QRF fought valiantly holding out against the al Qaeda defenders of Takur Ghar. Supporting danger close airstrikes from F-15s, F-16s and an armed Predator assisted the QRF in holding their perimeter until their brother Rangers from Chalk 2 arrived to reinforce Self's Rangers. Unfortunately, Chalk 2's off-set HLZ required them to climb the steep mountain slope to reach the peak. Together at last, the two Chalks assaulted the al Qaeda bunkers and killed the last remnants of the opposition. Hours later, after nightfall, the Rangers and MAKO 30 were finally extracted after the seventeen hour pitched battle. The battle of Takur Ghar had claimed the lives of seven members of the Rangers, Air Force Special Tactics and the SEALs.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – Al Qaeda first two turns. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support available to Coalition forces as described under Special Rules

Table Size: 4' x 4'



RANGER MISSION

Secure the crash site while minimizing friendly casualties until reinforced by Chalk 2. Alternatively, engage and destroy all opposing forces on the peak, establish a security cordon and hold until relieved.

RANGER VICTORY POINTS

- No additional friendly KIAs at end of turn 8: 5pts
- No al Qaeda within 4" of any part of the downed Chinook at end of turn 8: 5pts
- Establish a protected casualty collection post (CCP): 3pts
- All al Qaeda units combat ineffective (below 50% starting strength, destroyed, pinned or withdrawn from table) by end of turn 8: 3pts

RANGER FORCES

Ranger Basic Attributes

Initiative Level: D10



Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D10/D12

Ranger Chalk 1 (*deploys as shown on the map having just de-bussed from RAZOR 01*)

Chalk 1

Fireteam Alpha One

1 x Captain w/M4

1 x Ranger w/M4

1 x Ranger w/M4/M203 (Lt. AP:1/AT:0)

1 x SAW Gunner w/M249 (Lt. AP:1/AT:0)

Fireteam Alpha Two

1 x Fireteam Leader w/M4

1 x ETAC (Enlisted Tactical Air Controller) w/M4

1 x Ranger w/M4/M203 (Lt. AP:1/AT:0)

1 x SAW Gunner w/M249 (Lt. AP:1/AT:0)

Ranger Weapon Team (*Weapon Team Bonus*)

1 x Gunner w/M240 (Med. AP:2/AT:0)

1 x Assistant Gunner w/M4

Attached Special Tactics Team

1 x Combat Controller w/M4

2 x Para-rescue Jumpers (Medics) w/M4

160th SOAR Air Crew (*Troop Quality/Morale: D8/D10*)

2 x Pilots w/M4 (both seriously wounded on landing)

1 x Air Mission Commander w/M4

4 x Crew Chiefs w/M4 (one KIA on landing)

1 x Flight Medic w/M4

AL QAEDA MISSION

The infidels have returned and your forces have shot down the second black helicopter! Your men have been reinforced and are eager to kill as many of the American commandos as they can.

AL QAEDA VICTORY POINTS

- Per Coalition soldier killed: 3pts
- Per Coalition soldier seriously wounded: 2pts

AL QAEDA FORCES (REGULAR)

Al Qaeda Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

Al Qaeda count as Regular forces in this scenario. Each cell deploys within the location marked on the map.

Al Qaeda Cell One (*DShK Position*)

1 x Leader w/AK (TQ/Morale D8/D12)

2 x Gunners w/1 x DShK HMG (Hvy. AP:3/AT:1(L) and AKs

2 x Rifleman w/AK

Al Qaeda Cell Two (Bunker 1)

- 1 x Leader w/AK (TQ/Morale D8/D12)
- 1 x Gunner w/RPK (Lt. AP:1/AT:0)
- 3 x Rifleman w/AK

Al Qaeda Cell Three (Bunker 2)

- 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
- 4 x Rifleman w/AK

Al Qaeda Cell Four (Bonsai Tree – deploy within 4")

- 1 x Gunner w/RPG (Med. AP:2/AT:1M) and AK
- 4 x Rifleman w/AK

Al Qaeda Cell Five (Hill 1 – deploy within 4" of crest)

- 1 x Leader w/AK (TQ/Morale D8/D12)
- 1 x Gunner w/RPG (Med. AP:2/AT:1M) and AK
- 2 x Rifleman w/AK

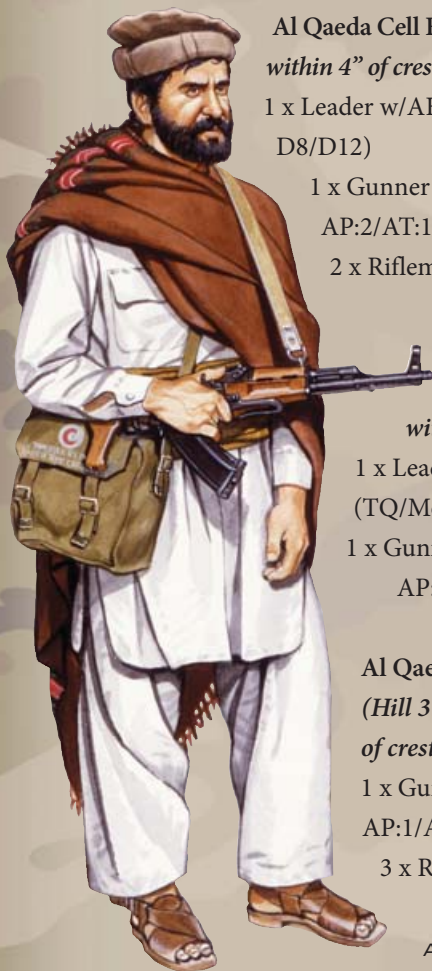
Al Qaeda Cell Six (Hill 2 – deploy within 4" of crest)

- 1 x Leader w/AK (TQ/Morale D8/D12)
- 1 x Gunner w/RPG (Med. AP:2/AT:1M) and AK

Al Qaeda Cell Seven (Hill 3 – deploy within 4" of crest)

- 1 x Gunner w/RPK (Lt. AP:1/AT:0)
- 3 x Rifleman w/AK

AFGHAN GUERRILLA

**SPECIAL RULES****AMBUSH**

Al Qaeda forces begin play Hidden (apart from the DShK team of Cell One) and may conduct an Ambush as detailed in the main rules. As al Qaeda are classed as foreign fighters they do not receive the Is That a Rock or a Muj bonus.

RPGs

Many different types of RPG warheads are found in theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6. Any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All al Qaeda automatically receive Out of Contact movement. Al Qaeda can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

CAVEMAN CASEVAC

Al Qaeda is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in

Force on Force, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

No MEDEVAC/CASEVAC helicopters are permitted in this scenario.

MOVEMENT IN THE SNOW

Both the Rangers and al Qaeda are restricted to the Tactical Movement rate of 6” due to the heavy snow on the peak.

TRENCHES, DSHK POSITION AND BUNKERS

The al Qaeda trenches and DShK position count as Improved Cover (+2D) while the bunkers count as Fortified Cover (+3D).

SMOKE GRENADES

The Rangers all carry chemical smoke hand grenades and 40mm rounds for their M203s.

PID AND ROE

In this scenario, where it was known there were no civilian inhabitants on the peak, no PID Checks are required before firing on any forces.

COALITION CASUALTIES

The two seriously wounded pilots must be treated. The SOAR Flight Medic or either of the STS PJs can treat these wounded. Because of the nature of the terrain, these wounded cannot be moved any further than a single Tactical Move of 6” from the rear ramp of the

Chinook. Additionally either the SOAR Medic or a PJ must stay with these wounded for the duration of the game. The medic can fire his weapon as a Reaction but cannot engage in offensive actions.

ADVANCED FIRST AID TRAINING (ALS)

All members of the QRF are ALS trained.

MEDICS

The 160th SOAR medic and the PJs all count as having the Medic attribute.

REINFORCEMENTS

Jaguar One Two, a Combat Controller attached to an Australian SASR patrol, is hidden on a nearby peak and is calling in close air support on al Qaeda reinforcements streaming toward Takur Ghar. No reinforcements are available to the al Qaeda forces.

AL QAEDA INDIRECT FIRE SUPPORT

Unfortunately, Jaguar One Two and his SASR colleagues cannot spot an al Qaeda mortar crew which is firing 82mm mortar rounds onto the peak. Every two turns (starting from turn two), the al Qaeda player may receive a random mortar strike from the off-board 82mm crew. The al Qaeda player must roll a successful TQ check. If successful, randomly determine the unit that is hit by the mortar rounds. The affected unit is struck with a Firepower attack of 6D6.

COALITION CLOSE AIR SUPPORT

Coalition air support is available throughout the game (note that the amount of air support available has been reduced for playability).

On turn three, Twister Five One, an F-15E Strike Eagle carrying bombs and cannon arrives on station

(Bombs: AP:8/AT:6(H) w/6" radius, Strafe: AP:4/AT2(M) w/6" radius). It can be directed in by either the ETAC or the Air Force CCT using the standard Close Air Support rules (including Requesting an Airstrike but with +1 "TAC is an Actual Tactical Air Controller" and +1 "TAC has priority for air support" bonuses). The F-15 is only available for turn three.

On turn five, Clash Seven One, an Air Force F-16 (Bombs: AP:8/AT:6(H) w/6" radius, Strafe: AP:4/AT2(M) w/6" radius) is vectored in to support with cannon and bombs and can be directed as detailed.

Finally, **on turn seven**, Wildfire Five Three, a CIA operated armed RQ-1 Predator comes on station carrying two Hellfire ATGMs (AP:6/AT:5(H) w/4" radius) and can be directed as above. Again, the UAV only stays in orbit for one turn. Remember most bomb and Hellfire strikes will be Danger Close.

SCENARIO 6: OPERATION MUTAY I

Now Zad, Helmand Province, 4 June 2006

A Company of 3 PARA deployed on Operation *Mutay* to conduct a cordon and search of a compound east of Now Zad which intelligence indicated was a Taliban leadership and logistics node. This would be the most major intelligence-led operation of Operation *Herrick II*. Establishment of an outer cordon was tasked to 10 Platoon of the Royal Gurkha Rifles and the Patrols Platoon of 3 PARA, both mounted in WMIK Land Rovers. "Dicked" by Taliban spotters soon after leaving Now Zad DC, the Gurkhas and Patrols were both contacted by the enemy in snap ambushes which forced the Gurkhas to dismount in a dry wadi, only recovering their vehicles and exfiltrating back to the DC under Apache cover.

Patrols fared little better but managed to break contact with Apache support and strongpointed a

nearby compound. Unable to provide fire support with their crew-served weapons and under increasing threat of losing a vehicle to Taliban RPGs, Patrols Platoon was ordered to withdraw out of the built up area into the desert which they reluctantly did. A Company approached the designated HLZ unaware of the firefights raging on the ground. As the first CH-47 Chinook touched down and the Paras raced down the ramp, the waiting Taliban opened fire.

Note: *Operation Mutay has been split into two distinct but linked scenarios – the first detailing the perils of Lieutenant Hugo Farmer's 1 Platoon as they clear the "Cherry" HLZ and attempt to link up with 2 Platoon while the second covers the attempt to capture the enemy POI by Lieutenant Tom Fehley's 2 Platoon. Both scenarios have been compressed in terms of numbers of figures and table size to improve playability.*

HISTORICAL OUTCOME

The intelligence that led to Operation *Mutay* was incorrect in only one key regard – enemy numbers. Rather than the handful of Taliban fighters guarding a senior leadership target that was predicted, 3 PARA faced upward of sixty well-armed and equipped Taliban. The Taliban were intent on giving the Paras a bloody nose on this, their first major operation. While the men of 2 Platoon were put down right on top of their designated HLZ, 1 Platoon ended up 350 yards west of their HLZ and was engaged as the ramp hit the ground with their first casualty suffered as they de-bussed the Chinook. 1 Platoon fought through the enemy concentration and began the dangerous move through irrigation ditches and walled compounds to link up with 2 Platoon.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Asymmetric – British have Initiative for the duration of the game

Special Conditions:

- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support is available to Coalition forces as described under Special Rules

Table Size: 6' x 4'

BRITISH MISSION

Secure immediate area of HLZ and extract to link up with 2 Platoon at the target compound.

BRITISH VICTORY POINTS

- Secure HLZ by clearing any and all enemy in line of sight by end of turn 4: 5pts
- Link up with 2 Platoon by end of turn 8 (all elements must reach link up point on map to gain VPs): 5pts
- Suffer no KIA by end of turn 8: 5pts

BRITISH FORCES

British Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

1 Platoon Element

HQ Element

- 1 x Platoon Leader w/SA80A2
- 1 x Platoon Sergeant w/SA80A2
- 1 x Signaler w/SA80A2
- 1 x JTAC w/SA80A2
- 1 x Medic w/SA80A2

1 Section

Fireteam One One Charlie

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam One One Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)



1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Rifleman w/SA80A2

2 Section

Fireteam One Two Charlie

1 x Section Leader w/SA80A2

1 x Gunner w/Minimi (Lt. AP:1/AT:0)

1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Rifleman w/SA80A2

Fireteam One Two Delta

1 x Fireteam Leader w/SA80A2

1 x Gunner w/Minimi (Lt. AP:1/AT:0)

1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Rifleman w/SA80A2

GPMG Team (Weapon Team Bonus)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/SA80A2

TALIBAN MISSION

The British paratroopers are trying to capture your supplies and the local leader. Allah be praised they have landed far away from their friends. You must pin the paratroopers at their landing zone and give your leader time to escape.

TALIBAN VICTORY POINTS

- Per British soldier captured: 5pts
- Per British soldier killed: 3pts
- Per British soldier seriously wounded: 1pts
- Stop 1 Platoon from linking up with 2 Platoon by the end of turn 8: 10pts

TALIBAN FORCES (LOCAL TALIBAN – IRREGULARS)

Taliban Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Cell One (*Hot Spot 1*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

1 x Gunner w/RPK (Lt. AP:1/AT:0)

4 x Riflemen w/AK

Taliban Cell Two (*Hot Spot 2*)

1 x Leader w/AK

2 x Gunners w/RPG (Med. AP:2/AT:1(M) and AK

5 x Riflemen w/AK

Taliban Cell Three (*Hot Spot 3*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Riflemen w/AK

Taliban Cell Four (*Hot Spot 4*)

1 x Leader w/AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

4 x Riflemen w/AK

Taliban Cell Five (*Hot Spot 5*)

1 x Leader w/AK

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

6 x Riflemen w/AK

Sniper Team (*No Weapon Team Bonus*)

1 x Sniper w/Dragunov SVD

1 x Spotter w/AK

SPECIAL RULES

HIDDEN

All Taliban can begin the game Hidden in locations as shown on the map and may conduct an *Ambush*.

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when Coalition units attempt to return fire. The Taliban unit raises its defense dice by one die type against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement unless specified in scenario notes. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the following turn.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the

flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

SQUIRTERS (SHRINKAGE)

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the *Shrinkage* effect detailed in the main *Force on Force* rulebook. during Morale Checks. Only Local Taliban, classed as irregulars, suffer from Shrinkage.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of

casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

As the HLZ is considered “Cherry” (“Hot”), no MEDEVAC/CASEVAC helicopters are permitted in this scenario. Casualties must be moved to the link up RV with 2 Platoon.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached JTAC from turn three onward with an AH-64D Longbow Apache (Missiles: (AP:6/AT:5(H), Strafe: (AP:6/AT:3(M) arriving on station in the next turn. The JTAC receives a +1 bonus for being an actual TAC however the atmosphericers are causing difficulties with his BOWMAN (jokingly known as Better Off With Map And Nokia) and he receives a -1 for spotty radio reception.

POSITIVE IDENTIFICATION (PID) CHECKS

All UK forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban. Dice for Hot Spot location as per the main rules.

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6 Taliban w/AK
3	1D6 Taliban and 1 x Leader w/AK
4	1D6+2 Taliban w/AK
5	1 x Taliban RPG Gunner
6	1D6+3 Taliban w/AK
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, and 1 x Taliban Assistant Gunner w/AK
9	1 x Taliban RPG Gunners and 1 x Leader
10	1 x Taliban Sniper with Dragunov SVD and Spotter w/AK

SCENARIO 7: OPERATION MUTAY II

Now Zad, Helmand Province, 4 June 2006

This second linked scenario covers the operation to attempt to capture the newly identified enemy POI by Lieutenant Tom Fehley's 2 Platoon. It can be played as a stand-alone or sequel to Operation Mutay I.

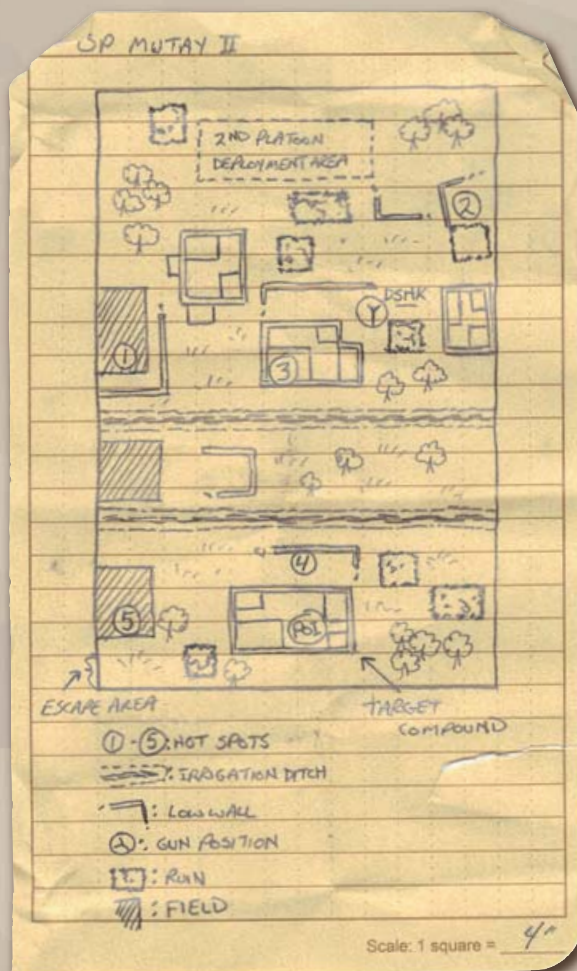
Note: *This scenario has been compressed in terms of numbers of figures and table size to improve playability.*



BRITISH SNIPER TEAM PROVIDES SECURITY FOR OTHER TEAMS ON THE GROUND. (FIGURES BY BRITANNIA, PHOTO BY DOUGIE ROBINSON)

HISTORICAL OUTCOME

While the clearance was underway, signals intelligence was received that another senior Taliban figure was hiding in the area. 2 Platoon were tasked with capturing him. Moving to a grid 500 yards west of the target compound, they were engaged in several snap ambushes, resulting in an hour long series of firefights. A-10 Warthogs were vectored onto targets forcing the withdrawal of some Taliban elements, directly into the guns of 1 Platoon. Almost seven hours after the Gurkhas and Patrols Platoon were contacted the battle died down and the Paras were successfully extracted by Chinook. The target compound clearance had yielded disappointing results with a minor cache of small arms and drugs recovered while 2 Platoon's "person of interest" was killed by Wildman Five One, the Apache of Warrant Officer First Class Ed Macy MC.



SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Asymmetric – British have Initiative for the duration of the game

Special Conditions:

- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support available to Coalition forces as described under Special Rules

Table Size: 6' x 4'

BRITISH ARMY MISSION

Move to new target compound and attempt to capture enemy leadership target.

BRITISH ARMY VICTORY POINTS

- Capture enemy POI: 10pts
- Kill enemy POI: 5pts
- Suffer no KIA by end of turn 8: 5pts

BRITISH ARMY FORCES

British Army Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

2 Platoon Element

TAC HQ Element

- 1 x Platoon Leader w/SA80A2 (D8/D12)
- 1 x Platoon Sergeant w/SA80A2 (D8/D12)
- 1 x Signaler w/SA80A2
- 1 x Mortar Man w/51mm mortar and SA80A2 (may be attached to any fireteam)
- 1 x JTAC w/SA80A2 (may be attached to any fireteam)
- 1 x Medic w/SA80A2 (may be attached to any fireteam)

1 Section

Fireteam Two One Charlie

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam Two One Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2



BRITISH TROOPS PREPARE TO ASSAULT A COMPOUND. (FIGURES BY BRITANNIA, PHOTO BY DOUGIE ROBINSON)

2 Section

Fireteam Two Two Charlie

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam Two Two Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

3 Section

Fireteam Two Three Charlie

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam Two Three Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

GPMG Team One (Weapon Team Bonus)

- 1 x Gunner w/GPMG (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/SA80A2

GPMG Team Two (Weapon Team Bonus)

- 1 x Gunner w/GPMG (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/SA80A2

Sniper Team (Sniper Team Bonus)

- 1 x Sniper w/L96A1
- 1 x Spotter w/SA80A2

TALIBAN MISSION

The British know that your leader is attempting to escape – they must be listening to our radios! Lead the infidel enemy into ambushes and crush his advance. Your leader must escape at all costs.

TALIBAN VICTORY POINTS

- Per British soldier captured: 5pts
- Per British soldier killed: 3pts
- Per British soldier seriously wounded: 2pts (negated if casualty MEDEVACed)
- Stop the capture/death of the POI by the end of turn 8: 10pts

TALIBAN FORCES (LOCAL TALIBAN – IRREGULARS)

Taliban Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Senior Leader (Person of Interest, in Compound)

1 x Senior Leader w/AK (D6/D12)

2 x Bodyguards w/AKs

Taliban Cell One (Hot Spot 1)

1 x Leader w/AK

1 x Gunner w/RPK (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

6 x Rifleman w/AK

Taliban Cell Two (Hot Spot 2)

1 x Leader w/AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

7 x Rifleman w/AK

Taliban Cell Three (Hot Spot 3)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Rifleman w/AK

Taliban Cell Four (Hot Spot 4)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Rifleman w/AK

Taliban Cell Five (Hot Spot 5)

1 x Leader w/AK

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

6 x Rifleman w/AK

DShK Team (No Weapon Team Bonus)

1 x Leader w/AK

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)

2 x Assistant Gunners w/AK

IED Trigger Men

2 x IED Trigger Men w/AKs and 1 x command detonated IED each

SPECIAL RULES

IEDs

The Taliban have two dedicated IED Trigger Men with command detonated IEDs. These IEDs can be placed on the table as either a Reaction to a British element's action or as an activation to replace a Firepower attack. The Taliban player must declare the unit to be attacked, place

a marker to show the IED and finally place the Trigger Man within 6" of the bomb itself.

The targeted unit (even if it has activated and/or has no FP left) can attempt to either spot the device and take a Reaction move to escape the blast or shoot and kill the Trigger Man (if he is in line of sight) however they cannot do both. If they choose to back away from the device, make a standard opposed Spotting Roll. If successful, they can make one move up to 6" for infantry or 10" for vehicles to find cover before the IED detonates. If unsuccessful, the IED detonates with a Firepower attack on the targeted unit (Medium IED: AP:3/AT:2 (4" radius).

If a British unit decides to try to kill the Trigger Man before he detonates the device, make a standard Reaction Test. If the Coalition unit wins the Reaction Test, they can make a standard Firepower attack against the Trigger Man. If the Trigger Man becomes a casualty due to the attack, roll 1D6. On a roll of 1–5, the Trigger Man is killed or seriously wounded and the device does not detonate (keep the marker in play as no Coalition unit can subsequently approach within 4" of the marker for fear of a secondary device or anti tamper mechanism). If the Trigger Man rolls a 6, he is able to detonate the device as intended.

TALIBAN PERSON OF INTEREST (POI)

The Senior Leader must stay in the compound as marked on the map until the end of turn four – this simulates the confusion of not knowing which direction the enemy are attacking from. At this point, he can attempt to escape. He can only move at a Tactical Move of 6" per turn and must reach the marked escape point on the map by the end of turn 8. If he is in base contact with the escape point or exits the board he is deemed as having escaped.

HIDDEN

All Taliban can begin the game Hidden in locations as shown on the map and may conduct an *Ambush*.

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when Coalition units attempt to return fire. The Taliban unit receives a +1 Die Shift against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

SQUIRTERS (SHRINKAGE)

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the *Shrinkage* effect detailed in the main *Force on Force* rulebook, during Morale Checks. Only Local Taliban, classed as irregulars, suffer from Shrinkage.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty.

Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELO

A MERT (Medical Emergency Response Team) is available to be called in. The wounded must be moved to a casualty collection point located anywhere in the UK Forces Deployment Box (as shown on the map) where a MERT helo can land once called in by the JTAC.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached JTAC. Roll 1D6 to ascertain type of platform available: 1-3 AH-64D Longbow Apache (Missile: AP:6/AT5(H) w/4" radius, Strafe: AP:6/AT:3(M); 4-6 A-10 Warthog (Bombs: AP:8D/AT8D(H) w/6" radius, Strafe: AP:6/AT:4(M). The JTAC receives a +1 bonus for being an actual TAC however the atmospheric conditions are causing difficulties with his BOWMAN (jokingly known as Better Off With Map And Nokia) and he receives a -1 for spotty radio reception.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

POSITIVE IDENTIFICATION (PID)

CHECKS

All UK forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban. Dice for Hot Spot location as per the main rules.

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6+1 Taliban w/AK
3	1D6+2 Taliban w/AK
4	1D6+3 Taliban w/AK
5	1 x Taliban RPG Gunner
6	2 x Taliban RPG Gunner
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, 1 x Taliban Assistant Gunner w/AK and 1 x Leader w/AK
9	1 x Taliban DShK HMG w/3 x Crew w/AKs
10	1 x IED Trigger Man w/command detonated IED

OPTIONAL RULES**WHO BROUGHT ROSS?**

A two man media crew making a documentary series has been attached to one of your sections for the duration of the operation. They are strictly noncombatants and impose the Dependents penalty to any fireteam they are attached to. Having either killed or seriously wounded causes a -10 VP however keeping them alive and filming the action gains an additional +3 VP for British forces at the end of the game.

SCENARIO 8: SIEGE AT MUSA QALA DC

Musa Qala, Helmand Province, 27 August 2006

The town of Musa Qala lies to the north of Helmand Province and is an important gateway for both commercial and opium trading. Traditionally a Taliban stronghold, the Pathfinders of the UK's 16 Air Assault Brigade was the first Coalition unit to establish a permanent presence in the form of a Platoon House in the town's District Center in June 2006. The "Platoon House" concept was a Task Force Helmand initiative

based on the "ink blot" COIN strategy – base UK forces in close proximity to the populations of strategically important locations such as Sangin and Musa Qala to allow interaction with the local inhabitants and deter Taliban presence. In Musa Qala, the enemy reacted violently to this intrusion.

First the Pathfinders, and later the Danes and the Royal Irish Regiment plus a small contingent of US forces, fought off repeated attacks on the District Center during the months of June and July 2006. In late August, the resident Danish Reconnaissance Squadron was finally relieved by what became known as Easy Company, a conglomerate of troops from 3 PARA Battlegroup based principally around two platoons of the Royal Irish. The Taliban believed that, with the withdrawal of the Danes, the District Center was solely occupied by ANP with British advisers and soon began launching probing attacks to test the defenses. On the evening of 26 August,

HISTORICAL OUTCOME

The Taliban fighters, with heavy supporting fire and using the cover the ruined mosque to the southeast, almost reached the walls of the Platoon House. They drew so near that on several occasions, hand grenades were dropped from Sangars directly onto the enemy closing on the walls below. Danger close airstrikes from USAF A-10s and RAF Harriers thinned out the attackers as snipers and 81mm and 51mm mortars of the Royal Irish joined with the GPMGs and the two .50cals to defend the base. After a twelve hour contact, the remaining enemy faded away into the increasingly ruined town of Musa Qala. Incredibly, considering the ferocity of the attack, only one member of the Royal Irish lost his life in the battle.

the Taliban began a massed attack of over 150 fighters supported by 107mm rockets, 82mm mortars, recoilless rifles and heavy machine guns. Repulsing the attack with the aid of Coalition close air support, the men of Easy Company spent a sleepless night manning the Sangars, awaiting another attack. They did not have long to wait as during "Stand To" the Taliban launched another massive assault on the Platoon House.

Note: This scenario has been compressed in terms of numbers of figures and size of the Platoon House to improve playability.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Asymmetric – British have Initiative for the duration of the game

Special Conditions:

- Air Defense Environment: Medium Air Defense

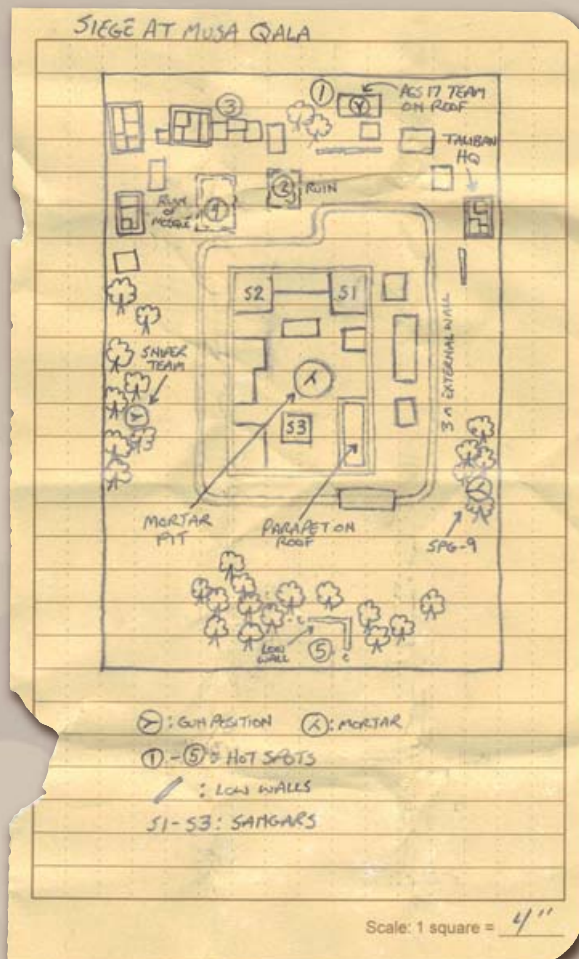
Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support available to Coalition as described in Special Rules

Table Size: 6' x 4'



BRITISH MORTAR TEAM SUPPORTS AN OPERATION WITH INDIRECT FIRES. (FIGURES/VEHICLE BY BRITANNIA MINIATURES)



BRITISH ARMY MISSION

Defend Musa Qala DC.

BRITISH ARMY VICTORY POINTS

- Maintain defensive perimeter of Musa Qala DC (no insurgent figures within the walls by end of turn 8): 5pts
- Destroy all on-table enemy crew-served weapons systems: 3pts
- Suffer no KIA by end of turn 8: 2pts

BRITISH ARMY FORCES**British Army Basic Attributes**

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Platoon Element

Sangar 1 (*deploy in or within 3" of Sangar 1 – Weapon Team Bonus for GPMG team*)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/SA80A2

(GPMG Weapon Team fires independently to infantry fireteam)

1 x Fireteam Leader w/SA80A2

1 x Gunner w/Minimi (Lt. AP:1/AT:0)

1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Riflemen w/SA80A2

Sangar 2 (*deploy in or within 3" of Sangar 2 – Weapon Team Bonus for GPMG team*)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/SA80A2

(GPMG Weapon Team fires independently to infantry fireteam)

1 x Fireteam Leader w/SA80A2

1 x Gunner w/Minimi (Lt. AP:1/AT:0)

1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Riflemen w/SA80A2

Sangar 3 (*deploy in or within 3" of Alamo – .50 must be deployed inside Sangar – Weapon Team Bonus for .50 team*)

1 x Gunner w/.50 M2HB (Hvy. Support AP:3/AT:1(L)

1 x Assistant Gunner w/SA80A2

(.50 Weapon Team fires independently to infantry fireteam)

1 x Fireteam Leader w/SA80A2

1 x Gunner w/Minimi (Lt. AP:1/AT:0)

1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Riflemen w/SA80A2

Mortar Team (*Mortar Pit – Weapon Team Bonus*)

3 x Mortar crew manning 81mm mortar

Light Mortar (*can begin game anywhere within walls of DC*)

1 x Gunner w/51mm mortar and SA80A2

Sniper Team (*can begin game anywhere within walls of DC – Weapon Team Bonus*)

1 x Sniper w/L96A1

1 x Spotter w/SA80A2

JTAC (*can begin game anywhere within walls of DC*)

1 x Joint Terminal Air Controller w/SA80A2

MFC (*can begin game anywhere within walls of DC*)

1 x Mortar Fire Controller w/SA80A2

TALIBAN MISSION

Your previous attacks have weakened the defenses and the willpower of the British defenders of Musa Qala. Attack the DC and overrun the base.

TALIBAN VICTORY POINTS

- Per Coalition soldier killed: 3pts
- Per Coalition soldier seriously wounded: 2pts
- Taliban forces inside walls of the DC by the end of turn 8: 10pts

TALIBAN FORCES (LOCAL TALIBAN – IRREGULARS)

Taliban Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban HQ Element

1 x Senior Leader w/AK (D6/D12)

1 x Spotter (for mortars)

2 x Bodyguards w/AKs

Taliban Cell One (*Hot Spot 1*)

1 x Leader w/AK/BG15 (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

6 x Rifleman w/AK

Taliban Cell Two (*Hot Spot 2*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

8 x Rifleman w/AK

Taliban Cell Three (*Hot Spot 3*)

1 x Leader w/AK

1 x Gunner w/RPK (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Rifleman w/AK

Taliban Cell Four (*Hot Spot 4*)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Rifleman w/AK

Taliban Cell Five (*Hot Spot 5*)

1 x Leader w/AK

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

6 x Rifleman w/AK

AGS17 Team (*No Weapon Team Bonus*)

1 x Gunner w/AGS17 (Med. AP:2/AT:1D(M) and AK

1 x Assistant Gunner w/AK

SPG-9 Recoilless Rifle Team (*No Weapon Team Bonus*)

1 x Gunner w/SPG9 (Hvy. AP:3/AT:2(L) and AK

1 x Assistant Gunner w/AK

Sniper Team (*No Weapon Team Bonus*)

1 x Sniper w/Dragunov SVD

1 x Spotter w/AK

SPECIAL RULES

TALIBAN OFF-BOARD 82MM MORTAR

The Taliban have an off-board 82mm mortar firing in support. This can only be controlled by either the Senior Leader or the dedicated Spotter.

BRITISH 81MM MORTAR

The British 81mm can only be controlled by either the MFC or the JTAC who must have eyes on the target to be engaged due to ROE restrictions.

HIDDEN

The Taliban AGS17, SPG-9 and Sniper Team begin the game Hidden in locations as shown on the map.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM

group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the following turn.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

TALIBAN MORTAR SPOTTER

The spotter provides a +1 to all Firepower rolls by Taliban indirect fire by either on or off-board IDF assets as the spotter corrects the fall of shot.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to

any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

SANGARS

British fighting positions normally constructed of sandbags or HESCO barriers with some overhead cover are known as Sangars. All three Sangars are classed as Fortified Cover (+3D) and count as reinforced Light Military Fortifications (4D8) for Building Strength.

THE PLATOON HOUSE

The Platoon House roof provides a Solid Cover bonus due to mud brick parapets around the edge. The Platoon House itself is protected by 3m tall mud brick walls which count as Medium Military Fortifications 6D10 for purposes of breaching.

The Taliban have no demolition or specialized breaching equipment and thus may only use Stand Off Breaching with the AGS-17, SPG-9 or RPGs as detailed in the main rules. If a Stand Off Breach attempt is successful, a breach large enough for one man at a time to enter through has been made in the wall. To simulate this, a Taliban unit must spend one turn stationary AFTER the turn the breach has been made to enter through the breach.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn

after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

POSITIVE IDENTIFICATION (PID)

CHECKS

All UK forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

MEDEVAC HELD

As the Musa Qala HLZs are considered “Cherry” (“Hot”), no MEDEVAC/CASEVAC helicopters are permitted in this scenario.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested from turn two onward with a 1D6 dice roll determining what close air arrives on station (1-2 AH-64D Apache (Missile:

AP:6/AT5(H) w/4” radius, Strafe: AP:6/AT:3(M); 3-4 GR7 Harrier (Bombs: AP:8/AT:6(H) w/6” radius, Strafe: AP:4/AT:2(M); 5-6 A-10 Warthog AP:8D/AT8D(H) w/6” radius, Strafe: AP:6/AT:4(M). The attached JTAC can call in Coalition air support, gaining a +1 for being an actual specialist TAC.

TALIBAN ANTI-AIRCRAFT DEFENSE

The Taliban have positioned a 12.7mm DShK HMG in the town in the to discourage Coalition air support. Any Apaches that are deployed on station can be engaged each turn with this DShK as per the main rules. The Apache can silence the gun by spending one turn making a TQ check and engaging the DShK with its 30mm cannon, but cannot engage any other targets in that turn.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban. Dice for Hot Spot location as per the main rules.



A TALIBAN SPOTTER DIRECT MORTAR FIRE.
(FIGURES BY EMPRESS MINIATURES)

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6 Taliban and 1 x Leader w/AK
3	1D6 Taliban and 1 x Leader w/AK
4	1D6+2 Taliban w/AK
5	1 x Taliban RPG Gunner (D6/D10)
6	1D6+3 Taliban w/AK
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, and 1 x Taliban Assistant Gunner w/AK
9	2 x Taliban RPG Gunners and 1 x Leader
10	1 x Taliban Sniper with Dragunov SVD and Spotter w/AK

SCENARIO 9: OPERATION GLACIER TWO

Jugroom Fort, North of Garmsir, Helmand Province,
15 January 2007

Jugroom Fort is an ancient fortification located on the Helmand River, south of Garmsir DC. Task Force Helmand ISTAR and the Brigade Reconnaissance Force confirmed it was both a command and control node and a logistics node for the Taliban. After preliminary artillery barrage and numerous airstrikes by both Apaches and fast movers, a final B1B strike breached the outer wall in preparation for the ground assault. As the British had too few troops to occupy the location, the objective of the operation was to conduct a raid on the fort to destabilize the Taliban and demonstrate they were vulnerable to Coalition attack at any time.

HISTORICAL OUTCOME

As the Marines dismounted from their Vikings, they were struck by a massive amount of small arms and RPG fire. The Marines advanced under fire to the fort and conducted an entry through the breach. They engaged numerous Taliban inside the fort until the weight of return fire forced them to withdraw to their Vikings which retreated across the river while artillery and airstrikes again suppressed the defenders. Unknown at the time, the Taliban had hidden in tunnels under the fort, waiting out the preliminary barrage and reappearing as the Vikings closed on their target. Tragically, one Marine was killed and his body left in the rubble of the fort. He was later recovered by a team of Apaches carrying three Marines and an Army Engineer Captain on their wings who conducted a daring mission to land inside the fort, recover the body and fly out.

Royal Marines from Zulu Company of 45 Commando set off in armored Vikings to cross the Helmand River and the maze of irrigation channels surrounding Jugroom. Once within fifty meters of the breach, the Marines would dismount and advance into the fort, clearing out the defenders and exploiting as far as possible into Jugroom. Once the enemy began to reorganize, the Marines were to extract back to the Vikings to withdraw under Apache cover.

Note: *This scenario has been compressed in terms of force levels, numbers of figures and table size to improve playability.*

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – Royal Marines first turn. Test for initiative on subsequent turns

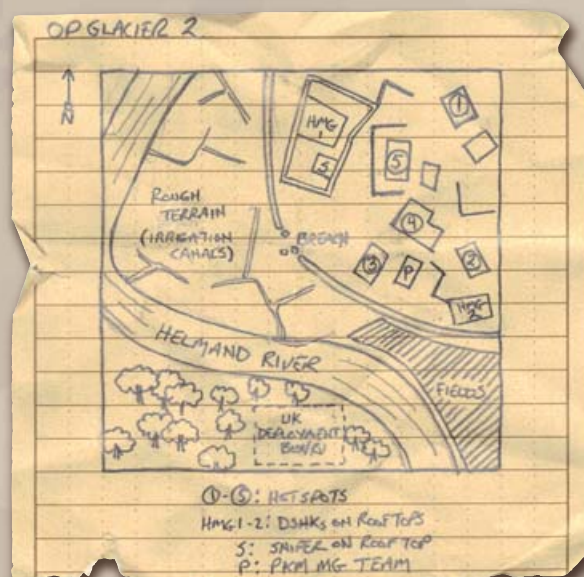
Special Conditions:

- Air Defense Environment: Medium Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support is available to Coalition forces as described under Special Rules

Table Size: 4' x 4'



ROYAL MARINES MISSION

Advance on the fort, dismount your infantry, enter through breach, clear immediate area of enemy and extract while minimizing friendly casualties. The Vikings will act as a fire support group as the infantry clear through the breach.

ROYAL MARINES VICTORY POINTS

- Enter at least one fireteam into the fort: 5pts
- Extract all elements including wounded to RV point by the end of turn 8: 5pts
- Suffer no KIA by end of turn 8: 5pts

ROYAL MARINE FORCES

Royal Marine Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Troop Element

Each Viking is crewed by a complement of two Royal Marines of the Armored Support Group – one acting as forward gunner on the GPMG turret along with commanding the vehicle and the other acting as driver. The gunner on the Viking's rear component of the vehicle is manned by a member of the unit being carried, providing top cover with a Minimi LMG.

Viking One Alpha

1 Section

Fireteam One One Charlie

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam One One Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Viking One Bravo

2 Section

Fireteam One Two Charlie

- 1 x Troop Sergeant w/SA80A2 (TQ/Morale D8/D12)
- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam One Two Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Viking One Charlie

Troop TAC HQ Element

- 1 x Troop Leader w/SA80A2 (TQ/Morale D8/D12)
- 1 x Signaler w/SA80A2
- 1 x JTAC w/SA80A2
- 1 x Medic w/SA80A2
- 1 x Sniper w/L96A1

Fireteam One Three Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

TALIBAN MISSION

Once the bombardment ceases, man the defenses and repulse the British attack.

TALIBAN VICTORY POINTS

- Per British soldier captured: 5pts
- Per British soldier killed: 3pts
- Per British soldier seriously wounded: 2pts
- Per Viking disabled or destroyed: 5pts

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Cell One (Hot Spot 1)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
3 x Riflemen w/AK

Taliban Cell Two (Hot Spot 2)

1 x Gunner w/RPD (Lt. AP:1/AT:0)
4 x Riflemen w/AK

Taliban Cell Three (Hot Spot 3)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
3 x Riflemen w/AK

Taliban Cell Four (Hot Spot 4)

2 x Gunner w/RPG (Med. AP:2/AT:1D(M) and AK
5 x Riflemen w/AK

Taliban Cell Five (Hot Spot 5)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPK (Lt. AP:1/AT:0)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
3 x Riflemen w/AK

DShK HMG Team One (TQ/Morale D8/D10, Weapon Team Bonus)

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)
2 x Assistant Gunners w/AK

DShK HMG Team Two (TQ/Morale D8/D10 – Weapon Team Bonus)

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)
1 x Assistant Gunner w/AK

PKM Team (TQ/Morale D8/D10 – Weapon Team Bonus)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
1 x Assistant Gunner w/AK

Taliban Sniper Team (TQ/Morale D8/D10 – Weapon Team Bonus)

1 x Sniper w/SVD Dragunov
1 x Spotter w/AK

SPECIAL RULES

TALIBAN REINFORCEMENTS

On turn 4 and every turn thereafter, reinforcements automatically arrive for the Taliban. Dice for Hot Spot location as per the main rules.

REINFORCEMENT TABLE	
DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6 Taliban w/AK
3	1D6+1 Taliban w/AK
4	1D6+2 Taliban w/AK
5	1 x Taliban RPG Gunner
6	2 x Taliban RPG Gunner
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, 1 x Taliban Assistant Gunner w/AK (Weapon Team)
9	1 x Taliban DShK HMG w/2 x Crew w/AKs (Weapon Team)
10	1 x off-board 82mm mortar

VIKING STATS

See UK Light Vehicles

HIDDEN

All Taliban can begin the game Hidden in locations as shown on the map. They may also use the Ambush and Is that That a Rock or a Muj special rules.

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when Coalition units attempt to return fire. The Taliban unit raises its defense dice by one die type against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or

advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

SMOKE GRENADES

The Marines all carry chemical Smoke Grenades including 40mm smoke for their UGL launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ

front-line medics in a Western sense.

Instead, wounded and dead are spirited away very rapidly to

satisfy burial requirements or

confuse the enemy

as to the number of casualties

suffered. To represent this

in *Force on*

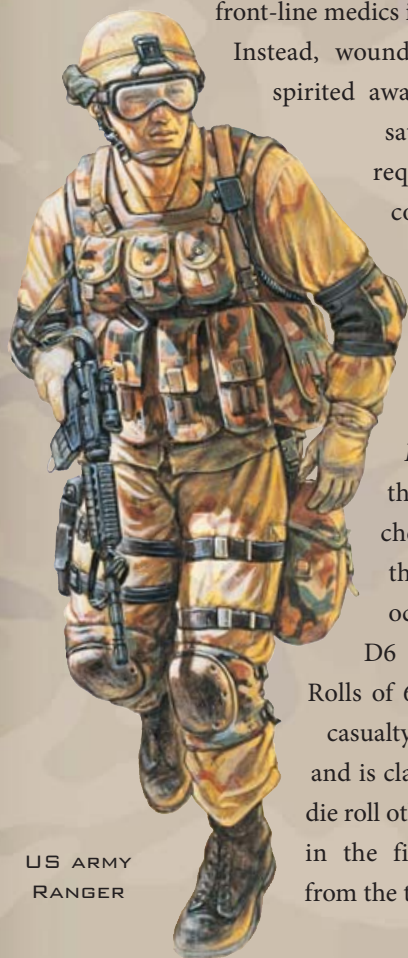
Force, units with

this attribute must check casualties in

the turn after they occur, rolling a single

D6 for each casualty.

Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.



US ARMY
RANGER

MEDEVAC HELO

No MEDEVAC/CASEVAC helicopters are permitted in this scenario due to the presence of the Taliban Dushkas and unavailability of a viable HLS. Casualties must be extracted by Viking or on foot to the marked RV where a CCP has been established.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached JTAC from turn two onward with a British AH-64D Longbow Apache (Missile: AP:6/AT5(H); Strafe: AP:6/AT:3(M) arriving on station.

COALITION INDIRECT FIRE SUPPORT

A battery of Royal Marine 81mm mortars are available as dedicated support for the mission and can be called in by the JTAC, Troop Leader or Troop Sergeant at any time.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

POSITIVE IDENTIFICATION (PID)

CHECKS

All UK forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

OPTIONAL RULES

Replace the Vikings with Mastiff MRAPs which must halt on the southern side of the river as they are not rated for amphibious operations. The men of 45 Commando must ford the river themselves. Conceal the advance to contact by the Marines with a rolling 81mm barrage of chemical smoke.

SCENARIO 10: SANGIN AMBUSH

Southern outskirts of Sangin District Center,
Helmand Province, 17 May 2007

"They tried to get me to go to Sangin and I said no, no, no!"
– Amy Winehouse-inspired graffiti in Sangin DC

7 Platoon of B (Suffolk) Company, The Royal Anglian Regiment, a company tactical HQ element and elements of their company Fire Support Group Bravo were tasked with patrolling into Sangin to visit three recently constructed Patrol Bases where British OMLTs were stationed and the main base in the District Center to conduct a reconnaissance for later company strength patrols into the area. At 14:00 hours on the afternoon of 17 May 2007, the patrol left FOB Robinson for the short road journey to Sangin. As the column of Viking tracked personnel carriers and WMIK Land Rovers turned on to Route 611 into Sangin, a pair of Afghans pushed a

rusting Nissan sedan into the road, forcing the column onto the right to pass. As they did so, the first RPG-7 struck the third Viking in the convoy.

Note: *This scenario has been compressed in terms of force levels, numbers of figures and table size to improve playability.*

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Asymmetric – British have Initiative for the duration of the game

Special Conditions:

- Air Defense Environment: Medium Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: N/A

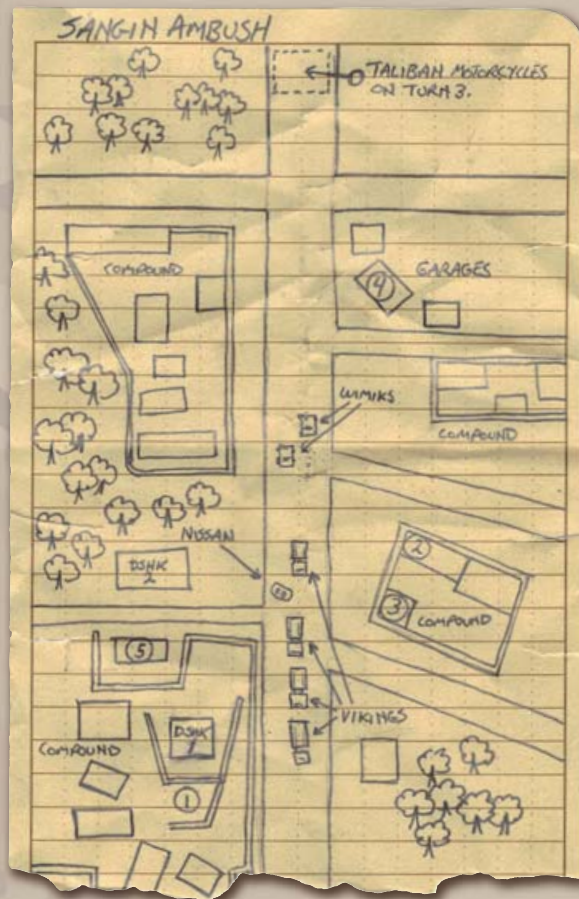
Table Size: 6' x 4'

- 1–5: Hot Spots
- DShK 1 & 2: DShk HMG Positions

HISTORICAL OUTCOME

The Viking in the center of the compound was hit by two RPGs which set fire to the vehicle. On either side of the road, on compound roofs behind three meter walls, Taliban fighters engaged the column with small arms fire, RPGs and two DShK heavy machine guns. The top cover gunners engaged the fighters at close range as the wounded from the immobilized Viking were rescued in several acts of outstanding bravery under intense fire. The WMIKs of the FSG, some 50 meters up the road, held off Taliban reinforcements including several RPG gunners mounted on motorcycles and other fighters closing in from roadside buildings.

The convoy eventually turned around, forcing the men to drive back through the kill zone carrying an urgent T1 casualty and several T2 and T3 casualties back to FOB Robinson. They faced the gauntlet of fire (including one of the Dushkas which had been re-crewed) with all of the top cover gunners and the WMIKs pouring on the return fire until they eventually raced through the gates of the FOB. BDA estimates indicated 10 to 15 enemy fighters had been killed in the ambush with a further eight later killed by an Apache escorting the MERT Chinook which extracted the T1 casualty, Lance Corporal Dean Bailey who thankfully survived his injuries.



BRITISH ARMY MISSION

Win the firefight, secure the casualties and extract the convoy out of the ambush with minimal additional friendly casualties.

BRITISH ARMY VICTORY POINTS

- Rescue the wounded from the disabled Viking and establish either a CCP or place them inside another Viking by the end of turn 8: 5pts
- Extract all elements including wounded off table by the end of turn 8: 5pts
- Suffer no KIA by end of turn 8: 5pts

BRITISH ARMY FORCES

British Army Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

7 Platoon Element (in order of convoy formation)

Each Viking is crewed by a complement of two Royal Marines of the Armored Support Group – one acting as forward gunner on the GPMG turret along with commanding the vehicle and the other acting as driver. The gunner on the Viking's rear component of the vehicle is manned by a member of the unit being carried, providing top cover with a Minimi LMG.

The WMIK is crewed by three members of the FSG with the commander manning the forward GPMG and the gunner mans the rear gun.

WMIK Bravo One One (GPMG and GMG AGL)

1 x Vehicle Commander w/SA80A2

1 x Driver w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Gunner w/SA80A2

WMIK Bravo One Two (GPMG and .50 M2 HMG)

1 x Vehicle Commander w/SA80A2

1 x Driver w/SA80A2/UGL (Lt. AP:1/AT:0)

1 x Gunner w/SA80A2

Viking One Alpha

Platoon HQ Element

1 x Platoon Leader w/SA80A2 (TQ/Morale D8/D12)

1 Section

Fireteam One One Charlie

1 x Section Leader w/SA80A2

- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam One One Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Viking One Bravo

2 Section

Fireteam One Two Charlie

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Fireteam One Two Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2



LAND ROVER WMIKS SUPPORT A DISMOUNTED PATROL. (FIGURES/VEHICLES BY BRITANNIA)

Viking One Charlie (*this Viking has been disabled by RPG fire in this initial contact including its weapons systems – all personnel are considered potential casualties until a First Aid Check is conducted*)

- 1 x Platoon Sergeant w/SA80A2 (D8/D12)
- 1 x Sniper w/L115

Combat Engineer Element

- 1 x Section Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

Viking One Delta

Company TAC HQ Element

- 1 x Major w/SA80A2 (TQ/Morale D8/D12)
- 1 x Signalers w/SA80A2
- 1 x JTAC w/SA80A2
- 1 x Medic w/SA80A2

Fireteam One Three Delta

- 1 x Fireteam Leader w/SA80A2
- 1 x Gunner w/Minimi (Lt. AP:1/AT:0)
- 1 x Grenadier w/SA80A2/UGL (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80A2

TALIBAN MISSION

Your dickers watching the convoy were correct, the British have driven right into your ambush. Disable their vehicles and make them pay a heavy price for this incursion.

TALIBAN VICTORY POINTS

- Per British soldier captured: 5pts
- Per British soldier killed: 3pts (initial casualties from disabled Viking DO count towards VPs)

- Per British soldier seriously wounded: 2pts (initial casualties from disabled Viking DO count towards VPs)
- Per vehicle disabled or destroyed: 5pts (initial disabled Viking DOES NOT count toward VPs)

TALIBAN FORCES (LOCAL TALIBAN – IRREGULARS)

Taliban Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Cell One (*Hot Spot 1*)

1 x Leader w/AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

6 x Irregulars w/AK

Taliban Cell Two (*Hot Spot 2*)

1 x Leader w/AK

2 x Gunners w/RPG (Med. AP:2/AT:1D(M) and AK

4 x Irregulars w/AK

Taliban Cell Three (*Hot Spot 3*)

1 x Leader w/AK

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

5 x Irregulars w/AK

Taliban Cell Four (*Hot Spot 4*)

1 x Leader w/AK

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

7 x Irregulars w/AK

Taliban Cell Five (*Hot Spot 5*)

1 x Leader w/AK

1 x Gunner w/RPK (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

5 x Irregulars w/AK

DShK HMG Team One (*No Weapon Team Bonus*)

1 x Leader w/AK

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)

2 x Assistant Gunners w/AK

DShK HMG Team Two (*No Weapon Team Bonus*)

1 x Leader w/AK

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1)

1 x Assistant Gunner w/AK

SPECIAL RULES

VIKING STATS

See UK Light Vehicles

MOTORCYCLE REINFORCEMENTS

In turn three, along with any normal reinforcements, the Taliban receive two motorcycle mounted RPG teams (rider and pillion on each with AKs and one RPG per bike) who ride in from the northern edge of Route 611. They will attempt to either reach cover to dismount and attack the WMIKs or stop and fire their RPGs immediately upon being placed on the board.

HIDDEN

All Taliban can begin the game Hidden in locations as shown on the map. They may also use the *Ambush* and *Is that That a Rock or a Muj* special rules.

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when

Coalition units attempt to return fire. The Taliban unit receives a +1 Die Shift against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions

against Taliban emerging from Hot Spots as per the main rules.

SQUIRTERS (SHRINKAGE)

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the **Shrinkage** effect detailed in the main *Force on Force* rulebook. during Morale Checks. Only Local Taliban, classed as irregulars, suffer from Shrinkage.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).



CANADIAN
PARA
CORPORAL

SMOKE GRENADES

Coalition soldiers all carry chemical Smoke Grenades including 40mm smoke for their UGL launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

No MEDEVAC/CASEVAC helicopters are permitted in this scenario due to the presence of the Taliban Dushkas and unavailability of a viable HLS. Casualties must be extracted by vehicle or on foot to a temporary CCP.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached JTAC from turn five onward with an AH-64D Longbow Apache (Missile: AP:6/AT5(H); Strafe: AP:6/AT:3(M) arriving on station.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

POSITIVE IDENTIFICATION (PID) CHECKS

All UK forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban. Dice for Hot Spot location as per the main rules.

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6 Taliban w/AK
3	1D6 Taliban and 1 x Leader w/AK
4	1D6 Taliban w/AK and 1 x Leader w/AK
5	1 x Taliban RPG Gunner
6	2D6 Taliban w/AK
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, and 1 x Taliban Assistant Gunner w/AK
9	1 x Taliban RPG Gunner and 1 x Leader
10	1 x Taliban Sniper with Dragunov SVD and Spotter w/AK

SCENARIO 11: KORENGAL AMBUSH

Korengal Valley, Kunar Province, 25 October 2007

1st Platoon of Battle Company took a covering position above the village of Landigal while 2nd Platoon accompanied an Afghan official to a *shura* there. When the council ended early, 1st Platoon withdrew during daylight hours rather than waiting until night. On the return march, the lead squad of the platoon was caught in a devastatingly efficient ambush. Only the platoon's battle-hardened discipline and the individual valor of Spec. Sal Giunta prevented the Taliban from massacring the US troops and capturing an American soldier alive. Giunta was later nominated for the Medal of Honor.

HISTORICAL OUTCOME

1st Platoon was caught in a classic L-shaped ambush. The ambush was expertly conducted by Taliban fighters and the lead element of the platoon, consisting of four men took 100% casualties in the initial barrage of fire. The Taliban then attempted to lay down a wall of fire so intense that it would prevent the rest of the American force from pulling their casualties out of the kill-zone.

Specialist Sal Giunta, the trail team leader, rushed the blocking force alone, attacking with grenades and rifle fire. The ferocity of his assault surprised two Taliban fighters who were in the process of dragging a wounded American soldier

off the field. Giunta killed one of the Taliban and drove the other off.

The rest of the platoon was able to close on the ambush zone and lay down a volume of fire sufficient to drive off the Taliban fighters.

Specialist Giunta (Staff Sergeant at the time of writing) was awarded the US Medal of Honor for his actions in disrupting the ambush and selflessly exposing himself to danger to come to the aid of his fallen comrades. He received the medal in November of 2010, becoming the first non-posthumous recipient of the United States' highest honor since the Vietnam War.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Kinetic – Taliban first turn, 1st Platoon on second turn. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: None
- Taliban forces begin play hidden and may conduct an *Ambush*

Fog of War: Determined normally by Reaction Test rolls

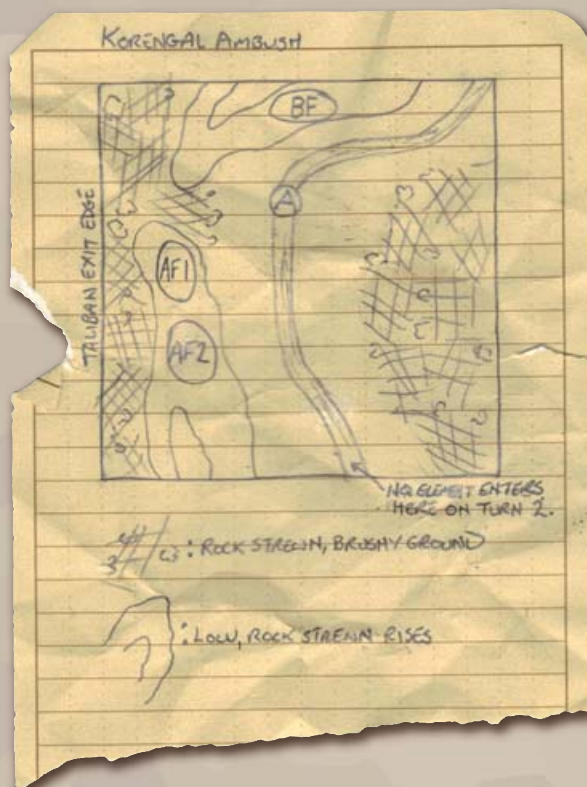
Table Size: 2' x 2'

1ST PLATOON MISSION

Survive the initial shock of the ambush and then mount an effective counter-attack!

1ST PLATOON VICTORY POINTS

- Each Enemy Casualty: 1pt.
- Each Enemy Soldier Captured (POW): 3pts.
- Each Captured Soldier Rescued: 5pts.
- Inflict more than 50% casualties on enemy: 3pts.



1ST PLATOON FORCES*1st Platoon Basic Force Attributes*

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

1st Squad*Fireteam Alpha*

1 x Squad Leader w/M4

1 x Fireteam Leader w/M4

1 x Medic w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

2 x Gunner w/SAW (Lt. AP:1/AT:0)

HQ Element (*enters on turn 2*)

1 x Platoon Leader w/M4

1 x Fireteam Leader w/M4

1 x RTO w/M4

2 x Rifleman w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

2 x Gunner w/SAW (Lt. AP:1/AT:0)

Gun Team (*enters on turn 2*)

1 x Gun Team Leader w/M4

2 x Gunners w/M240G (Med. AP:2/AT:0)

2 x Assistant Gunners w/M4s

TALIBAN MISSION

Destroy the American force and withdraw to fight again.

Capture of an enemy soldier would be a propaganda coup!

TALIBAN VICTORY POINTS

- Each Enemy Soldier Severely Wounded: 1pt.
- Each Enemy Soldier KIA: 2pts.
- Each Enemy Soldier Captured (POW): 4pts.

- Withdraw at least 50% of total force from indicated table edge by end of turn 6: 5pts.

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)*Taliban Basic Force Attributes*

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: None

Troop Quality/Morale: D6/D10

Blocking Force

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Rifleman w/AKs

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

Ambush Force 1

1 x Leader w/AK47 (TQ/Morale:D6/D12)

2 x Gunners w/RPG (Med. AP:2/AT:1(M)

2 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

Ambush Force 2

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M)

1 x Rifleman w/AK

SPECIAL RULES**AMBUSH**

Taliban forces begin play Hidden and may conduct an *Ambush*.

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when Coalition units attempt to return fire. The Taliban

SSGT. GIUNTA'S MEDAL OF HONOR CITATION READS:

"The President of the United States of America, authorized by Act of Congress, March 3, 1863, has awarded, in the name of Congress, the Medal of Honor to Specialist Salvatore A. Giunta, United States Army. For conspicuous gallantry and intrepidity at the risk of his life above and beyond the call of duty:

Specialist Salvatore A. Giunta distinguished himself conspicuously by gallantry and intrepidity at the risk of his life above and beyond the call of duty in action with an armed enemy in the Korengal Valley, Afghanistan, on October 25, 2007.

While conducting a patrol as team leader with Company B, 2d Battalion (Airborne), 503d Infantry Regiment, Specialist Giunta and his team were navigating through harsh terrain when they were ambushed by a well-armed and well-coordinated insurgent force. While under heavy enemy fire, Specialist Giunta immediately sprinted towards cover and engaged the enemy. Seeing that his squad leader had fallen and believing that he had been injured, Specialist Giunta exposed himself to withering enemy fire and raced towards his squad leader, helped him to cover, and administered medical aid. While administering first aid, enemy fire struck Specialist Giunta's body armor and his secondary weapon.

Without regard to the ongoing fire, Specialist Giunta engaged the enemy before prepping and throwing grenades, using the explosions for cover in order to conceal his position. Attempting to reach additional wounded fellow soldiers who were separated from the squad, Specialist Giunta and his team encountered a barrage of enemy fire that forced them to the ground. The team continued forward and upon reaching the wounded soldiers, Specialist Giunta realized that another soldier was still separated from the element.

Specialist Giunta then advanced forward on his own initiative. As he crested the top of a hill, he

observed two insurgents carrying away an American soldier. He immediately engaged the enemy, killing one and wounding the other. Upon reaching the wounded soldier, he began to provide medical aid, as his squad caught up and provided security.

Specialist Giunta's unwavering courage, selflessness, and decisive leadership while under extreme enemy fire were integral to his platoon's ability to defeat an enemy ambush and recover a fellow American soldier from the enemy. Specialist Salvatore A. Giunta's extraordinary heroism and selflessness above and beyond the call of duty are in keeping with the highest traditions of military service and reflect great credit upon himself, Company B, 2d Battalion (Airborne), 503rd Infantry Regiment, and the United States Army."

SSGT. SAL GIUNTA, MEDAL OF HONOR
RECIPIENT, 2010



unit raises its defense dice by one die type against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

RPGs

Many different types of RPG warheads are found in theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type

(if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the following turn.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELO

As all potential HLZs are considered “Cherry” (“Hot”), no MEDEVAC/CASEVAC helicopters are permitted in this scenario.



TALIBAN FIGHTERS SET AN AMBUSH FOR A COALITION PATROL. (FIGURES BY ELHIEM FIGURES)

POSITIVE IDENTIFICATION (PID) CHECKS

Due to the close range nature of the contact, all enemy are considered identified and thus no PID Checks are required.

OPTIONAL RULES

NIGHT FIGHTING

Play the scenario at night. All US units have night vision. Taliban units do not.

SCENARIO 12: OP TOPSIDE

Wanat, Waygul River Valley, Kunar Province,
13 July 2008

Located in the village of Wanat in North East Afghanistan, just across the border with Pakistan, was Vehicle Patrol Base (VPB) Kahler, a fledgling outpost which was planned to be later developed into a full

Forward Operating Base (FOB). Established on the valley floor of the imposing Waygul River Valley, the placement of VPB Kahler was designed to disrupt the movements of Taliban and foreign fighters crossing the border from their Pakistani sanctuaries into Afghanistan. In hindsight, the location of the VPB left much to be desired. Its deficiencies were many: The VPB was surrounded by high slopes with ample cover and concealment, a nearby village allowed covert infiltration by enemy fighters and it suffered from a distinct lack of defensive engineering beyond some HESCO barriers, sandbags and concertina wire.

On the morning of 13 July 2008, approximately 200 mixed hardcore Taliban, foreign fighters and locally recruited insurgents (allegedly angered by a recent Apache strike which resulted in a number of civilian deaths in the area) moved silently into position. Just after “stand to” by the members of 2nd Platoon,

HISTORICAL OUTCOME

The enemy targeted the VPB's crew-served weapons first including their single TOW equipped HMMWV and their 60mm and 120mm mortars. The attack on both sites soon became a ferocious, close quarter battle with insurgents penetrating the perimeter of the OP and almost over-running the VPB. Fighting was reduced in some cases to hand grenades and pistols. Artillery was fired at danger close ranges to halt the waves of attackers. An hour after the first burst of fire, close air support finally arrived in the form of Apache gunships which, assisted by a Hellfire-armed Predator and later bombers and fast air, managed to break the back of the attack.

MEDEVAC Blackhawks courageously landed under fire to extract the many wounded while a QRF composed of 1st Platoon in HMMWVs arrived to reinforce their comrades. Further QRF elements including SF and Pathfinders from the 101st arrived throughout the day to clear the surrounding area and chase down insurgent elements. At the end of that savage day, nine Americans were killed in action with 27 wounded. Insurgent losses are harder to quantify as the enemy routinely evacuates it's wounded and dead but SIGINT intercepts indicate between 21 and 52 killed and some 45 wounded. Days later, the VPB was evacuated by Coalition forces.



TALIBAN FIRING POSITIONS WERE SITED
ADVANTAGEDUSLY HIGH ABOVE VPB KAHLER
AND OP TOPSIDE

Chosen Company, 2/503 Airborne, VPB Kahler and the nearby observation post (OP Topside) were engaged by a fusillade of RPGs, recoilless rifle and heavy machine gun fire.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Kinetic – Jihadists first turn. Test for initiative on subsequent turns

Special Conditions:

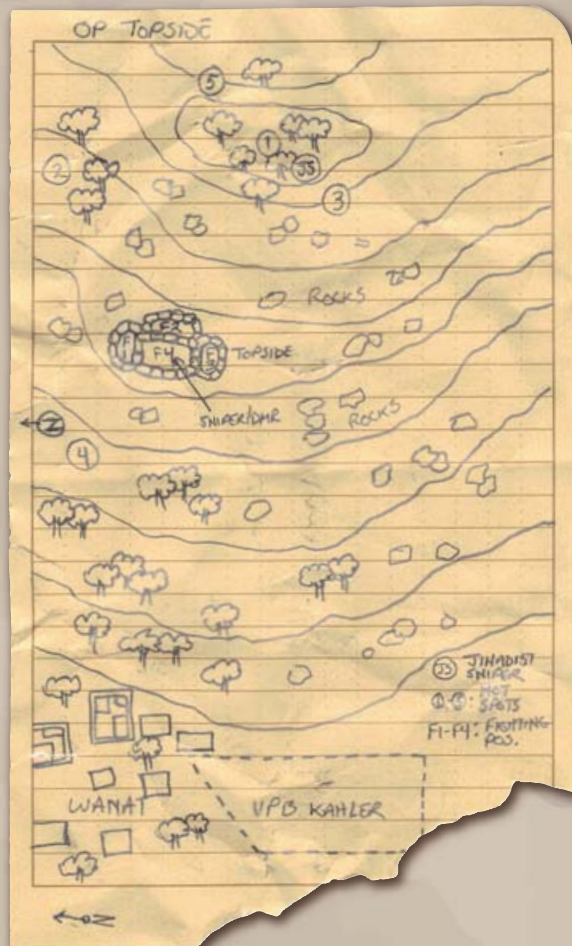
- Air Defense Environment: Light Air Defense
- Mixed Force Game – Jihadists are Regulars, Taliban are Irregulars

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated Air Support available to Coalition forces as described under Special Rules

Table Size: 6' x 4'

- 1– 6: Hot Spots
- TS: Taliban Sniper
- F1–F4: Topside Fighting Positions



US ARMY MISSION

Defend OP Topside until relieved.

US ARMY VICTORY POINTS

- Maintain defensive perimeter at OP Topside (no insurgent figures within the OP Topside defensive positions marked on the map by end of turn 6): 10pts
- No KIA by end of turn 6: 5pts

US ARMY FORCES

US Army Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Platoon Element (*OP Topside*)

Fire Element One (*Fighting Position 1 – Weapon Team Bonus*)

1 x Forward Observer w/M4

1 x Gunner w/M240 (Med. AP:2/AT:0)

1 x Assistant Gunner w/M4 and AT-4 (Med. AP:2/AT:1D(M))

Fire Element Two (*Fighting Position 2 – Weapon Team Bonus*)

1 x Gunner w/M240 (Med. AP:2/AT:0)

1 x Assistant Gunner w/M4 and LAW (Med. AP:2/AT:1D(M))

Fire Element Three (*Fighting Position 3*)

1 x Fireteam Leader w/M4 and AT-4 (Med. AP:2/AT:1D(M))

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

Designated Marksman (*Fighting Position 4*)

1 x DM w/M14

TALIBAN MISSION

You have gathered your forces – large numbers of RPGs and crew-served weapons, led by battle hardened jihadists and supported by local fighters who know the terrain and will help guide your foreign fighters who will lead the attack. You must overrun the American outpost and capture an American soldier who can be passed to al Qaeda and used as a propaganda tool to help force the withdrawal of the Americans and their allies.

TALIBAN VICTORY POINTS

- Per Coalition soldier captured: 5pts
- Per Coalition soldier killed: 3pts
- Per Coalition soldier seriously wounded: 2pts
- Taliban forces in base contact with all three fighting positions at the end of turn 6: 10pts

TALIBAN FORCES (LOCAL TALIBAN – IRREGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

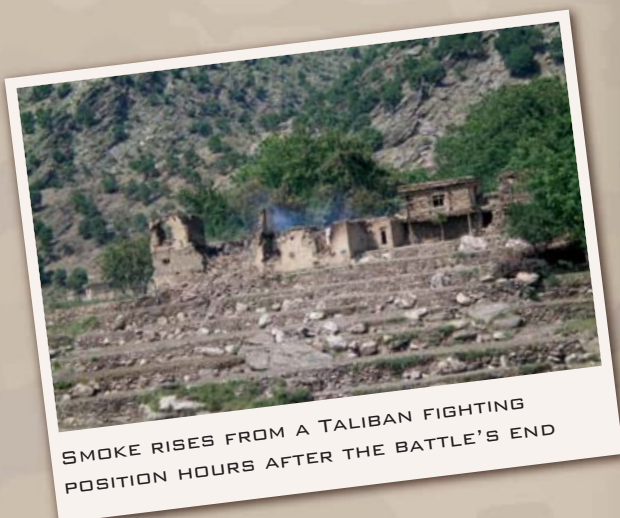
Taliban Cell One (*Hot Spot 1*)

1 x Leader w/AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M)) and AK

6 x Riflemen w/AK





TALIBAN AMBUSHERS MOVE SWIFTLY AND SILENTLY OVER FAMILIAR TERRAIN. (FIGURES BY ELHIEM FIGURES)

Taliban Cell Two (*Hot Spot 2*)

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 4 x Riflemen w/AK

Taliban Cell Three (*Hot Spot 3*)

- 1 x Leader w/AK
- 1 x Gunner w/RPK (Lt. AP:1/AT:0)
- 5 x Riflemen w/AK

Taliban Cell Four (*Hot Spot 4*)

- 1 x Leader w/AK
- 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 3 x Riflemen w/AK

Jihadist Basic Attributes

Initiative Level: D8

Confidence Level: Normal

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D12

Each cell deploys within the location marked on the map.

Jihadist Cell One (*Hot Spot 3*)

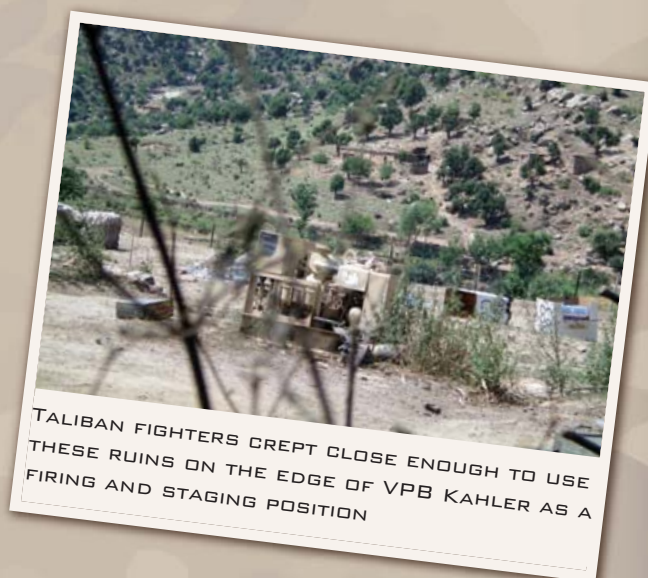
- 1 x Leader w/AK
- 1 x Gunner w/RPK (Lt. AP:1/AT:0)
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 3 x Riflemen w/AK

Jihadist Cell Two (*Hot Spot 5*)

- 1 x Leader w/AK (TQ/Morale D8/D12)
- 2 x Gunners w/RPG (Med. AP:2/AT:1D(M) and AK
- 2 x Riflemen w/AK

Jihadist Sniper Team (*Weapon Team Bonus deployed in sniper position shown on map*)

- 1 x Sniper w/SVD Dragunov
- 1 x Spotter w/AK



TALIBAN FIGHTERS CREEPT CLOSE ENOUGH TO USE THESE RUINS ON THE EDGE OF VPB KAHLER AS A FIRING AND STAGING POSITION



HH/MH-60G PAVE HAWK

SPECIAL RULES

INITIATING CONTACT BY RPG

On the first turn, the Taliban side receives a free 3D8 attack against each unit in the fighting positions to simulate the massed RPG volley which initiated the attack on the OP.

QRF

On turn three, a QRF element of three paratroopers leave the VPB and race to the OP to assist. Place this element within 4" of Fighting Position 3. The three are

D8/D10 and carry two M4s (one of whom is a Platoon Leader) and one M249 SAW.

HIDDEN

The Jihadist Sniper Team begins the game Hidden.

FIGHTING POSITIONS

All three American fighting positions are classed as Improved Cover (+2D). The sandbag wall provides an additional +1 Cover bonus.

SMOKE GRENADES

All American soldiers carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

As all potential HLZs are considered “Cherry” (“Hot”), no MEDEVAC/CASEVAC helicopters are permitted in this scenario.

COALITION CLOSE AIR SUPPORT

Coalition air support finally arrives in turn five in the form of Hedgerow 50, an AH-64D Apache in dedicated support fully loaded with cannon, Hellfire ATGMs and 2.75 inch rocket pods AP:6/AT5(H), Strafe: AP:6/AT:3(M). The Apache can be guided in by the Forward Observer or Squad Leader.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban.

All reinforcements enter via a randomly rolled Hot Spot as per the main rules.

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban (D6/D10) w/AK
2	1D6 Taliban and 1 x Leader (D6/D10) w/AK
3	1D6+2 Taliban (D6/D10) w/AK
4	1 x Taliban RPG Gunner (D6/D10)
5	1D6+3 Taliban (D6/D10) w/AK
6	2D6 Taliban (D6/D10) w/AK and 1 x Taliban RPG Gunner
7	1 x Taliban PKM Gunner, 1 x Leader and 1 x Taliban Assistant Gunner w/AK (D6/D10)
8	1D6 Jihadists w/AK, 1 x RPG Gunner (D8/D12)
9	1D6 Jihadists w/AK, 1 x RPG Gunner, 1 x RPK Gunner (D8/D12)
10	1 x Jihadist PKM Gunner, and 1 x Jihadist Assistant Gunner w/AK (D8/D12)

SCENARIO 15: BALA BALUK AMBUSH

Shewan Village, Farah Province, November 2008

The Taliban, like their Mujahideen forefathers, are particularly adept at the age-old tactic of the ambush. Coalition units, despite often having a strong understanding of Soviet experiences in the Soviet Afghan War, still fall prey to often complex ambushes. The USMC in Farah Province was struck by such an ambush in November 2008 which is representative of many similar actions. A Marine Force Recon element mounted in up-armored HMMWVs contacted a Taliban force outside of the town of Shewan and engaged in an hour long firefight. Two Recon HMMWVs, which were moving to establish a supporting fire position against the initial enemy location, were struck by multiple RPGs as enemy hidden in a concealed trench-line fired the opening volley of an eight hour contact against an estimated 250 insurgents.

HISTORICAL OUTCOME

Marines from both the Force Recon element and attached riflemen of 2 Platoon, Golf Company 2/7 Marines maneuvered a third HMMWV into the ambush area to extract the suppressed and wounded Marines from the immobilized HMMWVs. Pulling back, F-15 close air support was directed onto the enemy firing points before two dismounted squads assaulted the trench-line under the direct fire support of the HMMWV and MRAP gunners. The Marine infantry squads fought a tough battle against the enemy positions which were well placed to provide mutual, and over-lapping, defensive fires. Eventually the remaining Taliban elements fled the battlefield, losing some 66 KIA including leadership targets in a nearby compound who were engaged by an airstrike.

SCENARIO INFORMATION

Duration of Game: 10 Turns

Initiative: Kinetic – Taliban first turn. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: Light Air Defense

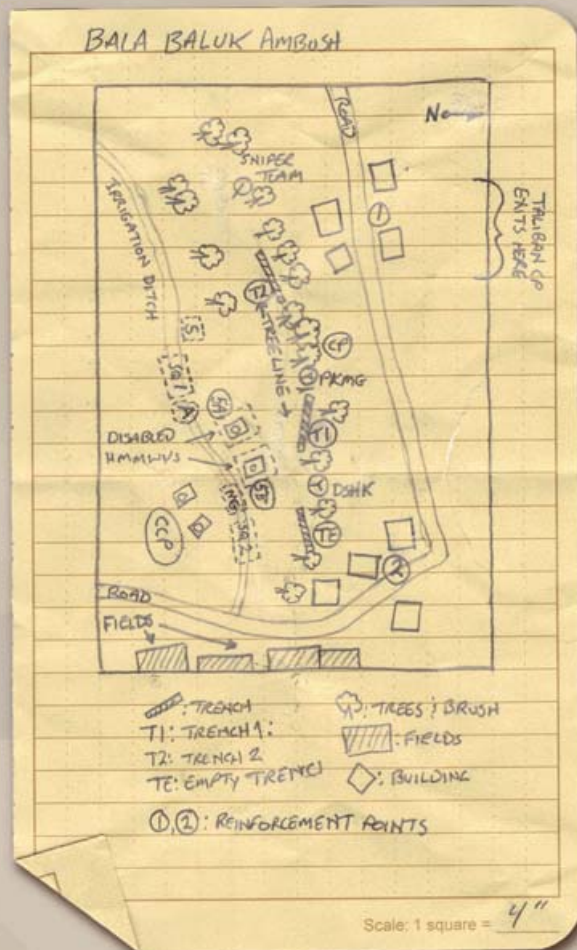
Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support available to Coalition forces as described under Special Rules

Table Size: 6' x 4'

USMC MISSION

Extract the suppressed and wounded Marines from the killzone before directing airstrikes or artillery fire missions against the identified enemy firing points. If the tactical opportunity presents itself, assault and clear the trench-line with your infantry elements.



USMC VICTORY POINTS

- Successfully extract all trapped Marines from the killzone and move casualties to CCP: 3pts OR
- Successfully extract all trapped Marines from the killzone and move casualties to CCP without taking any further casualties: 5pts
- Clear the trench-line of all Taliban elements by end of turn 10: 5pts
- Successfully direct close air support or artillery strikes to destroy at least three Taliban firing points by end of turn 10: 5pts

USMC FORCES*Marine Basic Attributes***Initiative Level:** D8**Confidence Level:** High**Supply Level:** Normal**Body Armor:** Standard (1D)**Troop Quality/Morale:** D8/D10**Dismounted Platoon Element****Squad One**

1 x Squad Leader w/M4

Fireteam One Alpha

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Fireteam One Bravo

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x DM w/Mk 12

Fireteam One Charlie

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Squad Two

1 x Squad Leader w/M4

Fireteam Two Alpha

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Fireteam Two Bravo

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x DM w/Mk 12

Fireteam Two Charlie

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Attached Machine Gun Team (Weapon Team Bonus)

1 x Gunner w/M240 (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A4

Attached Sniper Team (Weapon Team Bonus)

1 x Sniper w/M40

1 x Spotter w/Mk 12 DMR

Attached ANGLICO

1 x Tactical Air Controller w/M4

Attached Medic (At CCP)

1 x Navy Corpsman w/M4

Mounted Platoon Element

2 x M1151 up-armored HMMWV w/mounted .50 M2HB HMG (Hvy. AP:4/AT:1)

Both HMMWVs are crewed by three Marines – gunner, driver and commander



US MARINE SNIPER AND SPOTTER. (FIGURES FROM ELHIEM FIGURES)

Forward HMMWV Crews (*dismounted from immobilized HMMWVs and Pinned*)

Five Alpha

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0) (Seriously Wounded)
- 1 x Rifleman w/M16A4

Five Bravo

- 1 x Fireteam Leader w/M16A4 (Seriously Wounded)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)

TALIBAN MISSION

The Americans have driven straight into your ambush and your men have disabled two of their trucks. Inflict as many casualties as possible on the American Marines before withdrawing to cover from air attack. You know the Americans will try to rescue their wounded – make the most of this opportunity to give the enemy a bloody nose.

TALIBAN VICTORY POINTS

- Per Coalition soldier killed: 4pts
- Per Coalition soldier seriously wounded: 2pts
- Immobilize HMMWV (Not including those immobilized at the start of the scenario): 5pts
- Destroy HMMWV: 8pts
- Withdraw the Command Post element with no KIA and at least one other cell, again with no KIA by end of turn 10: 5pts

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Cell One (Command Position)

- 1 x Leader w/AK/BG15 (Lt. AP:1/AT:0) (TQ/Morale D6/D12)
- 1 x Gunner w/RPD (Lt. AP:1/AT:0)
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 3 x Rifleman w/AK

Taliban Cell Two (DShK Position – Weapon Team Bonus)

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 2 x Gunners w/1 x DShK HMG (Hvy. AP:3/AT:1(L) and AKs

Taliban Cell Three (PKM Position – Weapon Team Bonus)

1 x Leader w/AK (TQ/Morale D6/D12)
 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
 1 x Assistant Gunner w/AK

Taliban Cell Four (Trench 1)

1 x Gunner w/RPD (Lt. AP:1/AT:0)
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 4 x Rifleman w/AK

Taliban Cell Five (Trench 2)

1 x Leader w/AK (TQ/Morale D6/D12)
 1 x Gunner w/RPK (Lt. AP:1/AT:0)
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 3 x Rifleman w/AK

Taliban Sniper Team (Weapon Team Bonus)

1 x Sniper w/SVD Dragunov
 1 x Spotter w/AK

SPECIAL RULES**RESCUING THE HMMWV CREWS**

The two HMMWVs deployed forward are both considered immobilized and both weapon systems are out of action. The two crews are taking cover behind one of the HMMWVs as shown on the map. They have two seriously wounded personnel and are all considered Pinned. To unpin these elements, a Marine Squad or Fireteam leader must make base contact with at least one member of the crews. On the NEXT turn, the HMMWV crews are unpinned and able to move and fight normally albeit with the restrictions of two seriously wounded members who need to be CASEVACed back to one of the HMMWVs providing fire support which will act as a casualty collection point.

HIDDEN

Taliban forces begin play Hidden but may not conduct an Ambush as the Marines know roughly their disposition from the pinned forward elements.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

CREW-SERVED POSITIONS AND TRENCH-LINE

All Taliban positions and the trench-line count as Improved Cover (+2D).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

MEDIC

The Navy Corpsman counts as having the Medic attribute for First Aid Checks.

UAV SUPPORT

On turn 4, a Marine Scan Eagle UAV enters an orbit over the contact, cancelling all Out of Contact Movement and providing a spotting bonus (reducing opposed dice by one type for the Taliban to D6) if any Taliban units remain Hidden.

SMOKE GRENADES

The Marines all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

As all potential HLZs are considered "Cherry" ("Hot"), no MEDEVAC/CASEVAC helicopters are permitted in this scenario.

IS THAT A GUY IN A BURKHA?

Taliban forces have become very adept at concealing their true identities and escaping the battlefield. All

Taliban can cache their weapons, webbing and/or adopt civilian dress (even dressing as females in Burkhas) if they spend one turn out of Line of Sight of any Coalition element. In the following turn, the Taliban element must withdraw disguised as civilians and are immediately taken off the table. If ISTAR and/or drones are deployed, the ruse is unsuccessful.

COALITION CLOSE AIR SUPPORT

Coalition air support is available from turn five in the form of an F-15E Strike Eagle with cannon and 2 x 500 pound JDAMs (Bombs: AP:8/AT:6(H) w/6" radius, Strafe: AP:4/AT2(M) w/6" radius). Danger close rules apply and Show of Force is available. The Strike Eagle must be called in by the attached ANGLICO using the normal rules for requesting an airstrike. The TAC is an Actual Tactical Air Controller and receives the usual +1 bonus.

COALITION ARTILLERY SUPPORT

Coalition 155mm artillery is available from turn two onward. The ANGLICO can call in an artillery fire mission using the Calling for a Fire Mission rules. He suffers a -1 penalty for calling assets other than his own, but gains a +1 as he is an Actual Forward Observer.

The 155s count as Heavy Artillery: AP:10/AT:2(H) (8" radius) and may be used to deliver smoke rounds to cover movement.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, Taliban reinforcements arrive automatically.

All reinforcements must enter via the two reinforcement points marked on the map which are linked to a dry wadi the Taliban are using as a ratline to reinforce their positions.

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	2 x Taliban w/AK
2	3 x Taliban w/AK
3	5 x Taliban w/AK
4	1 x Taliban w/RPG
5	1 x Taliban PKM gunner, 1 x Taliban w/AK
6	4 x Taliban w/AK, 1 x Taliban RPG
7	6 x M Taliban w/AK, 1 x Leader w/AK, 1 x Taliban RPG, 1 x Taliban RPK
8.	Small IED: AP 2/AT 1 (has to be immediately used as an attack against the Marine unit closest to Taliban trench-line)
9	Medium IED: AP 4/AT 4 (has to be immediately used as an attack against the Marine unit closest to Taliban trench-line)
10	Off Table 82mm Medium Mortar Barrage

SCENARIO 14: OPERATION SHAK HAWEL

West Dorafshan region of Uruzgan Province,
12 April 2009

On Easter Sunday, 12 April 2009, Australian forces from Combat Team Tusk and the Special Air Service Regiment (SASR) were engaged in a decisive battle with large numbers of Taliban in the West Dorafshan region of Uruzgan Province. The operation, codenamed *Shak Hawel* or “Mysterious Area”, was designed to clear the area of insurgents and disrupt their supply lines. 2 Platoon Team “Rogue,” drawn from 7RAR and equipped with Bushmasters, was supported by two ASLAV-25s from 2CAV, an engineer section with a bomb-sniffing dog, and an integral JTAC. It was tasked with establishing an OP to watch the Shah Hussein School, a disused compound close on the banks of the Dorafshan River which intelligence suggested was an enemy leadership

HISTORICAL OUTCOME

The operation developed into a major contact with insurgents appearing on three sides of the 2 Platoon Team and firing from compounds on the western bank of the river. The Diggers fell back to a compound and secured this as a stronghold, fighting off the enemy with supporting fires from the CAV. The SASR teams engaged the enemy from the rear and caught the Taliban in a classic pincer action leaving the Taliban leadership few options but to stand and fight. Dutch AH-64s were deployed to support both SASR and the 7RAR team. The contact ended some three hours after the engagement of the IED cell with 2 Squadron clearing the enemy compounds on the western banks of the Dorafshan.

Shak Hawel was the first time regular Army and SASR had operated together in a conventional infantry contact since the Vietnam War. It succeeded beyond expectations with a significant impact on the IED and 107mm indirect fire capability of the enemy. In fact, an ordnance cache discovered by 2 SASR Squadron in the immediate aftermath of the main contact proved to be one of the largest finds of 107mm rockets and small arms to date in the province. The dent in the Taliban indirect fire capability caused a cessation of rocket attacks on the local Australian FOB for some eight months. Insurgent casualties were conservatively estimated at 20 KIA and a further 20 WIA without a loss to the Australians.

location. SASR were deployed to the west of the river to conduct disruption activities in the enemy's rear.

With the half platoon OP established under overwatch from the ASLAV-25s, an IED emplacement cell was observed and engaged by the Diggers of 2 Platoon. This action acted as a catalyst for the insurgents as large numbers of fighters appeared bearing down on the OP position using tunnels and ratlines to approach the infantry unseen. The ASLAVs engaged the emerging Taliban and battle was joined.

Note: This historical scenario has been modified in terms of force levels to enhance playability on the tabletop.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – CT Tusk first turn. Test for initiative on subsequent turns

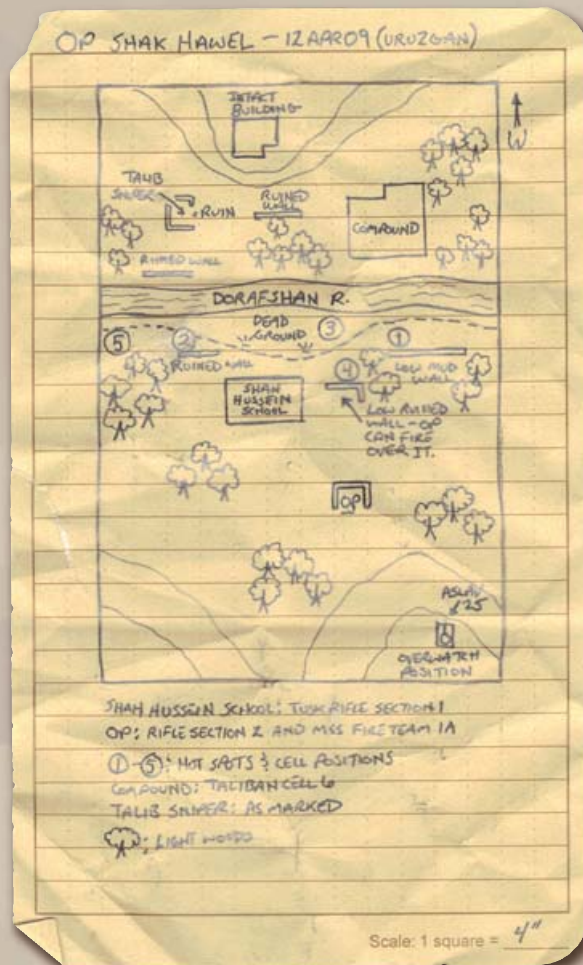
Special Conditions:

- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support is available to Coalition forces as described under Special Rules

Table Size: 6' x 4'



COMBAT TEAM TUSK MISSION

Decisively engage the enemy and hold the compound strongpoint location while minimizing friendly casualties.

COMBAT TEAM TUSK VICTORY POINTS

- Prevent OP position and Shah Hussein School from being overrun (no Taliban inside either strongpoint at any point during the game): 5pts for each
- All Taliban units combat ineffective (below 50% starting strength, destroyed, pinned or withdrawn from table) by end of turn 8: 5pts
- No Australian casualties (KIA) by end of turn 8: 5pts

COMBAT TEAM TUSK FORCES**CT Tusk Basic Attributes**

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Combat Team Tusk Rifle Section One (*Deploys in Shah Hussein School as marked on map*)**Fireteam One Alpha**

1 x Section Leader w/F88

1 x Grenadier w/F88/M203 (Lt.

AP:1/AT:0)

1 x Gunner w/F89 (Lt.

AP:1/AT:0)

1 x Rifleman w/F88

Fireteam One Bravo

1 x Assistant Section

Leader w/F88

1 x Grenadier w/F88/M203

(Lt. AP:1/AT:0)

1 x Gunner w/F89 (Lt.

AP:1/AT:0)

1 x Rifleman w/F88

**Combat Team Tusk Rifle
Section Two (*Deploys near
OP position within small
ruin east of the Shah Hussein
School as marked on map to
provide overwatch for Section
One*)**CIA SPECIAL
ACTIVITIES DIVISION
OPERATIVE**Fireteam Two Alpha**

1 x Section Leader w/F88

1 x Grenadier w/F88/M203 (Lt. AP:1/AT:0)

1 x Gunner w/F89 (Lt. AP:1/AT:0)

1 x Rifleman w/F88

Fireteam Two Bravo

1 x Assistant Section Leader w/F88

1 x Grenadier w/F88/M203 (Lt. AP:1/AT:0)

1 x Gunner w/F89 (Lt. AP:1/AT:0)

1 x Rifleman w/F88

**Combat Team Tusk Maneuver Support Fireteam
(*Deploys in OP position within small ruin east of
the Shah Hussein School as marked on map to
provide overwatch for Section One*)****MSS Fireteam One Alpha**

1 x Section Leader w/F88

1 x Grenadier w/F88/M203 (Lt. AP:1/AT:0)

1 x Gunner w/MAG-58 (Med. AP:2/AT:0)

1 x Marksman w/SR-25

*(MAG-58 Gunner and Grenadier will act as a
Weapon Team with bonus when deployed together)***Combat Team Tusk Attachments;**

1 x JTAC w/F88 (deploys attached to MSS)

1 x ASLAV-25 (deploys on Overwatch Position

Poentjak as marked on map)

TALIBAN MISSION

Faced with ISAF forces to the front and rear, you must attack the enemy with your fighters to try to inflict casualties and force the Australians to pause their assault or even withdraw to extract their wounded, giving your leadership a chance to escape the encirclement via tunnel networks.



TALIBAN VICTORY POINTS

- At least one Taliban unit remaining above 50% starting strength, unpinned and on-table at end of turn 8 allowing cover for leaders to escape: 5pts
- Enter the grounds of either the OP or Shah Hussein School with at least one Taliban infantry cell during the game: 3pts
- Hold (all defenders killed, captured or withdrawn) either the OP or Shah Hussein School with at least one Taliban infantry cell by the end of turn 8: 5pts
- Per Australian soldier killed: 3pts
- Per Australian soldier seriously wounded: 1pt
- ASLAV Destroyed: 5pts

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Abundant (due to large weapons caches hidden in the area: +1 FP die bonus)

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within 4" of their corresponding Hot Spot marked on the map. These Hot Spots simulate ratlines available due to dead ground, irrigation channels and tunnel networks.

Taliban Cell One (*Hot Spot 1*)

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 2 x Gunners w/RPG (Med. AP:2/AT:1D(M)
- 4 x Riflemen w/AK

Taliban Cell Two (*Hot Spot 2*)

- 1 x Leader w/AK (TQ/Morale D6/D12)

- 1 x Gunner w/RPG (Med. AP:2/AT:1D(M)

- 3 x Riflemen w/AK

- 1 x Gunner w/RPD (Lt. AP:1/AT:0)

Taliban Cell Three (*Hot Spot 3*)

- 1 x Gunner w/RPG (Med. AP:2/AT:1D(M)

- 4 x Riflemen w/AK

- 1 x Gunner w/RPK (Lt. AP:1/AT:0)

Taliban Cell Four (*Hot Spot 4*)

- 1 x Leader w/AK (TQ/Morale D6/D12)

- 2 x Gunners w/RPG (Med. AP:2/AT:1D(M)

- 4 x Riflemen w/AK

Taliban Cell Five (*Hot Spot 5*)

- 6 x Riflemen w/AK

Taliban Cell Six (*deploys in compound on western bank as marked on map*)

- 1 x Leader w/AK and BG15 UGL (Lt. AP:1/AT:0) (TQ/Morale D6/D12)

- 1 x Gunner w/RPG (Med. AP:2/AT:1D(M)

- 4 x Riflemen w/AK

- 1 x Gunner with PKM GPMG (Med. AP:2/AT:0)

Taliban Sniper Team (*deploys in small ruin on western bank as marked on map*)

- 1 x Sniper w/SVD

- 1 x Spotter w/AK

SPECIAL RULES

ASLAV-25

The ASLAV is positioned to provide overwatch fire for the infantry. It cannot move unless specifically tasked to move forward to collect friendly casualties.

This ASLAV is not fitted with Bar Armor.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty.

Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELO

As all potential HLZs are considered “Cherry” (“Hot”), no MEDEVAC/CASEVAC helicopters are permitted in this scenario.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4” of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.



SERGEANT, OPERATIONAL
DETACHMENT ALPHA

COIN AND PID

All COIN and PID Rules of Engagement restrictions and guidelines must be followed by ISAF forces.

DUTCH AH-64 APACHE

A Dutch AH-64 Apache is available on-station in direct support from turn 6. Once called in by the JTAC (use standard rules with +1 for the JTAC being an actual TAC), use standard *Force on Force* air rules with a TQ roll each turn to keep it on the table, otherwise called away to another tasking or gone Winchester/Bingo in ordnance/fuel state. It carries 8 x Hellfire ATGMs (AP:6/AT:5(H), 2 x 2.75 inch rocket pods 9 (AP:6/AT:2(M) and the 30mm chin-gun (AP:6/AT:3(M) vs. Deck).

TALIBAN REINFORCEMENTS

As the SASR teams have encircled the enemy's flanks, no reinforcements are available.

SCENARIO 15: THE BATTLE OF DANAWEH I

Danaweh, Now Zad, Helmand Province, 12 August 2009

The village of Danaweh, some five kilometers from Now Zad DC, is a major trading route into Northern Helmand, serving as a gateway for the Taliban's lucrative opium smuggling. Until 2009, due to a lack of available resources for the under-manned and over-stretched British forces of Task Force Helmand, no major Coalition operations had been launched into the village which had become a sanctuary and staging area for the Taliban. With the upcoming Afghan elections and the recently deployed might of the USMC to draw upon, ISAF planned an offensive operation to root out the Taliban, seize key terrain, and establish security for voting stations in the town.

On 12 August 2009, the USMC launched a combined airmobile and ground assault on the town under Operation *Eastern Resolve II* with Golf Company, 2nd

Battalion, 3rd Marines as the tip of the spear. A previously inserted Marine reconnaissance platoon provided overwatch on the HLZ which was in the village itself as Golf inserted in the pre-dawn darkness by Marine CH-53. The boldness of landing directly on the objective rather than at a safer off-set HLZ paid off as the Marines quickly seized the local Taliban leader's compound, barely 50 meters from their HLZ. In fact, the surprise of the initial insertion and dominance of the area placed the Taliban on the back foot, sabotaging their command and control and leading to an uncoordinated response to the Marine attack.

Fighting however continued for three days with the Marines showing significant "Tactical Patience" in restraining their use of air strikes and artillery fire missions although many villagers were seen fleeing the area on the first morning of the offensive. The town was cleared of enemy fighters and the population returned to participate in the elections, protected by a newly constructed joint US/ANA patrol base.

This scenario is based on the initial insertion of Golf Company Marines while the second linked scenario is based around IED clearance and the medical evacuation of a wounded Marine.

Note: *This scenario has been compressed in terms of numbers of figures, weapons systems and table size to improve playability.*

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – USMC first two turns. Test for initiative on subsequent turns

Special Conditions:

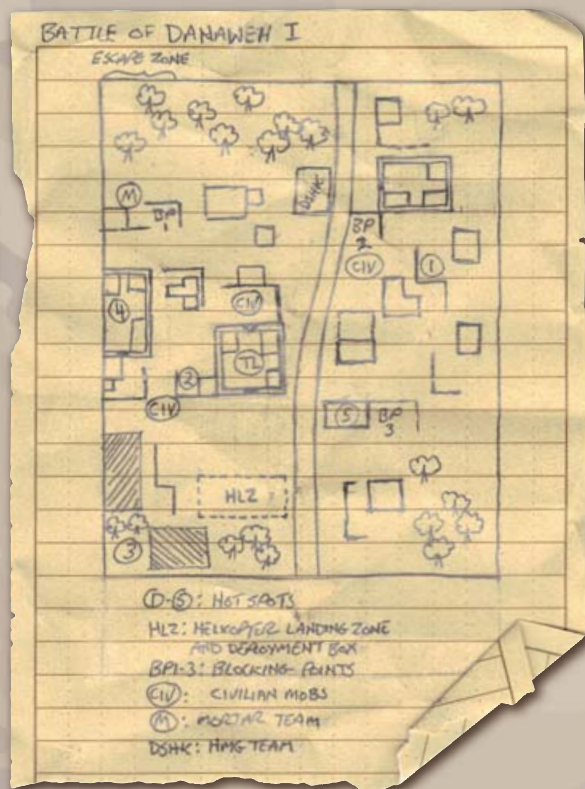
- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support is available to Coalition forces as described under Special Rules

Special Conditions: Insurgency Level 5

Table Size: 5' x 4'



USMC MISSION

Secure HLZ before immediately attacking and seizing the Taliban leadership compound. Once the compound is cleared, transport any prisoners back to the HLZ for evacuation and press forward to establish a cordon for follow-on forces to exploit into the town.

USMC VICTORY POINTS

- Capture enemy leader: 5pts
- Kill enemy leader: 2pts
- Reach and man all three blocking positions by end of turn 8: 5pts

- Deploy no air support or artillery for duration of game: 3pts
- Suffer no KIA by end of turn 8: 5pts

USMC FORCES

Marine Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Marine Platoon

Platoon TAC HQ Element

- 1 x Platoon Leader w/M4 (TQ/Morale D8/D12)
- 1 x Platoon Sergeant w/M4 (TQ/Morale D8/D12)
- 1 x RTO w/M16A4
- 1 x ANGLICO FO/FAC w/M4 (can be attached to any fireteam)
- 1 x Navy Corpsman w/M4 (can be attached to any fireteam)

Squad One

- 1 x Squad Leader w/M4

Fireteam One Alpha

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Fireteam One Bravo

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Designated Marksman w/Mk12/Mk14



USMC IN HOUSE TO HOUSE FIGHTING. (FIGURES BY ELHIEM FIGURES)

Fireteam One Charlie

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Squad Two

- 1 x Squad Leader w/M4

Fireteam Two Alpha

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Fireteam Two Bravo

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Designated Marksman w/Mk12/Mk14

Fireteam Two Charlie

- 1 x Fireteam Leader w/M16A4

- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Attached Machine Gun Team One (*Weapon Team Bonus*)

- 1 x Gunner w/M240 (Med. AP:2/AT:0)
- 1 x Assistant Gunner w/M16A4

Attached Assault Engineer Team (*Weapon Team Bonus*)

- 1 x Engineer w/Mk153 SMAW-D
- 1 x Rifleman w/M16A4

Attached Scout/Sniper Team (*Weapon Team Bonus*)

- 1 x Sniper w/M40
- 1 x Spotter w/Mk12/Mk14 DMR

TALIBAN MISSION

The American Marines have landed right in your village. Your men are unprepared for the surprise attack. Organize a hasty defense of the village and move your leader to safety in the surrounding mountains. Stop the



US MARINES MOVE CAUTIOUSLY THROUGH DANAWEH. (FIGURES BY ELHIEM FIGURES)

Americans before they deny you the sanctuary of your base in the village.

TALIBAN VICTORY POINTS

- Per Marine captured: 5pts
- Per Marine killed: 3pts
- Per Marine seriously wounded: 2pts (negated if casualty MEDEVACed)
- Prevent the Americans from securing their blocking positions: 2pts per blocking position
- Stop the capture/death of your leader by the end of turn 8: 10pts

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Local Leader

1 x Local Leader w/AK (TQ/Morale D6/D12)

3 x Bodyguards w/AKs

Taliban Cell One (*Hot Spot 1*)

1 x Gunner w/RPK (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

4 x Rifleman w/AK

Taliban Cell Two (*Hot Spot 2*)

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

3 x Rifleman w/AK

Taliban Cell Three (*Hot Spot 3*)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

1 x Gunner w/RPD (Lt. AP:1/AT:0)

5 x Rifleman w/AK

Taliban Cell Four (*Hot Spot 4*)

1 x Leader w/AK (TQ/Morale D6/D12)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK

2 x Rifleman w/AK

Taliban Cell Five (*Hot Spot 5*)

1 x Leader w/AK

6 x Rifleman w/AK

DShK Team (*Weapon Team Bonus*)

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)

1 x Assistant Gunners w/AK

Mortar Team (*Weapon Team Bonus*)

1 x Mortar Crewman w/82mm mortar

(AP:4D/AT:2D(L) (4" radius) and AK

1 x Assistant Mortar Crewman w/AK

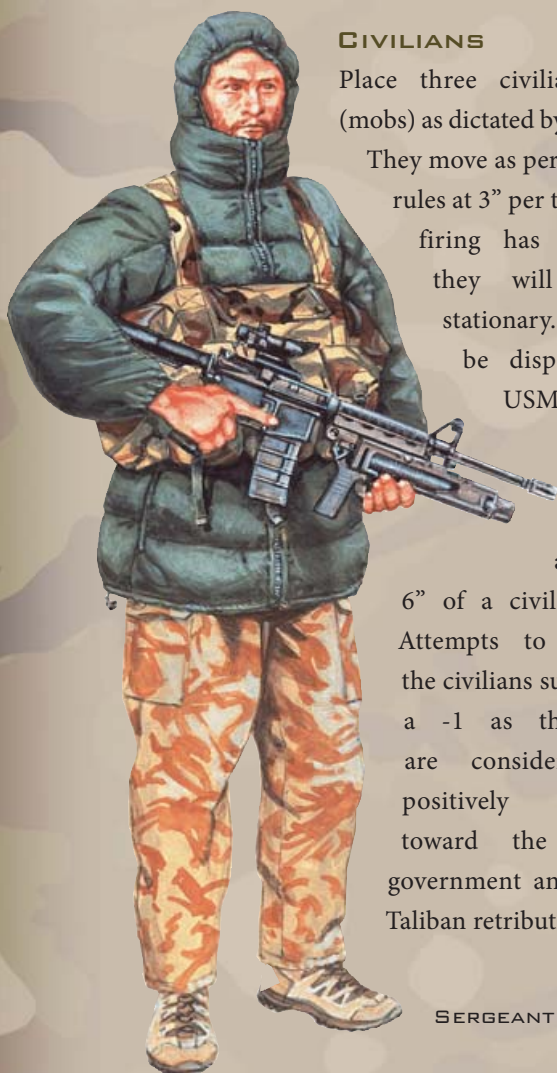


TALIBAN FIGHTERS PREPARE TO DEFEND A STURDY AFGHAN COMPOUND. (FIGURES BY S&S MODELS AND WARTIME MINIATURES)

SPECIAL RULES

TALIBAN LEADER

The Local Leader must stay in the compound as marked on the map until the end of turn one – this simulates the confusion of not knowing from which direction the enemy are attacking. At this point, he can attempt to escape. He can only move at a Tactical Move of 6" per turn and must reach the marked escape point on the map by the end of turn 8. If he is in base contact with the escape point or exits the board he is deemed as having escaped.



CIVILIANS

Place three civilian bases (mobs) as dictated by the map.

They move as per the main rules at 3" per turn. If no firing has occurred they will remain stationary. They can be dispersed by USMC forces as long as US forces are within 6" of a civilian base. Attempts to disperse the civilians suffer from a -1 as the locals are considered not positively disposed toward the Afghan government and/or fear Taliban retribution.

SERGEANT, SBS

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn

as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

SMOKE GRENADES

The Marines all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

A Pedro HH-60 Dustoff is available to be called in. The wounded must be moved to a casualty collection point located anywhere on the HLZ (as shown on the map) where the helo can land once called in by the ANGLICO.

COALITION CLOSE AIR SUPPORT

Due to the COIN doctrine of 'tactical patience' followed by the Marines during this operation, all requests for air support are made at a -2 for calls for air strikes due to the restrictive ROEs imposed. Additionally, no bombs can be dropped and helos and fast air are restricted to cannon and Show of Force runs. The ANGLICO

receives the +1 modifier for being an actual TAC however the buildings and anti IED ECM are causing difficulties with his radios and he receives a -1 for spotty radio reception. Along with the -2 ROE modifier, any call for air support is at a -2 cumulative.

Roll for type of platform with a 1-4 resulting in an AH-1W Whisky Cobra (Cannon: AP:5/AT:2(M) or a 5-6 resulting in an AV-8 Harrier (Strafe: AP:4/AT:2(M) – both may only fire their cannon.

COALITION INDIRECT FIRE SUPPORT

A battery of Marine 81mm mortars are available as dedicated support for the mission although firing anything other than chemical smoke or specific counter battery against enemy indirect fire results in a -2 modifier due to effects detailed above.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

POSITIVE IDENTIFICATION (PID)

CHECKS

All USMC forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN REINFORCEMENTS

There are no Taliban reinforcements in this scenario.

SCENARIO 16: THE BATTLE OF DANAWEH II

Danaweh, Now Zad, Helmand Province,

12 August 2009

As the Golf Company Marines pushed out into the village, they encountered heavy house to house (and

compound to compound) fighting. The Taliban had begun to conduct hasty ambushes in the alleyways between compounds and deploy IEDs just ahead of the Marine advance. Attached Navy and Marine EOD teams disabled numerous IEDs while the Marine infantry were in contact with the determined Taliban resistance. The fighting resulted in numerous wounded Marines and one was tragically killed by an RPG. A large number of the enemy were killed before they were finally driven from the village.

This scenario is based around an IED clearance by Marines of the 1st EOD Company, 1st Marine Logistics Group (Forward) and the concurrent medical evacuation of a Marine wounded by enemy fire.

Note: this scenario has been compressed in terms of numbers of figures, weapons systems and table size to improve playability.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – USMC first turn. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: Light Air Defense
- Insurgency Level 5

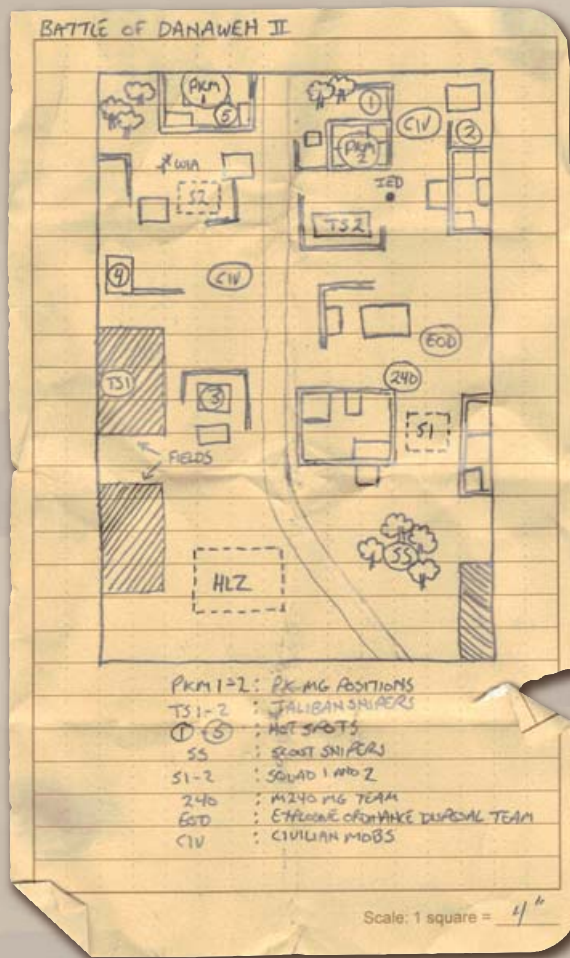


STREET FIGHTING IN DANAWEH. (FIGURES BY ELHIEM FIGURES)

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support is available to Coalition forces as described under Special Rules

Table Size: 6' x 4'



USMC MISSION

The mission comprises three objectives – render safe the IED discovered by the EOD team; secure an emergency HLZ for a MEDEVAC helo; and extract the wounded Marine to the HLZ. All should be accomplished with minimal collateral damage to buildings or the civilian population.

USMC VICTORY POINTS

- Render the IED safe: 5pts
- Secure the HLZ (no Taliban in LOS): 3pts
- Extract wounded Marine to HLZ: 5pts
- Deploy no air support or artillery for duration of game: 3pts
- Suffer no KIA by end of turn 8: 2pts
- For each structure struck by an aircraft strafing run: 1pt
- Penalties for civilian casualties as normal

USMC FORCES*Marine Basic Attributes***Initiative Level:** D8**Confidence Level:** High**Supply Level:** Normal**Body Armor:** Standard (1D)**Troop Quality/Morale:** D8/D10**Marine Platoon Element****Squad One**

1 x Squad Leader w/M4

1 x ANGLICO FO/FAC w/M4

Fireteam One Alpha

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Fireteam One Bravo

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Designated Marksman w/Mk12/Mk14

Fireteam One Charlie

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Squad Two

1 x Squad Leader w/M4

1 x Navy Corpsman w/M4

Fireteam Two Alpha

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Fireteam Two Bravo

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Designated Marksman w/Mk12/Mk14

Fireteam Two Charlie

1 x Fireteam Leader w/M16A4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M16A4

Attached Machine Gun Team One (Weapon Team Bonus)

1 x Gunner w/M240 (Med. AP:2/AT:0)

1 x Assistant Gunner w/M16A4

Attached Scout/Sniper Team (Weapon Team Bonus)

1 x Sniper w/M40

1 x Spotter w/Mk12/Mk14 DMR

Attached EOD Team

- 1 x Team Leader w/M4
- 1 x EOD Tech w/M4/M203 (Lt. AP:1/AT:0)
- 2 x EOD Tech w/M4

TALIBAN MISSION

The Americans are trying to disarm one of your bombs – make it too hot for them to do so. They are also trying to evacuate one of their wounded – ambush them as they try to move him to the helicopters.

TALIBAN VICTORY POINTS

- Per Marine captured: 5pts
- Per Marine killed: 3pts
- Per Marine seriously wounded: 2pts (negated if casualty MEDEVACed)
- Stop the Marines moving the wounded to the HLZ: 3pts
- Stop the EOD team from disrupting the IED by the end of turn 8: 3pts

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)

Taliban Basic Attributes

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.

Taliban Cell One (*Hot Spot 1*)

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/RPK (Lt. AP:1/AT:0)
- 4 x Riflemen w/AK

Taliban Cell Two (*Hot Spot 2*)

- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 5 x Riflemen w/AK

Taliban Cell Three (*Hot Spot 3*)

- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 1 x Gunner w/RPD (Lt. AP:1/AT:0)
- 5 x Riflemen w/AK

Taliban Cell Four (*Hot Spot 4*)

- 1 x Leader w/AK (TQ/Morale D6/D12)
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 3 x Riflemen w/AK

Taliban Cell Five (*Hot Spot 5*)

- 1 x Leader w/AK
- 1 x Gunner w/RPD (Lt. AP:1/AT:0)
- 4 x Rifleman w/AK

PKM Team One (*Weapon Team Bonus*)

- 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
- 2 x Assistant Gunners w/AK



TROOPER,
AUSTRALIAN
SAS

PKM Team Two (*Weapon Team Bonus*)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
2 x Assistant Gunners w/AK

Taliban Sniper Team One (*TQ/Morale D8/D10 – Weapon Team Bonus*)

1 x Sniper w/SVD Dragunov
1 x Spotter w/AK

Taliban Sniper Team Two (*TQ/Morale D8/D10 – Weapon Team Bonus*)

1 x Sniper w/SVD Dragunov
1 x Spotter w/AK

SPECIAL RULES**EOD**

The game starts with the EOD examining the IED with their bomb disposal droid. They must spend one whole turn observing the device before approaching. On approach (The Long Walk), one EOD operator will walk to the device wearing the bomb suit. The operator can only move 6" per turn due to the weight of the suit. Once within base contact, the EOD operator must make a TQ Check to disarm the device manually. If successful, the device is rendered safe. If not it detonates as a Medium IED: AP:4D/AT:4D (M). The EOD team gain a +2 to their Defence Dice due to their EOD suits and blast screens. Bear in mind that EOD or UK ATO 'Felix' teams should always have an infantry cordon to protect them.

THE WOUNDED JARHEAD

The location of the wounded Marine is marked on the map. While EOD are "doing their thing," the Marine must be evacuated to the HLZ. A fireteam must be tasked to move the wounded grunt, the Casualty Penalty applies.

CIVILIANS

Place two civilian bases (mobs) as dictated by the map. They move as per the main rules at 3" per turn. If no firing has occurred they will remain stationary. They can be dispersed by USMC forces as long as US forces are within 6" of a civilian base. Attempts to disperse the civilians suffer from a -1 as the locals are considered not positively disposed toward the Afghan government and/or fear Taliban retribution.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

SMOKE GRENADES

The Marines all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELO

A CH-46 is available to be called in for dustoff. The wounded Marine (and any other subsequent wounded)

must be moved to a casualty collection point located anywhere on the HLZ (as shown on the map) where the helo can land once called in by the ANGLICO. An extra VP is earned if the Marine player manages to call in the helo and dustoff any wounded before the end of the game.

COALITION CLOSE AIR SUPPORT

Due to the COIN doctrine of "tactical patience" followed by the Marines during this operation, all requests for air support are made at a -2 for calls for air strikes due to the restrictive ROEs imposed. Additionally, no bombs can be dropped and helos and fast air are restricted to cannon and Show of Force runs. The ANGLICO's +1 modifier for being an actual TAC is nullified by a -1 modifier for spotty radio reception. Since there is a -2 ROE modifier, any air support requests will be at a -2.

Roll for type of platform with a 1-4 resulting in an AH-1W Whisky Cobra (Chin Gun: AP:5/AT:2(M) or a 5-6 resulting in an AV-8 Harrier (Strafe: AP:4/AT:2(M) – both may only fire their cannon. Missile and bomb attacks are not permitted.

COALITION INDIRECT FIRE SUPPORT

A battery of Marine 81mm mortars are available as dedicated support for the mission although firing anything other than chemical smoke or specific counter battery against enemy indirect fire results in a -2 modifier due to effects detailed above.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

POSITIVE IDENTIFICATION (PID)

CHECKS

All USMC forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements automatically arrive for the Taliban (roll under the Insurgency level of 5 on a D6 for reinforcements to appear). Dice for Hot Spot location as per the main rules.

REINFORCEMENT TABLE	
DIE ROLL (1 D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6 Taliban w/AK
3	1D6+1 Taliban w/AK
4	1D6+2 Taliban w/AK
5	1 x Taliban RPG Gunner
6	2 x Taliban RPG Gunner
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, 1 x Taliban Assistant Gunner w/AK (Weapon Team)
9	1 x Taliban DShK HMG w/2 x Crew w/AKs (Weapon Team)
10	1 x off-board 107mm unguided rocket

SCENARIO 17: ROAD WARRIORS

Somewhere along Highway 1 between Kabul and Kandahar, 2009

Task Force Thor of the US Army 4th Engineer Battalion conduct the dangerous task of route clearance, searching for Taliban laid IEDs to secure routes for both military and civilian travel. Using several types of specialist MRAP, attached bomb sniffer dogs, EOD droids and manual mine detectors, Task Force Thor battle against

a constantly evolving threat as the techniques and sophistication of Taliban IEDs change to meet and defeat Coalition anti IED measures.

In this hypothetical scenario based on numerous historical incidents, a Route Clearance Patrol of Task Force Thor are attempting to secure a sector of Highway One, often known as the Highway of Death due to the number of IED strikes and ambushes against both Coalition and civilian logistics convoys. Task Force Thor must travel along the highway, identifying and disarming any IEDs or suspect devices they locate. While the RCP clears IEDs, Taliban spotters watch their progress, reporting their movements to a small, local Taliban group who are preparing a snap ambush...

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Asymmetric – US Army has Initiative for the duration of the game

Special Conditions:

- Air Defense Environment: None

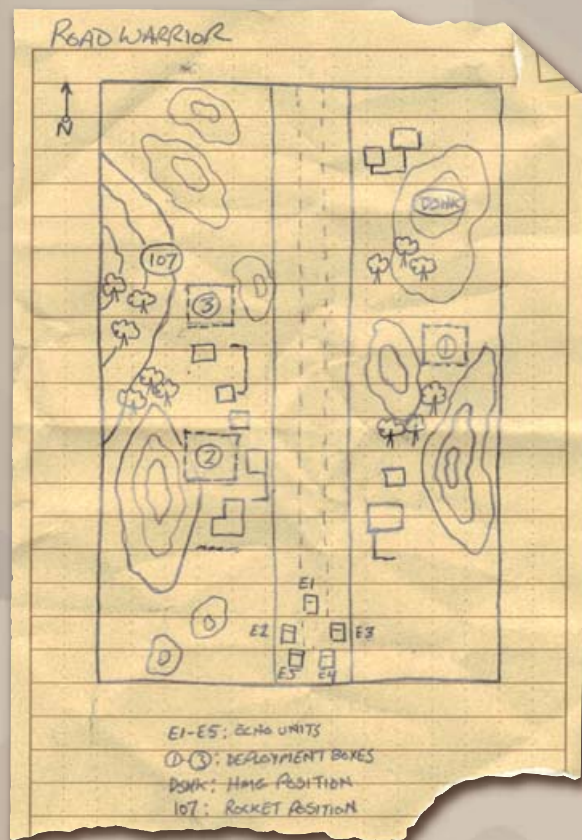
Fog of War: Determined normally by Reaction Test rolls

Special Assets: Air support as detailed under Special Rules

Table Size: 6' x 4'



US SOLDIERS ENGAGED IN A FIREFIGHT WITH TALIBAN.



US ARMY MISSION

Identify and render safe any IEDs located on the Highway. If contacted by enemy forces, win the firefight (with air support if necessary) and continue to clear IEDs until exiting from the northern edge of the board. If any serious friendly casualties are taken, extract all wounded off-board to the south.

US ARMY VICTORY POINTS

- Each IED located and rendered safe: 3pts
- Clear entire route and extract all elements off table by northern edge by the end of turn 8: 5pts
- If serious wounded or KIAs inflicted by enemy action, extract all elements including wounded off table by the southern edge by the end of turn 8: 5pts

- IF no serious wounds or KIAs at game's end: 5pts
- Suffer no KIA by end of turn 8: 3pts

US ARMY FORCES

US Army Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Task Force Thor Element (*in order of convoy formation*)

1 x Buffalo Category 3 MRAP with IED

Countermeasures

2 x Cougar JERRV MRAP with IED

Countermeasures

2 x M1151 ECV HMMWV with FRAG 6 Up-Armor Kit

One Cougar is equipped with a .50 M2 in a CROWS remote weapon station while the other mounts an M240 in an Objective Gunner Protection Kit (OGPK) turret.

The Buffalo is unarmed.

The M1151 HMMWVs both mount M2 .50s in Objective Gunner Protection Kit (OGPK) turrets.

Echo One (*Buffalo*)

1 x Vehicle Commander w/M4

1 x Driver w/M4/M203 (Lt. AP:1/AT:0)

1 x Fireteam Leader w/M4

1 x Gunner w/M249 SAW

1 x Grenadier w/M4/M203 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Echo Two (*Cougar w/.50 M2 HMG in RWS mount*)

1 x Vehicle Commander w/M4

1 x Driver w/M4/M203 (Lt. AP:1/AT:0)

- 1 x EOD Team Leader w/M4
- 1 x EOD Operator w/M4
- 1 x EOD Operator w/M4
- 1 x EOD Operator w/Mk12 DMR

Echo Three (*Cougar w/M240*)

- 1 x Vehicle Commander w/M4
- 1 x Driver w/M4/M203 (Lt. AP:1/AT:0)
- 1 x Platoon Leader w/M4
- 1 x Gunner w/M249 SAW
- 1 x Medic w/M4
- 1 x RTO w/M4

Echo Four (*M1151 HMMWV w/M2 HMG*)

- 1 x Vehicle Commander w/M4
- 1 x Driver w/M4/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (manning M2 HMG)
- 1 x Grenadier w/M4/M203 (Lt. AP:1/AT:0)
- 1 x ETAC Combat Controller w/M4

Echo Five (*M1151 HMMWV w/.50 M2 HMG*)

- 1 x Vehicle Commander w/M4
- 1 x Driver w/M4/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (manning M2 HMG)
- 1 x Grenadier w/M4/M203 (Lt. AP:1/AT:0)
- 1 x Designated Marksman w/Mk14

TALIBAN MISSION

As your spotters report back on the infidels clearing your IEDs, you must move your fighters into position and catch the Americans unawares in a deadly ambush (Taliban forces only deploy and activate on table on turn 4). Inflict maximum casualties before withdrawing your forces before the American gunships or jets arrive.

TALIBAN VICTORY POINTS

- Per US soldier captured: 5pts

- Per US soldier killed: 3pts
- Per US soldier seriously wounded: 2pts
- Per vehicle disabled or destroyed: 5pts
- Stop the RCP from clearing the whole route by end of turn 8: 3pts
- Extract at least one cell of fighters off table before end of turn 8: 3pts

TALIBAN FORCES (LOCAL TALIBAN – IRREGULARS)

Taliban Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map on turn 4.

Taliban Cell One (Deployment Box 1)

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 4 x Irregulars w/AK

Taliban Cell Two (Deployment Box 2)

- 1 x Leader w/AK
- 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
- 5 x Irregulars w/AK

Taliban Cell Three (Deployment Box 3)

- 1 x Leader w/AK
- 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
- 6 x Irregulars w/AK

DShK HMG Team One (*No Weapon Team Bonus – As Marked on Map*)

1 x Leader w/AK
1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)
2 x Assistant Gunner w/AK

107mm Rocket Team (No Weapon Team Bonus – As Marked on Map)

1 x Leader w/AK
2 x Crew w/AKs manning two 107mm unguided rockets (AP:6D/AT:2D(M) 6” blast radius)

SPECIAL RULES

IED CLEARANCE

Each turn, the RCP must sweep visually and electronically for IEDs. From turn 1 and every turn thereafter, the US player must roll 1D6. If a 1-4, nothing is spotted. If a 5, a suspect object is identified and must be dealt with. Roll a TQ Check as per the **IED Countermeasures** Special Attribute. Only the Buffalo can remotely render safe suspect devices. If successful, the suspect device is neutralized remotely or identified as a non-threat.

If unsuccessful, the EOD team must dismount and spend one turn static 6” in front of the Buffalo to simulate making the device safe by EOD droid or manual intervention.

On a roll of a 6, a verified IED is identified. Roll a further 1D6: on a roll of 1–4 the device can be disrupted remotely by the Buffalo on completion of a successful TQ Check. If unsuccessful, the EOD team must dismount as previously described. The EOD team must then make another TQ Check to disarm the device manually. If successful, the device is rendered safe. If not it detonates as a Medium IED: AP:4/AT:4 (M). The EOD team gain a +2 to their Defence Dice due to their EOD suits and blast screens.

MRAP CHARACTERISTICS

The Buffalo and Cougar both feature the following Special Attributes;

Advanced Optics/Sensors

Vehicles with advanced Optics/Sensors may attempt to spot Hidden units at twice the Optimum Range associated with their Troop Quality (i.e. a TQ D8 crew with advanced optics/sensors could attempt to spot Hidden units within 16”).

IED Countermeasures

Against any remote detonated IED’s that are placed within 8” of a vehicle equipped with IED Counter Measures, the vehicle may roll a TQ Check. If successful, the IED is detected and neutralized. IED Counter Measures have no effect on IEDs triggered by pressure plates or wire detonations.

Mine Resistant

This vehicle has been designed from the ground up to survive mine/IED attacks. The vehicle receives an additional die of Defence when struck by a mine or IED.

Lifesaver

Their crews receive a +1 Die Shift when making crew survival rolls.

M1151 HMMWV CHARACTERISTICS

IED Countermeasures

Against any remote detonated IED’s that are placed within 8” of a vehicle equipped with IED Counter Measures, the vehicle may roll a TQ Check. If successful, the IED is detected and neutralized. IED Counter Measures have no effect on IEDs triggered by pressure plates or wire detonations.

Up-Armored Soft Skin

An up-armored soft skin vehicle has a Defence of 2D6, rather than just 1D6. In addition, the vehicle is considered “armored” against small arms fire. Small arms fire may still inflict some damage – although the Firepower is halved. Round down fractions and if the number of dice is reduced below 1 then the attack is ineffective.

HIDDEN

All Taliban can begin the game Hidden in locations as shown on the map. They may also use the Ambush and Is That a Rock or a Muj special rules.

IS THAT A ROCK OR A MUJ?

Taliban units that successfully make their Ambush roll can also benefit from the surprise and concealment when Coalition units attempt to return fire. The Taliban unit receives a +1 Die Shift against any return of fire for that turn only. This is to represent the surprise of the contact, the panic and confusion of being caught in a successful ambush and the difficulty in spotting insurgents who know and utilize the natural advantages of the terrain. This bonus only lasts for the single turn in which a successful ambush roll was made by the Taliban. Only Tier One and Local Taliban are eligible to receive this bonus – not Foreign Fighters, al Qaeda or other ACM.

IS THAT A GUY IN A BURKHA?

Taliban forces have become very adept at concealing their true identities and escaping the battlefield. All Taliban can cache their weapons, webbing and/or adopt civilian dress (even dressing as females in Burkhas) if they spend one turn out of Line of Sight of any Coalition element. In the following turn, the Taliban element must withdraw disguised as civilians and are immediately taken off the table. If ISTAR and/or drones are deployed, the ruse is unsuccessful.

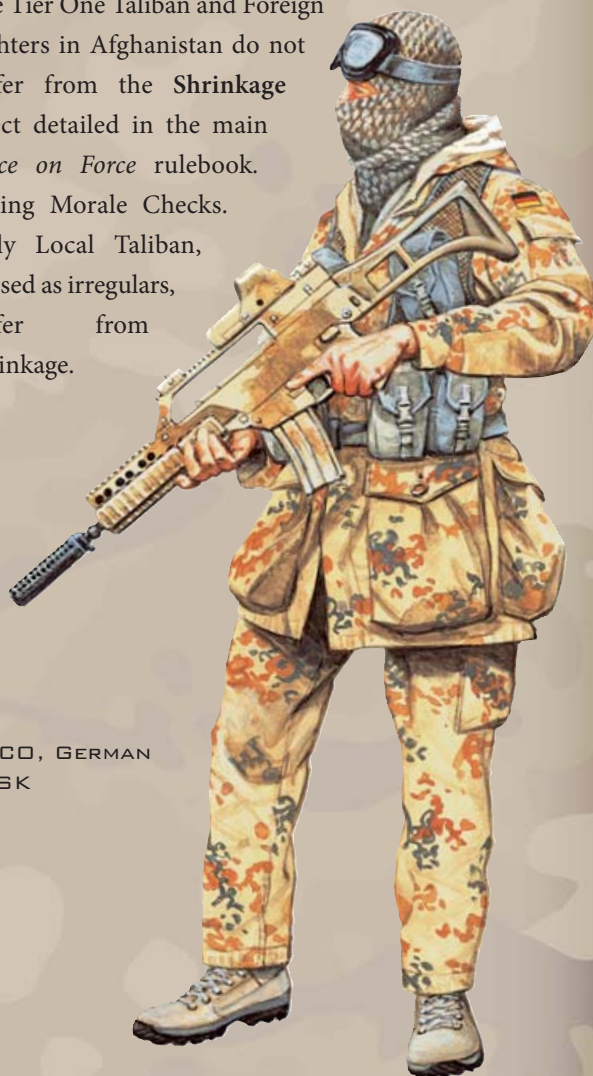
107MM ROCKETS

In both the direct and indirect fire role, unguided 107mm Chinese rockets are also commonly deployed against Coalition targets. The unguided 107 is the Taliban equivalent to indirect fire artillery. It is often perched on an ad hoc mount using rocks or a field

expedient bipod and fired electrically. The 107 rates as AP:6/AT:2(M) with a 6" blast radius. Attacks by 107mm rockets against vehicles are resolved against their side armor. Because of their notorious inaccuracy, roll 1D6 before resolving a 107 Firepower attack. On a roll of 6, resolve the attack normally. On any other roll, the missile salvo strikes somewhere beyond the confines of the battle space.

SQUIRTERS (SHRINKAGE)

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the **Shrinkage** effect detailed in the main *Force on Force* rulebook during Morale Checks. Only Local Taliban, classed as irregulars, suffer from Shrinkage.



NCO, GERMAN
KSK

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

SMOKE GRENADES

Coalition soldiers all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers. All vehicles mount Smoke Grenade launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ

front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

MEDEVAC HELD

No MEDEVAC/CASEVAC helicopters are permitted in this scenario due to the presence of the Taliban Dushkas and unavailability of a viable HLS. Casualties must be extracted by vehicle or on foot to a temporary CCP.

COALITION CLOSE AIR SUPPORT

Coalition air support can be requested by the attached ETAC from turn five onward. Roll a 1D6 for platform type: a 1–4 indicates an armed OH-58 Kiowa with 2.75 inch rocket pods (AP:5/AT:2(M) and .50 HMG (AP:4/AT:1(L), and a 5–6 is an AH-64D Longbow Apache with 8 x Hellfire ATGM (AP:6/AT:5(H), 2 x 2.75 inch rocket pods (AP:5/AT:2(M) and 30mm cannon (AP:6/AT:3(M) arriving on station. The ETAC receives both a +1 for being a trained TAC and a -2 for spotty radio reception caused by the anti IED ECM equipment used by the RCP.

POSITIVE IDENTIFICATION (PID) CHECKS

All US forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do

building roofs. All buildings provide Improved Cover (+2D). Buildings are rated at 6D8.

TALIBAN REINFORCEMENTS

There are no Taliban reinforcements in this scenario.

SCENARIO 15: HEAVY METAL

Sangin District, Sometime in 2011

In this future hypothetical scenario, the Taliban have re-emerged around Sangin and are surging forces from across Helmand and neighboring provinces to attempt to seize the town once more. ISTAR assets and HUMINT sources have confirmed a large gathering of Tier One Taliban in the village of Joshyalay using pre-positioned arms caches to equip themselves before the planned attack. Additionally Taliban supporters have built numerous prepared defensive positions around the village. Their concerns were well founded. A USMC combined arms team has been deployed north of Joshyalay from FOB Robinson to assault the village and clear out the insurgents.

Newly arrived M1A1 Abrams main battle tanks moved into overwatch positions to cover the advance of the Marine infantry as a RQ-11 Raven B UAV circles above, beaming back real-time imagery of the insurgents scurrying into defensive positions. As the Marines moved to their phase line, civilians were seen flowing from the compounds. Tragically, during the pre-assault fires, a stray mortar round has landed amongst a small group of the fleeing civilians. The Marines must rescue the wounded civilians while prosecuting the attack on the Taliban in Joshyalay.

Note: This is a hypothetical scenario based around potential actions carried out post the December 2010 USMC deployment of a company of M1A1 Abrams main battle tanks in-theater.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – USMC first turn. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: Light Air Defense

Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated air support available to Coalition forces as described under Special Rules

Table Size: 6' x 4'



USMC MISSION

Engage and destroy enemy elements in and around the village of Joshyalay while minimizing civilian and Coalition casualties. ROE restrictions inhibit the use of air delivered ordnance beyond cannon and unguided rockets. Additionally, rescue the wounded civilians and escort them to the marked CCP for MEDEVAC.

USMC VICTORY POINTS

- Clear the village of all Taliban elements by end of turn 8 (casualties, captured or withdrawn): 5pts
- Contact the wounded civilians and escort them to the Casualty Collection Point: 5pts
- Zero additional civilian casualties: 3pts
- Zero USMC KIA: 2pts

USMC FORCES

USMC Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

Marine Platoon

Platoon TAC HQ Element

- 1 x Platoon Leader w/M4 (TQ/Morale D8/D12)
- 1 x Platoon Sergeant w/M4 (TQ/Morale D8/D12)
- 1 x RTO w/M16A4
- 1 x ANGLICO FO/FAC w/M4 (can be attached to any fireteam)
- 1 x Navy Corpsman w/M4 (can be attached to any fireteam)

Squad One

- 1 x Squad Leader w/M4

Fireteam One Alpha

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Fireteam One Bravo

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x DMR w/Mk12/Mk14

Fireteam One Charlie

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Squad Two

- 1 x Squad Leader w/M4

Fireteam Two Alpha

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Rifleman w/M16A4

Fireteam Two Bravo

- 1 x Fireteam Leader w/M16A4
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x DMR w/Mk12/Mk14

Fireteam Two Charlie

1 x Fireteam Leader w/M16A4
 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
 1 x Gunner w/M249 (Lt. AP:1/AT:0)
 1 x Rifleman w/M16A4

Squad Three

1 x Squad Leader w/M4

Fireteam Two Alpha

1 x Fireteam Leader w/M16A4
 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
 1 x Gunner w/M249 (Lt. AP:1/AT:0)
 1 x Rifleman w/M16A4

Fireteam Two Bravo

1 x Fireteam Leader w/M16A4
 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
 1 x Gunner w/M249 (Lt. AP:1/AT:0)
 1 x DMR w/Mk12/Mk14

Fireteam Two Charlie

1 x Fireteam Leader w/M16A4
 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
 1 x Gunner w/M249 (Lt. AP:1/AT:0)
 1 x Rifleman w/M16A4

Attached Machine Gun Team One (Weapon Team Bonus)

1 x Gunner w/M240 (Med. AP:2/AT:0)
 1 x Assistant Gunner w/M16A4

Attached Machine Gun Team Two (Weapon Team Bonus)

1 x Gunner w/M240 (Med. AP:2/AT:0)
 1 x Assistant Gunner w/M16A4

Attached Assault Engineer Team (Weapon Team Bonus)

1 x Engineer w/Mk153 SMAW-D
 1 x Rifleman w/M16A4

Attached Scout/Sniper Team (Weapon Team Bonus)

1 x Sniper w/M40
 1 x Spotter w/Mk12/Mk14 DMR

Attached Armored Element

2 x M1A1 (HA) Abrams MBTs

TALIBAN MISSION

The American Marines have learned of your intentions to attack Sangin. The traitor who sold his soul will be found and executed later. Now you must organize your defenses to repulse the American attack on your staging area. You know they will flee like dogs if they start to sustain too many casualties – make sure they do.

TALIBAN VICTORY POINTS

- Per Marine killed: 3pts
- Per Marine seriously wounded: 2pts
- Immobilize M1A1: 5pts
- Destroy M1A1: 10pts

TALIBAN FORCES (TIER ONE TALIBAN – REGULARS)*Taliban Basic Attributes*

Initiative Level: D6

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6/D10

Each cell deploys within the location marked on the map.



US MARINES USE SMAW TO BLAST TALIBAN OUT OF A FORTIFIED POSITION. (FIGURES BY ELHIEM FIGURES)

Taliban Cell One (*Hot Spot 1*)

1 x Leader w/AK/BG15 (Lt. AP:1/AT:0)
(TQ/Morale D6/D12)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
4 x Riflemen w/AK

Taliban Cell Two (*Hot Spot 2*)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
4 x Riflemen w/AK

Taliban Cell Three (*Hot Spot 3 – Weapon Team Bonus*)

1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
1 x Assistant Gunner w/AK

Taliban Cell Four (*Hot Spot 4*)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPD (Lt. AP:1/AT:0)
2 x Gunners w/RPG (Med. AP:2/AT:1D(M) and AK
3 x Riflemen w/AK

Taliban Cell Five (*Hot Spot 5*)

1 x Leader w/AK (TQ/Morale D6/D12)
2 x Gunners w/RPG (Med. AP:2/AT:1D(M)
and AK
4 x Riflemen w/AK

Taliban HMG Team (*DShK Position – Weapon Team Bonus*)

1 x Leader w/AK (TQ/Morale D8/D12)
2 x Gunners w/1 x DShK HMG (Hvy. AP:3/AT:1(L)
and AKs

Taliban Recoilless Rifle Team (*RR Position – Weapon Team Bonus*)

1 x Leader w/AK (TQ/Morale D8/D12)
2 x Gunners w/1 x SPG-9 RR (Hvy. AP:3/AT:2(L)
and AKs

Taliban AGL Team (*AGL Position – Weapon Team Bonus*)

1 x Leader w/AK (TQ/Morale D8/D12)
2 x Gunners w/1 x AGS17 (Med. AP:2/AT:1(M)
and AK

Taliban Sniper Team One (*TQ/Morale D8/D10 – Weapon Team Bonus*)

1 x Sniper w/SVD Dragunov
1 x Spotter w/AK

Taliban Sniper Team Two (*TQ/Morale D8/D10 – Weapon Team Bonus*)

1 x Sniper w/SVD Dragunov
1 x Spotter w/AK

Taliban IED Trigger Men (*TQ/Morale D8/D10*)

2 x IED Trigger Men w/AKs and EFP IEDs
(AP:2/AT:4 (3" radius)

SPECIAL RULES

RESCUING THE WOUNDED CIVILIANS

Four wounded civilians are marked on the map and have become a priority. Besides humanitarian/COIN considerations, their location precludes the use of additional supporting indirect fires. An able-bodied fireteam can carry/escort out the wounded but must make base contact with at least one civilian before they can do so. The fireteam is classed as having a Dependent until such time as the wounded civilians are handed off to the CCP.

IED TRIGGER MEN

These EFP IEDs can be placed on the table as either a Reaction to a USMC element's action or as an activation to replace a Firepower attack. The Taliban player must declare the unit to be attacked, place a marker to show the IED and finally place the Trigger Man within 6" of the bomb itself.

The targeted unit (even if it has activated and/or has no FP left) can attempt to either spot the device and take a Reaction move to escape the blast or shoot and kill the Trigger Man (if he is in line of sight) however they cannot do both. If they choose to try and withdraw away from the device, make a standard opposed Spotting Roll. If successful, they can make one move up to 6" for infantry or 10" for vehicles to find cover before the IED detonates. If not successful, the IED detonates with a Firepower attack on the targeted unit (EFP IED: AP 2/AT 4 (3" radius)

If the USMC unit decides to try and kill the Trigger Man before he detonates the device, make a standard Reaction Test. If the USMC unit win the Reaction Test, they can make a standard Firepower attack against the Trigger Man. If the Trigger Man becomes a casualty due to the attack, roll 1D6. On a roll of 1–5, the Trigger

Man is killed or seriously wounded and the device does not detonate (keep the marker in play as no USMC unit can subsequently approach within 4" of the marker for fear of a secondary device or anti tamper mechanism). If the Trigger Man rolls a 6, he is able to detonate the device as intended.

HIDDEN

Taliban forces begin play Hidden but may not conduct an Ambush as the Marines know roughly their disposition thanks to ISTAR surveillance and live feeds from a Raven UAV.

OUT OF CONTACT MOVEMENT

Due to orbiting UAV and ISTAR assets, no Out of Contact Movement is allowed for the Taliban.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

TALIBAN CREW-SERVED POSITIONS

All Taliban positions count as Improved Cover (+2D).

SMOKE GRENADES

The Marines all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty.

Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

COALITION CLOSE AIR SUPPORT

Coalition air support is available from turn one in the form of an AH-1W Whiskey Cobra with 2.75inch rockets and cannon (Rockets: AP:5/AT:2(M) w/6" radius, Cannon: AP:5/AT:2(M). This is a dedicated asset but uses standard rules for calling in air by the attached ANGLICO who receives the +1 for being an actual TAC.

POSITIVE

IDENTIFICATION (PID)

CHECKS

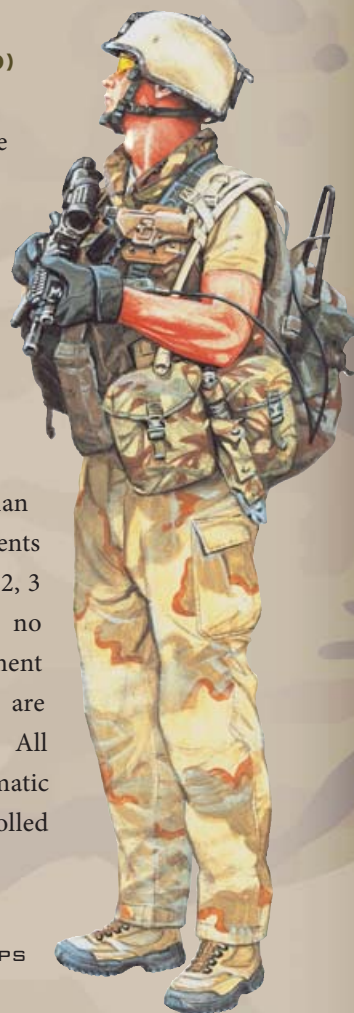
All USMC forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN

REINFORCEMENTS

As the Taliban race to man their positions, reinforcements are only available on turns 2, 3 and 4. After this there is no opportunity for reinforcement as all able bodied fighters are considered in the fight. All reinforcements are automatic and appear at randomly rolled Hot Spots.

COMMANDO, DUTCH KORPS
COMMANDOTROEPEN



REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	1D6 Taliban w/AK
2	1D6+1 Taliban w/AK
3	1D6+2 Taliban w/AK
4	1D6+3 Taliban w/AK
5	1 x Taliban RPG Gunner
6	2 x Taliban RPG Gunner
7	2D6 Taliban w/AK, 1 x Leader and 1 x Taliban RPG Gunner
8	1 x Taliban PKM Gunner, 1 x Taliban Assistant Gunner w/AK and 1 x Leader w/AK
9	1 x Taliban DShK HMG w/3 x Crew w/AKs
10	1 x IED Trigger Man w/command detonated IED

SCENARIO 19: BOMBER IN THE BAZAAR:

Shah Joy District Center Bazaar, Zabul Province, August 2009

The soldiers of 4-23 Infantry Regiment, 5-2 Stryker Brigade Combat Team were conducting COIN presence patrols in the district capital of Zabul, Shah Joy, to counter the strong Taliban support in the area. Their aim was to reassure the local populace that the Afghan central government was concerned about their security. Additionally, 5-2 Stryker used the opportunity to interact with the civilian inhabitants to build relationships and attempt to develop human intelligence sources. The Taliban were not going to take this intrusion into their territory lying down. As a dismounted Stryker patrol with their attached interpreter and Human Terrain Team from brigade moved through the bazaar speaking with the locals, ICOM chatter picked up evidence of an impending contact with that most feared of weapons in the Taliban armory – a suicide bomber...

This is a hypothetical scenario based on several similar contacts including several SBIED attacks in Shah

Joy during 2009 and other SBIED/VBIED initiated ambushes and swarm attacks across Afghanistan.

SCENARIO INFORMATION

Duration of Game: 6 Turns

Initiative: Asymmetric – Stryker Brigade has Initiative for the duration of the game

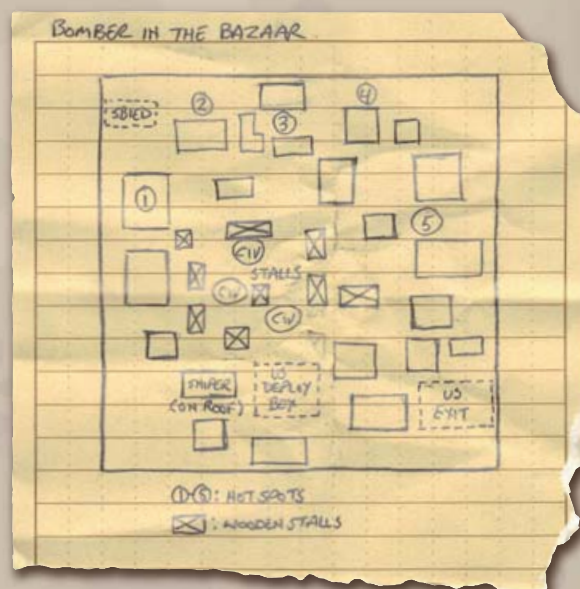
Special Conditions:

- Air Defense Environment: None
- Insurgency Level 5

Fog of War: Determined normally by Reaction Test rolls

Special Assets: No dedicated air support

Table Size: 4' x 4'

**STRYKER BRIGADE MISSION**

Disperse the civilians from the marketplace to ensure their safety. Identify and engage the SBIED before he can detonate his device and cause casualties amongst the civilian population and friendly forces. Extract from the bazaar with minimal civilian and friendly casualties while engaging and suppressing Taliban elements.

STRYKER BRIGADE VICTORY POINTS

- Successfully disperse all three civilian bases from the bazaar: 5pts
- Successfully engage suicide bomber before he can detonate his device: 5pts
- Successfully extract all friendly elements (including wounded and dead) from the bazaar by end of turn 6: 5pts
- Each civilian casualty caused by (US) friendly fire: -2pts

STRYKER BRIGADE FORCES

Stryker Brigade Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: Standard (1D)

Troop Quality/Morale: D8/D10

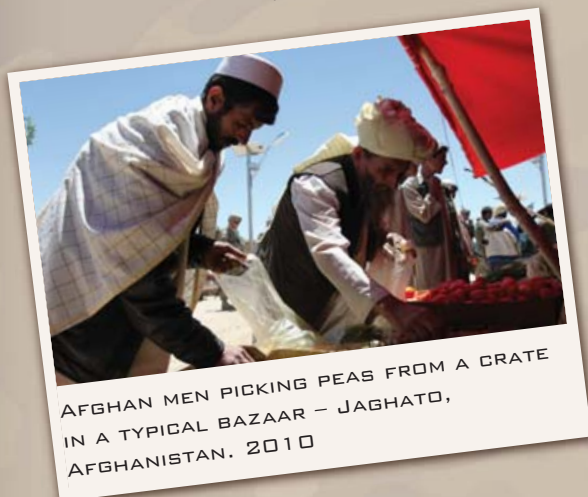
Dismounted Platoon Element

Squad One

1 x Squad Leader w/M4

Fireteam One Alpha

1 x Fireteam Leader w/M4



AFGHAN MEN PICKING PEAS FROM A CRATE
IN A TYPICAL BAZAAR – JAGHATO,
AFGHANISTAN. 2010

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Rifleman w/M4

Fireteam One Bravo

1 x Fireteam Leader w/M4

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 (Lt. AP:1/AT:0)

1 x Designated Marksman w/Mk12/Mk14

Attached Elements

1 x Interpreter (unarmed D6/D8)

Human Terrain Team

1 x Team Leader w/sidearm

2 x Team Members w/sidearms

Attached Overwatch Sniper Team (*Weapon Team Bonus*)

1 x Sniper w/M24

1 x Spotter w/Mk12/Mk14 DMR

TALIBAN MISSION

Ambush the infidels with your Shahid (martyr) and envelop the survivors from all directions with your fighters in a swarm attack. Kill enough of the dogs to send a message to their masters to stay away from Shah Joy...

TALIBAN VICTORY POINTS

- Per US soldier killed: 3pts
- Per US soldier seriously wounded: 2pts
- Successfully detonating SBIED and causing US casualties (or both US and civilians): 10pts
- Successfully detonating SBIED and causing civilian casualties: 5pts

TALIBAN FORCES (LOCAL TALIBAN – IRREGULAR)***Taliban Basic Attributes*****Initiative Level:** N/A**Confidence Level:** Confident**Supply Level:** Normal**Body Armor:** N/A**Troop Quality/Morale:** D6/D10

Each cell deploys within the location marked on the map.

Taliban SBIED (*TQ/Morale D8/D12*)

1 x Suicide Bomber, unarmed except for vest
(AP:6/AT:3(M), w/6" radius)

Taliban Cell One (*Hot Spot 1*)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
4 x Irregulars w/AK

Taliban Cell Two (*Hot Spot 2*)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPD (Lt. AP:1/AT:0)
3 x Irregulars w/AK

Taliban Cell Three (*Hot Spot 3*)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPK (Lt. AP:1/AT:0)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
4 x Irregulars w/AK

Taliban Cell Four (*Hot Spot 4*)

1 x Leader w/AK (TQ/Morale D6/D12)
6 x Irregulars w/AK

Taliban Cell Five (*Hot Spot 5*)

1 x Leader w/AK (TQ/Morale D6/D12)
1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
4 x Irregulars w/AK

SPECIAL RULES**THE SUICIDE BOMBER**

The suicide bomber begins play as Hidden to simulate him “hiding in plain sight” amongst the civilians in the bazaar. He can be placed as a sole unarmed figure anywhere within the SBIED Deployment Box marked on the map. When he activates he must make a Morale Check to guarantee he has the religious fervor to carry out the attack. As per the main rules, he rolls at one die level below his stated Morale grade as this is a suicide attack – in this case he rolls a D10 rather than D12. He must close to within 6” of a US unit before he can attempt to detonate his vest. He then must make a successful TQ roll (D8 to account for intensive training and fail safe device built into vest) to trigger the explosion. Any civilian mobs within 6” of the blast will suffer 1D6-1 casualties.

US REACTIONS TO THE SUICIDE BOMBER

The US player must firstly successfully pass an opposed Spot Check to identify the potential SBIED (“a suspect individual”). Due to the overwatch sniper team and the use of a mix of ACOG and Aimpoint optical gunsights by the Stryker patrol, the Spot Check can be carried out at any range (not just within Optimal Range as per main rules). Once the Spot Check is successful, the US must make a Positive ID check before engaging to ensure he is a threat before he is targeted. The PID check is a simple TQ check. Once successful, the bomber can be engaged (bearing in mind the 2” from civilian bases friendly fire rule).

CIVILIANS

Place three civilian bases (mobs) as dictated by the map. They move as per the main rules at 3" per turn. If no firing has occurred they will remain stationary. If the SBIED detonates they will instantly scatter and are removed from the table after any casualties are determined. They can be dispersed by US forces as long as US forces are within 6" of a civilian base. Attempts to disperse the civilians suffer from a -1 as the locals are considered not positively disposed toward the Afghan government and consequently the ISAF. This negative attitude is balanced by the presence of the Human Terrain Team and local interpreter which provide a +1 modifier. The Stryker soldiers must roll a D8 against the Insurgency Level of 5 and roll higher than a 5 to disperse a civilian base.

SQUIRTERS (SHRINKAGE)

The Tier One Taliban and Foreign Fighters in Afghanistan do not suffer from the **Shrinkage** effect detailed in the main *Force on Force* rulebook. during Morale Checks. Only Local Taliban, classed as irregulars, suffer from Shrinkage.

RPGs

Many different types of RPG warheads are found in-theater. The level of logistics support available for any given ACM group also influences what types of RPGs are supplied. Whenever an RPG is fired (not before), roll a 1D6.

For Local Taliban, any die roll of a 1 indicates a dud round which does not detonate and is harmless to the target. On a 6, it indicates either an AT warhead or advanced AP type/airburst, depending on the target type (if shooting at a vehicle it will be AT, if shooting at infantry it will be AP). Such warheads have a rating of Med. AP:2/AT:2(M).

OUT OF CONTACT MOVEMENT

All Taliban automatically receive Out of Contact movement. Taliban can also make additional Out of Contact moves after they have been spotted by Coalition forces. To do this, they must move out of line of sight of any and all Coalition units. They can then re-use Out of Contact Movement on the **following turn**.

TALIBAN IN-COVER BONUS

All Taliban that have not moved during their activation (and are not *Exposed*) automatically gain the *In Cover* bonus to simulate their naturally strong use of cover and concealment.

HOT SPOTS (THE AFGHAN VARIANT)

Taliban and other ACM forces can re-use Hot Spots to move around the table. This simulates their use of ratlines, irrigation ditches and tunnels to seemingly pop up on the flanks or rear of Coalition units or simply melt away. Any ACM element that makes base contact (with at least half of its figures) with a Hot Spot can, on the following turn, use its movement allowance to move via the Hot Spot to any other active Hot Spot. They cannot move on that turn as this counts as their movement (and must deploy within 4" of the new Hot Spot) but can fire as normal. Coalition elements can declare interruptions against Taliban emerging from Hot Spots as per the main rules.

MEDEVAC HELD

As all potential HLZs around the town are considered "Cherry" ("Hot"), no MEDEVAC/CASEVAC helicopters are permitted in this scenario. Casualties must be extracted on foot to the off-board Strykers.

SMOKE GRENADES

Coalition soldiers all carry chemical Smoke Grenades including 40mm smoke for their M203 launchers.

CAVEMAN CASEVAC

The Taliban is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as “OK”. Any die roll other than a 6 results in the figure being taken from the table as a casualty.

COALITION CLOSE AIR SUPPORT

Coalition air support is only available through calling for non-dedicated assets. If successfully called, roll a 1D6; a 1-3 OH-58 Kiowa (2.75 inch rocket pods and .50 HMG (Missile: AP:5/AT:2(M, HMG AP:4/AT:1(L) or a 4-5 a AH-64D Longbow Apache (8 x Hellfire ATGM, 2 x 2.75 inch rocket pods and 30mm cannon AP:6/AT5(H), Strafe: AP:6/AT:3(M) while a 6 indicates a fast mover – an F-16 which can only carry out Show of Force attacks due to the proximity of civilians in the area. The air support can only be called in by the squad leader with a -1 for not being an actual TAC. Additionally he suffers another -1 from poor radio reception caused by the buildings in the area.

POSITIVE IDENTIFICATION (PID)

CHECKS

All US forces must make a successful PID Check before engaging on an enemy unit that has not yet fired during the game.

TALIBAN REINFORCEMENTS

On turn 2 and every turn thereafter, reinforcements are

rolled for against the Insurgency Level of 5. If successful, reinforcements arrive for the Taliban.

All reinforcements must enter via randomly rolled Hot Spot locations.

REINFORCEMENT TABLE

DIE ROLL (1D10)	REINFORCEMENTS RECEIVED
1	2 x Taliban w/AK
2	3 x Taliban w/AK
3	4 x Taliban w/AK, 1 x Leader w/AK
4	1 x RPG
5	1 x PKM gunner, 1 x Taliban w/AK
6	4 x Taliban w/AK, 1 x Leader w/AK, 1 x RPG
7	4 x Taliban w/AK, 1 x Leader w/AK, 1 x RPG, 1 x RPK
8.	Small IED: AP 2/AT 1 (has to be immediately used as an attack)
9	Medium IED: AP 4/AT 4 (has to be immediately used as an attack)
10	SBIED (AP:6/AT:3(M), w/6" radius) – follows all rules as per base scenario

SCENARIO 20: JPEL

Southern Waziristan, Federally Administered Tribal Areas (FATA), North West Pakistan, 2010

JPEL stands for the Joint Priority Effects List, a database of key insurgent leaders, bomb makers and logisticians. Prosecuting the targeting of these insurgent High Value Targets (HVTs) are various components of the Joint Special Operations Task Force, known by various, ever-changing code names such as Task Force 1099 but often referred to colloquially as the Task Force or OCF (Other Coalition Forces). The Task Force is comprised of elements from Tier One Special Operations Forces, including Delta and DEVGRU conducting the raiding and special reconnaissance taskings with the Rangers providing outer cordons during takedowns and attached Grey Fox and CIA personnel developing the actionable intelligence for targeting.

Other Task Forces such as Task Force 42 are based around UKSF with 22SAS and the SBS, the Special Reconnaissance Regiment (SRR) and the Special Forces Support Group (SFSG). “White SOF” has also been involved in the high value target hunt in Afghanistan including Task Force 373 structured around US Army Special Forces. The majority of these “Capture/Kill” operations take place in the south and east of the country although with the Taliban and other anti-Coalition militias using Pakistan as a sanctuary, the hunt sometimes crosses the border...

This scenario is purely hypothetical however it is based on known JSOTF operations both within and outside Afghanistan's borders. Terminal strikes on HVTs in Pakistan are generally conducted from the air by Hellfire missile and JDAM armed drones such as the Predator or Reaper. Drones by their nature however cannot capture targeted JPEL individuals. For this, boots on the ground are required.

SCENARIO INFORMATION

Duration of Game: 8 Turns

Initiative: Kinetic – Task Force first turn. Test for initiative on subsequent turns

Special Conditions:

- Air Defense Environment: Light Air Defense

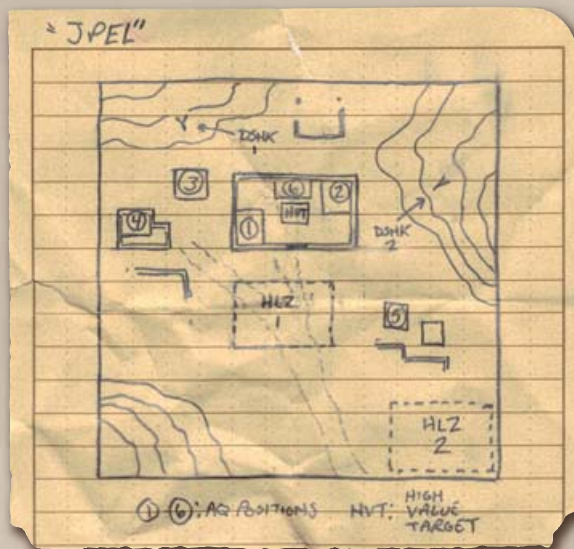
Fog of War: Determined normally by Reaction Test rolls

Special Assets: Dedicated, attached air support available to Coalition forces as described under Special Rules

Table Size: 4' x 4'

TASK FORCE MISSION

Insert by 160th SOAR helo directly onto target location. Clear compound and kill/capture HVT before exfiltrating with minimum friendly casualties. The Rangers will land at an off-set HLZ and provide a secure



cordon for the assault force to engage any enemy reinforcements or squitters from target locations.

TASK FORCE VICTORY POINTS

- Capture HVT: 10pts
- Kill HVT: 5pts
- Capture al Qaeda fighter: 2pts
- Exfiltrate (on helos ready to lift if not airborne) by end of turn 8: 2pts
- Suffer no KIA by end of turn 8: 5pts

TASK FORCE FORCES

Task Force Basic Attributes

Initiative Level: D12

Confidence Level: High

Supply Level: Abundant (+1FP)

Body Armor: Standard (1D)

Troop Quality/Morale: Varies. Noted for each unit.

Assault Element Alpha (TQ/Morale D12/D12)

1 x Team Leader w/HK416

1 x Gunner w/Mk46 SAW (Lt. AP:1/AT:0)

1 x Grenadier w/HK416/M320 (Lt. AP:1/AT:0)
1 x Riflemen w/HK416

Assault Element Bravo (TQ/Morale D12/D12)

1 x Team Leader w/HK416
1 x Gunner w/Mk46 SAW (Lt. AP:1/AT:0)
1 x Grenadier w/HK416/M320 (Lt. AP:1/AT:0)
1 x Riflemen w/HK416

Aerial Sniper (TQ/Morale D12/D12 – on bench seat of orbiting MH-6)

1 x Sniper w/HK417

CSAR/QRF Element (TQ/Morale D12/D12 – in orbiting MH-60K)

1 x Team Leader w/HK416
1 x Sniper w/HK417

CSAR Element (TQ/Morale D10/D12)

2 x Para Rescue Jumpers w/M4A1
1 x Combat Controller w/M4A1

QRF Element (TQ/Morale D10/D10)

1 x Ranger Team Leader w/Mk16 SCAR or M4A1
1 x Ranger Grenadier w/Mk16 SCAR or M4A1/M320 (Lt. AP:1/AT:0)
1 x Ranger Gunner w/Mk46 (Lt. AP:1/AT:0)
1 x Ranger Rifleman w/Mk16 SCAR or M4A1

AL QAEDA MISSION

The American Special Forces are here to kill the Emir! Protect him at all costs – including your own lives – and kill the Americans.

AL QAEDA VICTORY POINTS

- Per US soldier captured: 10pts
- Per US soldier killed: 5pts

- Per US soldier seriously wounded: 2pts (negated if casualty MEDEVACed)
- Shoot down helo: 10pts
- Stop the capture/death of the Emir by the end of turn 8: 10pts

AL QAEDA SHADOW ARMY FORCES (REGULARS)

Shadow Army Basic Attributes

Initiative Level: D8

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

Each cell deploys within the location marked on the map.

Al Qaeda Emir (HVT) (all wear suicide IED vests)

1 x Senior Leader w/AK (D8/D12)
3 x Bodyguards w/AKS

Al Qaeda Cell One (Location 1)

1 x Leader w/AK
4 x Riflemen w/AK



NCO, 1ER RPIMA,
FRENCH ARMY COS

Al Qaeda Cell Two (*Location 2*)

1 x Leader w/AK/BG15 (Lt. AP:1/AT:0)
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 3 x Riflemen w/AK

Al Qaeda Cell Three (*Location 3*)

1 x Leader w/AK
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 4 x Riflemen w/AK

Al Qaeda Cell Four (*Location 4*)

1 x Leader w/AK/BG15 (Lt. AP:1/AT:0)
 1 x Gunner w/PKM GPMG (Med. AP:2/AT:0)
 1 x Gunner w/RPG (Med. AP:2/AT:1(M) and AK
 3 x Riflemen w/AK

Al Qaeda Cell Five (*Location 5*)

1 x Leader w/AK
 5 x Riflemen w/AK

Al Qaeda Cell Six (*Location 6*)

1 x Leader w/AK
 2 x Gunners w/RPG (Med. AP:2/AT:1D(M) and AK
 2 x Riflemen w/AK

DShK Team One (*Weapon Team Bonus*)

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)
 2 x Assistant Gunners w/AK

DShK Team Two (*Weapon Team Bonus*)

1 x Gunner w/12.7mm DShK HMG (Hvy. AP:3/AT:1(L)
 2 x Assistant Gunners w/AK

Al Qaeda SAM Gunner (*Location 3*)

1 x Gunner w/SA-7 Strela/Grail MANPADS

SPECIAL RULES

ROTARY AIR SUPPORT

The Task Force lands directly outside the target compound in turn one with the game beginning as the operators de-bus from the helos in the HLZ 1 Box. Alpha and Bravo both land on the bench seats (known as “pods” within 160th SOAR) of two unarmed MH-6 Little Birds. These Little Birds are considered stationary for turn one as the shooters debus but can lift off again in turn two as per the main rules.

Orbiting overhead in reverse racetrack patterns are three further helos – another MH-6 carrying a Task Force sniper on a pod armed with a H&K 417 (D12/D12); an armed AH-6 Little Bird with miniguns and 2.75 inch rockets (D10/D12); and an MH-60 carrying the QRF/CSAR element. Both the MH-6 and CSAR sniper can provide point aerial sniper support as per the main rules with one sniper activating per turn from the respective helo, while the AH-6 gunship can conduct gun runs. The AH-6 can be called in by any member of the ground assault elements using their MBITR radios.

Additionally, an unarmed RQ-4 Global Hawk is on station and transmitting live feeds to the Task Force JOC, cancelling out any Out of Contact Movement.

EXFILTRATION

Extra VPs are gained if the assault teams and any prisoners are exfiltrated by the end of turn 8. To represent this, two MH-6s or one MH-6 and the MH-60 must touchdown in either of the marked HLZs and have at least one member of each assault team in base contact (within 2”) of the helo to count as embarking and to gain the VPs. No helo will land until both DShKs and the SA-7 are destroyed.

BREACHING

The operators must explosively breach through the compound doors. They can attempt to do this on round one if they move to be in contact with the doors. They gain the advantage of Unit Has Breaching Gear: +1 and Unit Specializes in Breach Entry): +1.

RANGER CORDON

The Ranger cordon is not featured in the game as it is considered off-board.

SUICIDE BOMB VESTS

All of the Emir's security detail, including the Emir himself, wear suicide IED bomb vests. Suicide vests produce a 6D8 attack in a 6" radius of the wearer (who is obviously slain by the detonation). They can be triggered as per the main rules but the bomber must be within Optimum Range of US forces and expect imminent death or capture before he can do so.

AL QAEDA DSHKS

Both DShKs can engage the orbiting helos from turn two onward. The DShK positions are classed as Improved Cover (+2D).

OUT OF CONTACT MOVEMENT

All al Qaeda are considered seen thanks to an RQ-4 Global Hawk tasked overhead, cancelling Out of Contact movement.

CAVEMAN CASEVAC

Al Qaeda is classed as using Caveman CASEVAC. Units with this attribute do not follow the standard *Force on Force* rules for checking casualties and do not employ front-line medics in a Western sense. Instead, wounded and dead are spirited away very rapidly to satisfy burial requirements or confuse the enemy as to the number of

casualties suffered. To represent this in *Force on Force*, units with this attribute must check casualties in the turn after they occur, rolling a single D6 for each casualty. Rolls of 6 indicate that the casualty was only stunned and is classed as "OK". Any die roll other than a 6 results in the figure being taken from the table as a casualty.

QRF/CSAR HELO

The CSAR helo is available to be called in to extract any US Serious WIA, early prisoner extraction or to provide a ground QRF to reinforce the assault teams. It will not land until both DShK teams and the SA-7 are destroyed and must use either of the HLZs marked on the map.

WALLS AND BUILDINGS

All stone walls provide a Solid Cover bonus (+1D) as do building roofs. All buildings and compound walls provide Improved Cover (+2D). Buildings are rated at 6D8.

POSITIVE IDENTIFICATION (PID) CHECKS

As the Task Force operates under their own ROE and have intelligence indicating a lack of civilian inhabitants, there is no requirement to make a PID Check before engaging targets in this scenario.

AL QAEDA REINFORCEMENTS

There are no al Qaeda reinforcements.

OPTIONAL RULES

NIGHT FIGHTING

To add to replay value, this scenario can be played at night. Use the Night Fighting rules – units fighting at night and lacking night vision devices have their Optimum Range reduced by half to 4" in this scenario. Treat all US elements beyond their reduced Optimum



AH-64D

Range as if they are **Elusive** (a unit firing at an elusive unit must pass an opposed Quality Check. If the firing unit loses the opposed check, it can't locate the sneaky unit well enough to effectively engage it.). Additionally, al Qaeda Firepower against US units beyond the reduced Optimum Range is also halved.

LOVE FROM ABOVE

Additionally for the night scenario variant, replace the AH-6 gunship and MH-6 sniper team with an orbiting AC-130 Spectre gunship in orbiting support. All US elements, including pilots, are using NVGs and wearing IR strobes and glint patches to mark themselves as friendly to the AC-130. The RQ-4 is still considered airborne and using its thermal cameras.

SAMPLE ORGANIZATIONS

The organizations presented below are rough guidelines for the forces they represent, not inviolable “army lists” handed down from on high. It is not uncommon for commanders to beef up a fireteam with extra men or assets or reduce a squad or fireteam by a third or more if lacking in manpower. Commanders may strip the machine-gunners from their squads to use as an ad hoc “weapons squad,” or rifle/grenade launchers may be replaced with regular rifles due to restrictive ROEs in an area.

In short, unit organizations are as fluid as the battlefields they fight on. Don’t get too caught up canonical adherence to TO&Es. If you don’t have an organization chart for the Third Royal Etruscan Grenadiers, exercise a little common sense – chances are they’re organized along the lines of the Cold War Soviet WARPAC forces or similar to modern western forces.

The following organization descriptions represent common units found on the battlefields represented in *Enduring Freedom*.

This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Force on Force* mission, so they cut off at the Platoon (or equivalent) level.

Organizations are described from the bottom up, starting with the Fireteam and working up to the Platoon.

AFGHAN NATIONAL FORCES

AFGHAN NATIONAL ARMY (ANA)

Initiative Level: D6 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D6 to D10/D6 to D12

ANA Fireteam 1

1 x FTL w/AK

2 x Riflemen w/AKs

1 x Gunner w/RPK (Lt. AP:1/AT:0)

ANA Fireteam 2

1 x FTL w/AK

1 x Rifleman w/AK

1 x Gunner w/RPK (Lt. AP:1/AT:0)

1 x Gunner w/RPG (Med. AP:2/AT:2(M))

ANA Squad

1 x Squad Leader w/AK

1 x ANA Fireteam 1

1 x ANA Fireteam 2

ANA Platoon

1 x Platoon Leader w/AK

1 x Platoon Sgt. w/AK

1 x RTO w/AK

3 x ANA Squads



AUSTRALIAN FORCES

ROYAL AUSTRALIAN REGIMENT

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

The basic building block of the Royal Australian Regiment (RAR) is the Brick. Two Bricks form a Section. Three Sections form a Platoon.

Additionally, Maneuver Support Teams (MSTs) are available to support regular Rifle Bricks. MSTs are bricks armed with AT weapons or heavier infantry suppression weapons than the standard infantry brick. MSTs may be attached as half a section, as their own section at the platoon level or as a company asset.

The following organization table is for a regular RAR Infantry Platoon.

RAR Rifle Brick

1 x Brick Leader w/F88*

1 x Grenadier w/F88/M203 UGL (Lt. AP:1/AT:0)

1 x Gunner w/F89 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/F88

**Note that one Brick Leader is the Section Leader and the other is the Assistant Section Leader.*

RAR Section

2 x RAR Rifle Bricks

Or

1 x RAR Rifle Brick

1 x RAR MST Brick

RAR Platoon

3 x RAR Rifle Sections

Or

2 x RAR Rifle Sections

1 x RAR MST Section

RAR MST Brick

1 x Brick Leader* w/F88

1 x Grenadier w/F88/M203 UGL (Lt. AP:1/AT:0)

1 x Gunner w/FN MAG58 GPMG (Med. AP:2/AT:0)

1 x Sniper w/SR-25 or SR-98 rifle

Note that MST Bricks can be equipped with a mix of weapons as required by the mission, including any combination of the following: FN MAG, SR25, Barrett, Carl Gustav, additional F89s, or FGM-148 Javelins.

CANADIAN FORCES

CANADIAN LAND FORCE

COMMAND (CANADIAN ARMY)

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

Fireteam

1 x Team Leader w/C7 or C8

1 x Grenadier w/M203A1 (Lt. AP:1/AT:0)

1 x Gunner w/C9 LMG (Lt. AP:1/AT:0)

1 x Rifleman w/C7 or C8

Section

2 x Fireteams

Heavy Weapon Detachment

1 x Team Leader w/C7 or C8

1 x Gunner w/C6 GPMG (Med. AP:2/AT0)*

1 x Assistant Gunner w/C7 or C8

1 x Rifleman w/C7 or C8

Platoon

- 1 x Platoon Leader w/C7 or C8
- 1 x Platoon Sgt. w/C7 or C8
- 1 x Radio Operator w/C7 or C8
- 3 x Sections
- 1 x Heavy Weapon Detachment

UNITED KINGDOM FORCES**BRITISH ARMY**

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

The basic building block of the British Army is the Fireteam. Two Fireteams form a Section. Three Sections form a Platoon.

The structure of these Sections has varied over the course of OEF, as described below:

British Army Section, 2006–2008*Fireteam 1*

- 1 x Squad Leader w/SA80



- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)
- 1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80

Fireteam 2

- 1 x Squad Leader w/SA80
- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)
- 1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80

British Army Section, 2009+*Fireteam 1*

- 1 x Squad Leader w/SA80
- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0) and Benelli Shotgun
- 1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
- 1 x Rifleman w/SA80 or L86A2 LSW

Fireteam 2

- 1 x Asst. Squad Leader w/SA80
- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)
- 1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
- 1 x Gunner w/GPMG (Med. AP:2/AT:0)

British Army Section, 2010+*Fireteam 1*

- 1 x Squad Leader w/SA80
- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0) and Benelli Shotgun
- 1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)
- 1 x Designated Marksman (DMR) w/L129A1 DMR

Fireteam 2

- 1 x Asst. Squad Leader w/SA80
- 1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)

1 x Gunner w/L108A1 Gunner w/L108A1 SAW
(Lt. AP:1/AT:0)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

British Army Rifle Platoon

1 x Platoon Commander w/SA-80

1 x Platoon Sgt. w/SA-80

1 x Signaler w/SA-80

1 x Medic w/SA-80

1 x JTAC w/SA-80

1 x Mortarman w/51mm Mortar (60mm post-2008)

3 x British Army Rifle Sections

BRITISH ROYAL MARINES

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D10 to D12

The basic building block of the British Royal Marines is the Fireteam. Two Fireteams form a Section. Three Sections plus a Maneuver Section form a Troop.



British Royal Marine Section

Fireteam 1

1 x Squad Leader w/SA80

1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)

1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)

1 x Rifleman w/SA80 or L86A2 LSW

Fireteam 2

1 x Asst. Squad Leader w/SA80

1 x Grenadier w/SA80 UGL (Lt. Support)

1 x Gunner w/L108A1 SAW (Lt. AP:1/AT:0)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

British Royal Marine Maneuver Support Section

1 x Section Leader w/SA-80

1 x Sniper w/Sniper Rifle

1 x Gunner w/60mm Mortar (Light Mortar)*

1 x Rifleman w/SA-80

*One 60mm mortar per Troop

British Royal Marine Troop

1 x Platoon Commander w/SA-80

1 x Platoon Sgt. w/SA-80

3 x British Royal Marine Sections

1 x British Royal Marine Maneuver Support Section

UNITED STATES FORCES

US MARINE CORPS (USMC)

US Marine Corps Basic Force Attributes

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D10 to D12

The basic building block of the United States Marine Corps is the Fireteam. Three fireteams under a Squad



US MARINES, AFGHANISTAN, 2009. (FIGURES BY ELHIEM FIGURES)

Leader form a Squad. Three Squads under a Platoon Leader form a Platoon.

USMC Fireteam

- 1 x Fireteam Leader w/M16A4 (ACOG equipped)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 (Lt. AP:1/AT:0)
- 1 x Assistant Gunner w/M16A4 (ACOG equipped)

USMC Squad*

- 1 x Squad Leader w/M16A4 (ACOG equipped)
- 3 x USMC Fireteams

**One rifleman per squad is a Designated Marksman (DMR) equipped with a SAM-R rifle (pre-2008), M39 EMR or KAC M110 DMR (post-2010)*

USMC Platoon

- 1 x Platoon Leader w/M16A4 (ACOG equipped)
- 1 x Platoon Sgt. w/M16A4 (ACOG equipped)
- 1 x Navy Corpsman w/M16A4 (ACOG equipped)
- 3 x USMC Squads

Transport is in the form of Humvees, MRAPs, or AAVs.

US ARMY

Initiative Level: D8 to D12

Confidence Level: Confident to High

Supply Level: Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D12

The basic building block of the US Army is the Fireteam. Two Fireteams under a Squad Leader make up a Squad. Four Squads make up a Platoon.

US ARMY STRYKER BRIGADE COMBAT TEAM RIFLE PLATOON

Rifle Fireteam, Stryker Brigade Combat Team

- 1 x Fireteam Leader w/M4 (ACOG equipped)
- 1 x Grenadier w/M203 (Lt. AP:1/AT:0)
- 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
- 1 x Assistant Gunner w/M4 (ACOG equipped)
- M320A1 Grenade Launcher (Lt. AP:1/AT:0) available from 2009 forward. May substitute Mk 48 Mod 0 machine gun (Med. AP:2/AT:0) for M249 SAW from 2010.*

Rifle Squad, Stryker Brigade Combat Team*

- 1 x Squad Leader w/M4 (ACOG equipped)
- 2 x Rifle Fireteams



US SPECIAL FORCES OPERATORS IN THE ORGUN DISTRICT OF AFGHANISTAN, 2002.

**One or two riflemen per squad are designated as Designated Marksman (DM). They are equipped with either an M14 or M21 (2005–2008), M14 EBR-RI (2008 to the present), or M110 (expected to replace the M14 EBR-RI at a point between 2011 and 2012).*

Weapons Squad, Stryker Brigade Combat Team*

1 x Squad Leader w/M4 (ACOG equipped)

2 x Gunners w/M240s (Med. AP:2/AT:0)

4 x Assistant Gunners w/M4 (ACOG equipped)

**Note that the Squad can split into two MG teams, each of which is treated as a Weapons Team.*

Rifle Platoon HQ, Stryker Brigade Combat Team

1 x Platoon Leader w/M4 (ACOG equipped)

1 x Platoon Sgt. w/M4 (ACOG equipped)

1 x Radio Operator w/M4 (ACOG equipped)

1 x Forward Observer w/M4 (ACOG equipped)

1 x Trauma Expert (Medic) w/M4 (ACOG equipped)*

**Medic is attached to the platoon and is not an organic asset*

Rifle Platoon Mounted Element, Stryker Brigade Combat Team**

4 x M1126 Stryker ICVs

3 x Vehicle Commanders*

4 x Drivers

**The vacant Vehicle Commander position can be filled by one of the platoon's leaders.*

***It should be noted that the four Strykers have a carrying capacity of 44 personnel, but the organization above lists 45 organic personnel and an attached medic for a total of 46 personnel. It is unusual for all personnel to be used in a given operation as some are tactical cross-loaded to other units in the company, are not necessary to the operation, or are otherwise unavailable.*

Rifle Platoon, Stryker Brigade Combat Team

1 x Rifle Platoon HQ Squad

3 x Rifle Squads

1 x Weapon Squad

US ARMY RIFLE PLATOON, INFANTRY BRIGADE COMBAT TEAM

Rifle Fireteam, Infantry Brigade Combat Team

1 x Fireteam Leader w/M4 (ACOG equipped)

1 x Grenadier w/M203 (Lt. AP:1/AT:0)

1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)

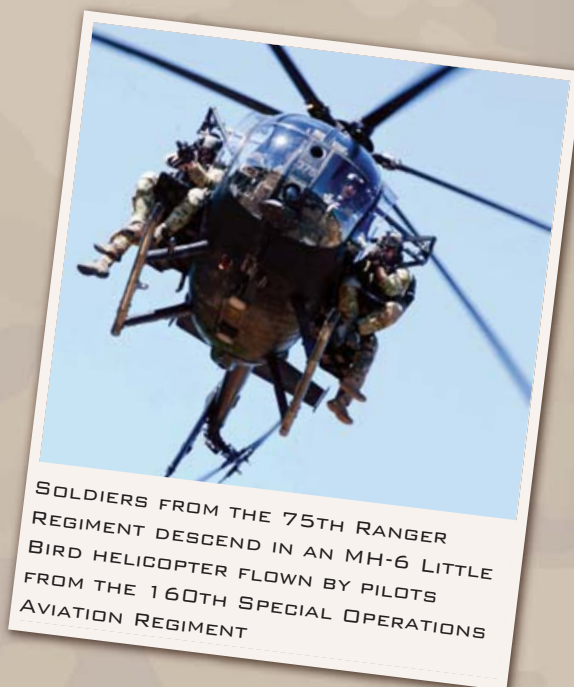
1 x Assistant Gunner w/M4 (ACOG equipped)

M320A1 Grenade Launcher (Lt. AP:1/AT:0) available from 2009 forward. May substitute Mk 48 Mod 0 machine gun (Med. AP:2/AT:0) for M249 SAW from 2010 onward.

Rifle Squad, Infantry Brigade Combat Team*

1 x Squad Leader w/M4 (ACOG equipped)

2 x Rifle Fireteams



SOLDIERS FROM THE 75TH RANGER REGIMENT DESCEND IN AN MH-6 LITTLE BIRD HELICOPTER FLOWN BY PILOTS FROM THE 160TH SPECIAL OPERATIONS AVIATION REGIMENT

**One or two riflemen per squad are designated as Designated Marksman (DM). They are equipped with either an M14 or M21 (2005–2008), M14 EBR-R1 (2008 to the present), or M110 (expected to replace the M14 EBR-R1 at a point between 2011 and 2012).*

Weapon Squad, Infantry Brigade Combat Team

1 x Squad Leader w/M4 (ACOG equipped)
 2 x Anti-Armor Specialists w/M4 (ACOG equipped) and Javelin ATGM (AT:4/AP:4(H))
 2 x Gunners w/M240B MGs (Med. AP:2/AT:0)
 2 x Ammo Handlers w/M4 (ACOG equipped)
 2 x A-Gunners w/M4 (ACOG equipped)
May substitute M240B machine gun for Mk 48 Mod 0 machine gun from 2010 or M240L from 2011.

Rifle Platoon HQ, Infantry Brigade Combat Team

1 x Platoon Leader w/M4 (ACOG equipped)
 1 x Platoon Sgt. w/M4 (ACOG equipped)
 1 x Radio Operator w/M4 (ACOG equipped)

Platoon, Infantry Brigade Combat Team

1 x Platoon HQ Squad
 3 x Rifle Squad
 1 x Weapons Squad

The Rifle Platoon in the US Army's Infantry Brigade Combat Teams has no organic transportation. However, in Afghanistan, patrols have been augmented with various up-armored HMMWV and MRAP type vehicles.

US ARMY SPECIAL FORCES (“GREEN BERETS”)

Operational Detachment Alpha (ODA)

ODAs are 12 man teams organized to permit a “six man split” into two teams as needed. While each member of an

ODA has a specialized MOS (Military Occupational Specialty), team members are extensively cross-trained in each other's specialties to ensure redundancy of critical skill sets. Each ODA may have a particular team specialization, such as HALO, urban warfare, mountain warfare, etc. There are typically 6 ODAs in a Special Forces Company.

ODAs are usually supported by attached USAF Combat Controllers (CCTs) and ODAs involved in Direct Action operations (DA) may have an attached USAF Pararescue Jumper (PJ). PJs are highly trained and remarkably well-conditioned combat medics.

A typical ODA split into two teams is presented below. In this example, the ODA is supported by two pairs of CCTs and PJs. Note that it is not unusual for Special Forces operators to split into smaller teams of four, three, or two in order to accomplish specific mission tasks.

ODA Teams are often equipped with a SOFLAM (Special Operations Forces Laser Acquisition Marker) which provides CAS attempt bonus for using a laser designator. ODAs routinely have access to Barretts, M24s, and M240s as required.

ODA Team One

1 x ODA Detachment Commander w/Suppressed M4A1 w/ACOG
 1 x ODA Team Sgt. w/Suppressed M4A1 w/ACOG & UGL (Lt. AP:1/AT:0)
 1 x Weapons Sgt. w/SAW (Lt. AP:1/AT:0)
 1 x Medical Sgt.
 1 x Engineering Sgt. w/EBR (Designated Marksman – can be split from unit with another member as a spotter to act as a Sniper Team)
 1 x Communications Sgt. w/Suppressed M4A1 w/ACOG
 1 x USAF CCT w/Suppressed M4A1 w/ACOG
 1 x USAF PJ w/Suppressed M4A1 w/ACOG

ODA Team Two

- 1 x ODA Asst. Detachment Commander w/Suppressed M4A1 w/ACOG
- 1 x ODA Intel. Sgt. w/Suppressed M4A1 w/ACOG & UGL (Lt. AP:1/AT:0)
- 1 x Weapons Sgt. w/SAW (Lt. AP:1/AT:0)
- 1 x Medical Sgt. w/Suppressed M4A1 w/ACOG
- 1 x Engineering Sgt. w/EBR (Designated Marksman – can be split from unit with another member as a spotter to act as a Sniper Team)
- 1 x Communications Sgt. w/Suppressed M4A1 w/ACOG
- 1 x USAF CCT w/Suppressed M4A1 w/ACOG
- 1 x USAF PJ w/Suppressed M4A1 w/ACOG

US ARMY RANGERS

US Army Ranger Rifle Fireteam

- 1 x Fireteam Leader w/M4A1 (ACOG equipped)
 - 1 x Grenadier w/M203(Lt. AP:1/AT:0)
 - 1 x Gunner w/M249 SAW (Lt. AP:1/AT:0)
 - 1 x Assistant Gunner w/M4A1 (ACOG equipped)
- M320 Grenade Launcher (Lt. AP:1/AT:0) available from 2009 forward. MK46 Mod 0 MG available from 2002.*

US Army Ranger Rifle Squad*

- 1 x Squad Leader w/M4A1 (ACOG equipped)
 - 2 x Rifle Fireteam
- *One rifleman per squad is a Designated Marksman (DMR) equipped with a Mk11 DMR, KAC M110 or Mk14 EBR rifle.*

US Army Ranger Weapons Squad

- 1 x Squad Leader w/M4A1 (ACOG equipped)
- 3 x Gunners w/Mk46 or Mk48 (Med. AP:2/AT:0)
- 3 x Assistant Gunners w/M4A1 (ACOG equipped)
- 3 x Ammo Bearers w/M4A1 (ACOG equipped)

Members of the squad may also be equipped with sniper rifles or Carl Gustavs based on mission requirements. Each platoon also has a two-man sniper team that may be equipped with sniper and DM rifles (Mk11s, Mk12 or M110s; M24s, Mk13s or Barrett M107) based on mission requirements.

US Army Ranger Platoon

- 1 x Platoon Leader w/M4A1 (ACOG equipped)
- 1 x Platoon Sgt. w/M4A1 (ACOG equipped)
- 1 x Radio Operator w/M4A1 (ACOG equipped)
- 3 x Ranger Rifle Squads
- 1 x Ranger Weapons Squad

Note that Rangers were equipped with Mk 16 SCARs in late 2009–2010. At the time of this writing the future of the SCAR is unclear.

DANISH FORCES

SPEJDERDELINGER (SCOUT PLATOON) OF A LIGHT RECON SQUADRON, DANISH BATTALION

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D10 to D12

Spejdergrupper Team (Scout Team)

- 1 x Team Leader w/C7A2 or C8A2
- 1 x Grenadier w/M203A1 (Lt. AP:1/AT:0)
- 1 x Gunner w/LSW or Minimi (Lt. AP:1/AT:0)
- 1 x Rifleman w/C7A2 or C8A2

Spejdergrupper Squad (Scout Squad)

- 2 x Spejdergrupper Fireteams
- 2 x HMMWV FAVs (may be replaced with Jackals/Supacats in the future)

Deltroppen Team (Support Team)

1 x Team Leader w/C7A2 or C8A2
 1 x Grenadier w/M203A1 (Lt. AP:1/AT:0)
 1 x Gunner w/LSW or Minimi (Lt. AP:1/AT:0)

Deltroppen Squad (Support Squad)

4 x Deltroppen Fireteams
 4 x Mowag Eagle IVs

Spejderdelinger (Scout Platoon)

1 x Deltroppen (Squad)
 3 x Spejdergrupper (Scout Squads)
 Light Recon Squadrons also have an attached
 Finskyttesektion (Marksman Section) of three
 marksmen/snipers armed with Sako TRG-42 rifles.

**MECHANIZED INFANTRY COMPANY
 (PIRANHAS)/ARMORED INFANTRY
 COMPANY (M113G3DKs),
 DANISH BATTALION**

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D10 to D12

Squad 1

1 x Section Commander w/C7A2 or C8A2
 1 x Gunner w/LSW (Lt. AP:1/AT:0)
 1 x Rifleman w/C7A2 or C8A2

Squad 2

1 x Asst. Section Commander w/C7A2 or C8A2
 1 x Gunner w/LSW (Lt. AP:1/AT:0)
 1 x Grenadier w/M203 (Lt. AP:1/AT:0)

Section

1 x Squad 1
 1 x Squad 2

HQ Squad

1 x Plt. Commander w/C7A2 or C8A2
 1 x Plt. Sgt. w/C7A2 or C8A2
 1 x Medic w/C7A2 or C8A2
 1 x Signaler w/C7A2 or C8A2
 1 x Gunner w/MG3 (Med. AP:2/AT:0) or Carl
 Gustav (AP:4/AT:2(H))
 1 x Asst. Gunner w/C7A2 or C8A2

Platoon

1 x HQ Squad
 3 x Sections

A Mechanized Infantry Platoon is mounted in three MOWAG Piranha IFVs. An Armored Infantry Platoon is mounted in 3 M113G3DKs. In 2010 the M113G3DKs were replaced with the CV9035DK, the Danish variant of the CV90.

DUTCH FORCES**AIR MOBILE PLATOON**

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D10

Section 1

1 x Group Leader w/C7A1
 1 x Gunner w/Para Minimi (Lt. AP:1/AT:0)
 1 x Rifleman w/40mm GL (Lt. AP:1/AT:0)

1 x Rifleman w/SRAT Panzerfaust 3
(AP:4/AT4(H w/tandem warhead – ignores ERA)
or VRAT AT4 (AP:3/AT:3(H)

Section 2

1 x Asst. Group Leader w/C7A1
1 x Gunner w/Para Minimi (Lt. AP:1/AT:0)
1 x Rifleman w/40mm GL (Lt. AP:1/AT:0)
1 x Combat Lifesaver (medic) w/C7A1

Squad

1 x Section 1
1 x Section 2

Platoon

1 x Platoon Leader w/C7A1
1 x Assistant Platoon Leader w/C7A1
1 x Medic w/C7A1
3 x Squads

ARMORED INFANTRY PLATOON

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D10

Alpha & Bravo Squads

3 x YPR vehicle crew (Driver/Gunner/Commander)
2 x Riflemen w/C7A1
2 x Gunners w/Para Minimi (Lt. AP:1/AT:0)
2 x Grenadiers w/C7A1 UGL (Lt. AP:1/AT:0)

Each squad carries the following gear in their vehicle for use as needed:



1 x SRAT Panzerfaust 3 (AP:4/AT4(H w/tandem warhead – ignores ERA)
1 x VRAT AT4 (AP:3/AT:3(H)
1 x Shotgun
1 x FN MAG (Med. AP:2/AT:0)

Romeo & Echo Squads

3 x YPR vehicle crew
(Driver/Gunner/Commander)
3 x Riflemen w/C7A1
2 x Gunners w/Para Minimi (Lt. AP:1/AT:0)
2 x Grenadiers w/C7A1 UGL (Lt. AP:1/AT:0)

Each squad carries the following gear in their vehicle for use as needed:

1 x SRAT Panzerfaust 3 (AP:4/AT4(H w/tandem warhead – ignores ERA)
1 x VRAT AT4 (AP:3/AT:3(H)
1 x Shotgun
1 x Accuracy International Arctic Warfare .338 Lapua (sniper rifle)

FRANCE

SECTION DE COMBAT (INFANTRY PLATOON)

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D10

300m Fireteam

1 x Caporal w/FAMAS

2 x Soldiers w/FAMAS and Anti Blinde Leger

Launcher* (AP:3/AT:3(H)

**French designation for AT-4 Launcher*

600m Fireteam

1 x Caporal w/FAMAS

1 x Gunner w/Minimi (Lt. AP:1/AT:0)

1 x Soldier w/LGI* (Lt. AP:1/AT:0) and FAMAS

**Lance Grenade Individuel – a light grenade discharger*

Groupe de Combat (Squad)

1 x Sergent w/FAMAS

1 x 300m Fireteam

1 x 600m Fireteam

Groupe Commandement (HQ Squad)

1 x Lieutenant w/FAMAS

1 x Sergent w/FAMAS

1 x Radio Operator w/FAMAS

2 x Marksmen w/FR-F2 (Sniper Rifles – may be fielded as a Sniper Team)

Groupe Appui Anti Char (Anti-Tank Squad)

1 x Caporal w/FAMAS



A FRENCH OPERATIONAL MENTOR AND LIAISON TEAM SOLDIER PROVIDES SECURITY DURING A FOOT PATROL WITH THE AFGHAN NATIONAL ARMY, NOV. 4, 2008

2 x Gunners w/Eryx Launchers (SACLOS ATGM, Heavy Gun, AP:4/AT:4-Tandem Warhead ignores ERA)

2 x Ammo Bearers w/FAMAS

Section de Combat (Platoon)

1 x Groupe Commandement (HQ Squad)

1 x Groupe Appui Anti Char (Anti-Tank Squad)

3 x Groupes de Combat (Squads)

Transport

4 x AMX-10s or VABs

4 x Gunners

4 x Drivers

GERMANY

Initiative Level: D8 to D10

Confidence Level: Confident to High

Supply Level: Normal to Abundant

Body Armor: 1D

Troop Quality/Morale: D8 to D10/D8 to D10

Jäger units (comparable to the US Army Rangers) are the basic form of light infantry fielded by the modern German Bundeswehr. They specialize in assault and defense operations in rough terrain, confined spaces and modern urban warfare. They are provided with additional training to be Mountaineers (with emphasis on winter warfare) or Paratroopers. Jäger units are vital to the Bundeswehr due to their versatility and the nature of modern-day peacekeeping missions abroad.

Panzergrenadier units benefit from the mobility and protection offered by their armored fighting vehicles. They are especially well-suited for swift changes between mounted and dismounted combat to maintain the momentum of an armored assault. Their versatility and quick reaction capability enables them to gain and maintain the initiative and determine the outcome of an engagement. They wield enough heavy firepower to outflank and overcome any armored threats the enemy might field. Panzergrenadier units of the modern Bundeswehr work closely with the formations of Leopard 2 MBTs, securing and supporting their missions where necessary.

It should be noted that most German units in Afghanistan, even the Panzergrenadier units, have adopted the Jäger organization to optimize mobility and flexibility for patrolling units.

Marders tend to be used as direct fire support vehicles rather than transports and are occasionally manned by Jäger teams who have been trained to operate them. It should also be noted that a recent reorganization of the Bundeswehr provides most Panzer and Panzergrenadier Divisions with a Jäger Battalion.

It is becoming a common practice to provide squads with at least one G3 (7.62mm) rifle with scope for use by a Designated Marksman. Additionally, one MG4 SAW is in each squad is commonly replaced with a MG3

GPMG (Med. AP:2/AT:0) to provide better penetration of Afghanistan's sun-baked mud walls.

The use of sniper teams is widespread and they are often armed with G82 (Barrett .50 Sniper Rifle) and G22 rifles.

GEBIRGSJÄGER OR FALLSCHIRMJÄGER ZUG (MOUNTAINEER OR PARATROOP PLATOON)

Jäger Trupp (Fireteam)

- 1 x Truppführer (Fireteam Leader) or
Gruppenführer (Squad Leader) w/G36
- 1 x Soldat w/G36/AG36 UGL (Lt. AP:1/AT:0)
- 1 x Soldat w/MG4 (Lt. AP:1/AT:0)
- 1 x Soldat w/G36
- 1 x Soldat w/G36

Jäger Gruppe (Squad)

- 2 x Jäger Trupp (Fireteams), one replaces the
Truppführer (Fireteam Leader) with a
Gruppenführer (Squad Leader) w/G36

Jäger Zugführergruppe (Platoon HQ)

- 1 x Zugführer (Platoon Leader) w/G36
- 1 x Soldat w/G36/AG36 UGL (Lt. AP:1/AT:0)
- 1 x Soldat w/MG4 (Lt. AP:1/AT:0)
- 1 x Soldat w/G36
- 1 x Funker (radio operator) w/G36 and radio
- 1 x Jäger Trupp (Fireteam)

Jäger Zug (Platoon)

- 1 x Jäger Zugführergruppe (Platoon HQ)
- 3 x Jäger Gruppe (Squads)

Transport

- 4 x Tpz Fuchs

Note: The German Jäger infantry draws vehicle commanders, gunners and drivers directly from the squads. Dismounting all infantry from their transport leaves the vehicles idle without crew.

The recent deployments of the German Bundeswehr to Afghanistan have shown the need to utilize lighter transport vehicles like the ATF Dingo or the Swiss-made MOWAG Eagle IV, to reduce the damage to the Afghan infrastructure and (first and foremost) increase protection of the soldiers against IED or mine attacks. Due to the lower passenger capacity of the lighter vehicles, simply consider a Jäger platoon always having enough of the listed transports to carry everybody. A mix of transport vehicles is common practice within the German contingent in Afghanistan.

PANZERGRENADIER ZUG (PLATOON)

Panzergrenadier Gruppe (Squad)

- 1 x Gruppenführer (Squad Leader) w/G36
- 1 x Soldat w/Panzerfaust 3 (Med. AP:2/AT:2(M), ignores ERA) and G36
- 1 x Soldat w/G36 and HK69A1 Grenade Launcher 40mm (Lt. AP:1/AT:0)
- 1 x Soldat w/MG3 GPMG (Med. AP:2/AT:0)
- 1 x Soldat w/G36
- 1 x Soldat w/G36

Panzergrenadier Zugführergruppe (Platoon HQ)

- 1 x Zugführer (Platoon Leader)w/G36
- 1 x Soldat w/Panzerfaust 3 (Med. AP:2/AT:2(M), ignores ERA) and G36

- 1 x Soldat w/G36 and HK69A1 Grenade Launcher 40mm (Lt. AP:1/AT:0)
- 1 x Soldat w/MG3 GPMG (Med. AP:2/AT:0)
- 1 x Soldat w/G36
- 1 x Funker (radio operator) w/G36 and radio

Plus

- 1 x MILAN ATGM (AP: 5D/AT: 4D, ignores ERA) that may be fired from the HQ's Spz Marder if the commander is unbuttoned OR can be carried by the dismounted Zugführergruppe.

Panzer Grenadier Zug (Platoon)

- 1 x Panzergrenadier Zugführergruppe (Platoon HQ)
- 3 x Panzergrenadier Gruppen (Squads)

Transport

- 4 x Spz Marder
- 4 x Vehicle Commanders w/PDW (SMG, either UZI or MP-7)
- 4 x Drivers w/PDW (SMG, either UZI or MP-7)
- 4 x Gunners w/PDW (SMG, either UZI or MP-7)

Note: The German Panzergrenadier infantry draws vehicle commanders, gunners and drivers directly from the squads, but they differ from Jäger units in that the Grenadier squad's designated drivers, gunners and vehicle commanders will not dismount with the Panzergrenadier Gruppe. They will always man their IFV to support the dismounts and vice versa. The crew and their weapons are listed for instances where the crew would have to dismount due to vehicle damage.

VEHICLES

AUSTRALIAN DEFENSE FORCE (ADF)

ADF SOFT SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Bushmaster	S	W	FN MAG (Med. AP:3/AT:0) M2HB HMG (Hvy. AP:5/AT:1)	N/A Light	3D (Rear facing)	2D6	2D6	2D6	1D6	1+9	<i>Up-Armored</i> <i>Improved MG for M2HB – Remote Weapon System (RWS)</i> <i>Smoke Dischargers</i> Vehicle must be manned with one soldier per weapon if FN MAG and rear facing MG is to be fired. <i>Mine Resistant</i> <i>Lifesaver</i>
Land Rover Surveillance Reconnaissance Vehicle (SRV)	S	W	FN MAG (Med. AP:3/AT:0) M2HB HMG (Hvy. AP:4/AT:1) MK19 AGL (Med. AP:3/AT:0)	N/A Light N/A	3D	1D6	1D6	1D6	1D6	3	<i>Smoke Dischargers</i> Vehicle must be manned with one soldier per weapon to be fired. <i>Mine Resistant</i>
Land Rover Perentie Long Range Patrol Vehicle (LRPV)	S	W	FN MAG (Med. AP:3/AT:0) M2HB HMG (Hvy. AP:4/AT:1) MK19 AGL (Med. AP:3/AT:0)	N/A Light N/A	3D	1D6	1D6	1D6	1D6	3	<i>Smoke Dischargers</i> Vehicle must be manned with one soldier per weapon to be fired. <i>Mine Resistant</i>

ADF LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
ASLAV PC	L	W	FN MAG (Med. AP:3/AT:0) M2HB HMG (Hvy. AP:4/AT:1) MK19 AGL (Med. AP:3/AT:0)	N/A Light N/A	3D	3D8	2D8	2D6	1D6	2+9	<i>Improved MGs (RWS) for the M2HB</i> <i>Amphibious</i> Can be equipped with <i>Bar Armor</i>
ASLAV 25	L	W	25mm Chain Gun (AP:5/AT:3)	Medium	3D	3D8	2D8	2D6	1D6	3+6	<i>Amphibious</i> Can be equipped with <i>Bar Armor</i>



BUSHMASTERS



AUSTRALIAN ASLAV-25

CANADIAN VEHICLES

CANADIAN LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
LAV III	L	W	Turret Mounted 25mm Chain Gun (AP:5/AT:3)	Medium	3D6	3D8	2D8	2D6	1D6	2+7	Enhanced Fire Control Lifesaver May be fitted with Bar Armor

DANISH VEHICLES

DANISH SOFT SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
M1045A2 HMMWV FAV	S	W	M2HB HMG (Hvy. AP:4/AT:1)	Light	N/A	1D6	1D6	1D6	1D6	1+4	Smoke Dischargers

DANISH LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
CV9035DK	M	T	Bushmaster III 35/50 (AP:5/AT:3(M) 7.62mm Commander's MG (AP:3/AT:0)	Medium	3D	3D10	2D10	2D8	1D	2+7	Can be fitted with Bar Armor Smoke Projectors Must be unbuttoned to utilize Commander's MG
M113G3DK	L	T	12.6mm HMG (Hvy. AP:4/AT:1)	Light	N/A	3D8	2D8	2D6	1D6	2+11	Up-Armored Obsolete
MOWAG Eagle IV	L	W	Bofors Lemur OH WS 12.7mm (AP:5/AT:1)	Light	N/A	3D8	2D8	2D6	1D6	1+4	Mine Resistant Enhanced Fire Control (RWS)
MOWAG Piranha III	L	W	12.7mm HMG (Hvy. AP:4/AT:1)	Light	N/A	3D8	2D8	2D6	1D6	2+9	Enhanced Fire Control Lifesaver May be fitted with Bar Armor

DUTCH VEHICLES

DUTCH LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
YPR-765	L	T	25mm Chain Gun (AP:5/AT:3)	Medium	3D	3D8	2D8	2D6	1D6	3+7	Amphibious



DUTCH YPR

FRENCH VEHICLES

FRENCH SOFT SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
VBL	S	W	AA-52 GPMG (Med. AP:3/AT:0)	N/A	N/A	2D6	2D6	2D6	1D6	2+1	<i>Up-Armored</i>
VBL RECO 12.7	S	W	12.7mm HMG (Hvy. AP:4/AT:1)	Light	N/A	2D6	2D6	2D6	1D6	2+1	<i>Up-Armored</i>



VBL RECO 12.7



MARDER IFV

GERMAN VEHICLES

GERMAN LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Tpz Fuchs APC	L	W	Front Mounted GPMG (Med. AP:3/AT:0) Rear Mounted GPMG (Med. AP:3/AT:0)	N/A N/A	N/A	3D8	2D8	2D6	1D6	2+10	<i>Amphibious Lifesaver</i>

GERMAN MEDIUM VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Marder 1A5 IFV	M	T	20mm Autocannon (AP:3/AT:2) Milan ATGM (AP:4/AT:4*) *Ignores ERA	Light Heavy	3D	3D10	2D10	2D8	1D6	3+6	<i>Hardened Lifesaver Cannot fire main gun and ATGM in the same Activation/Reaction</i>

UK VEHICLES

UK SOFT SKIN VEHICLES											
NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Land Rover Snatch	S	W	7.62mm GPMG (Med. AP:3/AT:0)	N/A	N/A	1D6	1D6	1D6	1D6	1+7	Hardened
Land Rover WMIK	S	W	7.62mm GPMG (Med. AP:3/AT:0) or M2HB HMG (Hvy. AP:4/AT:1)	Light	3D	2D6	2D6	1D6	1D6	2+8	Hardened Open Top
Pinzgauer 4 x4	S	W	7.62mm GPMG (Med. AP:3/AT:0)	N/A	N/A	1D6	1D6	1D6	1D6	2+8	
Pinzgauer 6x6	S	W	7.62mm GPMG (Med. AP:3/AT:0)	N/A	N/A	1D6	1D6	1D6	1D6	2+10	
Iveco Panther CLV	S	W	7.62mm GPMG (Med. AP:4/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	1+3	Hardened Advanced Fire Control (RWS)
Vector PPV	S	W	7.62mm GPMG (Med. AP:4/AT:0) or Minimi (Lt. AP:2/AT:0)	N/A	N/A	2D6	2D6	1D6	1D6	2+6	Hardened
M-WMIK (Jackal)	S	W	M2HB HMG (Hvy. AP:4/AT:1) or HK GMG (Med. AP:3/AT:0)	Light Light	3D (Pintel Mounted GPMG)	2D6	2D6	1D6	1D6	3	Up-Armored Open Top Mine Resistant Lifesaver
Menacity	S	W	M2HB HMG (Hvy. AP:4/AT:1) or HK GMG (Med. AP:3/AT:0)	Light Light	3D (Pintel Mounted GPMG)	2D6	2D6	1D6	1D6	3	Up-Armored Open Top Mine Resistant Lifesaver



LAND ROVER SNATCH



LAND ROVER WMIK

UK LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
BvS10 Viking	L	T	7.62mm GPMG (Med. AP:3/AT:0)	N/A	N/A	3D8	2D8	2D6	1D6	2+8	<i>Amphibious</i> May be fitted with <i>Bar Armor</i> Main gunner protected by gun shield, rear gunner with Minimi manned by infantry passengers (no gun shield)
FV103 Spartan	L	T	7.62mm GPMG (Med. AP:3/AT:0)	N/A	N/A	3D8	2D8	2D6	1D6	2+5	<i>Amphibious</i> May be fitted with <i>Bar Armor</i>
FV510 Warrior	L	T	30mm Autocannon (AP:4/AT:3) 7.62mm GPMG (Med. AP:3/AT:0)	Medium N/A	3D	3D8	2D8	2D6	1D6	3+2	Can be <i>Up-Armored</i>



BVS 10 VIKING



FV103 SPARTAN



FV510 WARRIOR (PHOTO TAKEN IN BOSNIA, 1997)



BUFFALO MVP 6X6

US VEHICLES

US SOFT SKIN VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
M1151A1 w/B1 Kit	S	W	M2HB HMG (Hvy. AP:4/AT:1) or Mk19 AGL (Med. AP:3/AT:0) or M240G GPMG (Med. AP:3/AT:0)	Light N/A N/A	N/A	2D6	2D6	2D6	1D6	1+4	<i>Up-Armored</i> May be fitted with <i>Improved MGs</i> (CROWS) for +1 FP die for MGs MP version mounts CS grenade launchers
M966 TOW Carrier	S	W	TOW II ATGM (AP:3/AT:4) M240G GPMG (Med. AP:3/AT:0)	Heavy N/A	N/A	2D6	2D6	2D6	1D6	1+4	<i>Up-Armored</i> May fire and move at Tactical Speed



COUGAR 4 x4 MRAP



MAXXPRO 4 x4 MRAP



M1126 STRYKERS

US LIGHT VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
Buffalo MVP 6x6	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+4	Lifesaver Mine Resistant Hardened Equipped with remote operator arm. Used in mine clearing ops
Caiman MRAP 6x6	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+10	Lifesaver Mine Resistant Hardened
Cougar MRAP 4 x4	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Lifesaver Mine Resistant Hardened May be fitted with Bar Armor
Cougar-A2 MRAP 4 x4	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	4D8	3D8	3D6	1D6	2+6	Lifesaver Mine Resistant Hardened Up-Armored May be fitted with Bar Armor
MaxxPro MRAP 4 x4	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Lifesaver Mine Resistant Hardened
MaxxPro MRAP 6x6	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+10	Lifesaver Mine Resistant Hardened
RG-31 Mk 5 MRAP 4 x4	L	W	M2HB HMG (Hvy. AP:4/AT:1) or M240G GPMG (Med. AP:3/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+6	Enhanced Fire Control Lifesaver Mine Resistant Hardened
M1126 Stryker ICV	L	W	RWS M2HB HMG (Hvy. AP:5/AT:1) or RWS Mk 19 AGL (Med. AP:4/AT:0)	Light N/A	N/A	3D8	2D8	2D6	1D6	2+9	Enhanced Fire Control Lifesaver May be fitted with Bar Armor

US HEAVY VEHICLES

NAME	CLASS	TYPE	FIREPOWER	GUN RATING	MGS	FRONT ARMOR	SIDE ARMOR	REAR ARMOR	DECK ARMOR	CREW	NOTES/ATTRIBUTES
M1A2 Abrams MBT	H	T	120mm (AP:5/AT:6) M2HB HMG (Hvy. AP:4/AT:1)	Heavy Light	4D	5D12	4D12	3D12	2D8	4	Up-Armored Heavy Hitter Improved MGS Safe Haven Lifesaver M1040 Canister Round: 6D vs Troops in open/Lt. Cover. TQ Test for availability M2HB can only be fired when TC is unbuttoned

UNIFORM GUIDE

USMC

Marines in Afghanistan currently wear the arid desert digital pattern known as MARPAT (Marine Pattern) with Coyote Brown covers for their MTV (Modular Tactical Vest) body armor. Prior to its full adoption by 2004, Marines wore three color desert pattern DCUs (Desert Camouflage Utilities) with a mix of Coyote Brown and woodland pattern covers for their Interceptor combat body armor (some units received DCU covers but these were relatively rare). Most webbing items including chest rigs and magazine pouches are now issued in Coyote Brown. Their helmet is the Marine only issue Lightweight Helmet with MARPAT pattern covers (which ironically was available to many units before the MARPAT uniform itself).

In terms of small arms, the M16A4 equipped with ACOG optical sight remains the issue rifle for the Corps, including three per squad with M203 launchers (one per fireteam). M4A1s are issued in small quantities mainly to MARSOC operators, LAR crews and dismounts and infantry RTOs and leaders. The standard fireteam support weapon is the M249 SAW in the Para variant with collapsible stock. Some of these mount the ACOG magnified gun sight. One rifleman in each squad is identified as a Designated Marksman (DM). Marine DMs may use M14s or SAM-R DMRs pre-2008, though these were both largely replaced by the M39 Enhanced Marksman Rifle (a USMC version of the M14 Enhanced Battle Rifle used by the Army). The M39 itself is being replaced by the KAC M110 DMR or Mk11 Mod2.

The company's Weapons Platoon has the M240G light machine gun available along with the Mk183 SMAW in Assault Engineer teams and the M32 multi-shot grenade launcher, M136/AT-4. M72 LAW rockets are often issued

at squad level for use against strongpoints. FGM-148 Javelins are also available at the Weapons Platoon level. Sniper rifles are allocated at the Company or Battalion level. Scout Sniper Platoons receive the bolt action M40A3 as their primary rifle, supported by DMRs and the Barrett .50 M82A3.

US ARMY

The Army wore three color desert DCUs with a mix of woodland and three color pattern body armor covers up until 2005 when the ACU (Army Combat Uniform), also known as ACUPAT or UCP (Universal Camouflage Pattern), was adopted with a matching cover for the Interceptor vest. As per the Marines, matching webbing and pouches are now issued in ACU. The Army wears the MICH helmet known as the ACH (Advanced Combat Helmet) with ACU pattern. Post 2010, the US Army has adopted the commercial Crye Multicam pattern for all units operating outside the wire in Afghanistan.

The M4A1 carbine has increasingly become the standard in Army combat units, nearly always mounted with a mixture of ACOG and Aimpoint sights. As per the Marines, two per squad are issued with under-slung grenade launchers, either the older M203 or the newly issued M320. The M249 SAW is deployed in both its standard fixed stock and Para versions again often with ACOG or Aimpoint sights. M240Bs are issued at Weapons Platoon level but may be attached at squad level. The Army also uses DMRs – normally equipped with the M14 EBR-RI. The M110 (version of the Mk11 or SR-25) is slated to replace the EBR in the near future. Snipers, again normally allocated at battalion level (company level for Stryker BCTs), carry the M24 but also have the M110 and M107



82ND AIRBORNE ON PATROL

Barrett available. Both M136/AT-4 and LAW rockets are issued at section level as required.

Ranger fireteams may have Mk46 Mod 0 SAW post-2002 or M249 Para SAWs from 2001. Weapons Platoons may have Mk48s to replace M240s post-2002. DMs in Army and Rangers may use scoped M14s – mainly pre-2003, but also available later in the war. Predominantly the Mk11 DMR is favoured with some Mk14 EBRs in use.

Rangers and regular Army grenadiers may use the M320 40mm launcher from 2009.

BRITISH ARMY & ROYAL MARINES

The British Army and Royal Marines currently are issued a propriety uniform based on Multicam and known as MTP (Multi Terrain Pattern). Osprey armor covers and webbing are becoming available in MTP as are helmet covers. They are also still issued one set of desert DPMs (Disruptive Pattern Material) for use in the high desert as this pattern proved superior to MTP in this environment. Prior to 2010, all units were issued desert DPM however temperate DPM items were also often worn, particularly in the Green Zones.

The Brits carry the SA80A2, or more properly the L85A2, as their standard rifle. The SA80A2 is equipped with either the older SUSAT, interim issue ACOG or the recently adopted Elcan Spectre. Two per section mount the L17A2 Underslung Grenade Launcher (UGL). The structure of British fireteams and exact rate of weapons issue has been modified several times both doctrinally and in theater since 2006. Originally, the section had a L110A2 Minimi and an L86A2 LSW per fireteam. Due to the lack of a sustained fire capability from the LSW (it uses a standard SA80 30 round magazine), the LSW was dropped and a second Minimi replaced it.

Some units, particularly the Paras, had unofficially been pushing down the issue of L7A2 GPMGs to section level

for some time before this became doctrine in 2010. The “on paper” organization of a British section in 2010 included the Charlie fireteam employing an SA80, an SA80 UGL, a Minimi and an LSW with the Delta fireteam carrying an SA80, an SA80 UGL, a Minimi and a GPMG. In theater, the LSW has been replaced by the newly issued Designated Marksman Rifle, the L129A1, in at least one section of the platoon with the LSW often being replaced by another Minimi or SA80 in the other sections. British infantry platoons also have a 60mm light mortar available attached to the platoon headquarters group (replacing the previously issued 51mm) and a combat shotgun, the L128A1, is issued as a secondary entry weapon to one member of each section.

THE TALIBAN & AL QAEDA

The Taliban dress as per the Afghan civilian population, typically in the two piece *shalwar kameez* (baggy trousers and long over shirt) which is always one matching color. They often wear a waistcoat in any number of colors over the *shalwar kameez* or sometimes a combat jacket, generally in US woodland pattern. The Taliban were known for their distinctive black silk turbans although this is less so today with many wearing white turbans or other headgear.

Al Qaeda and other foreign fighters wear a mix of Afghan *shalwar kameez* and western dress. AQ tend to wear their trousers six inches too short, a Salafist religious requirement. They also often dye their beards red or yellow. Footwear is another distinguishing feature with AQ often wearing tennis shoes or western hiking boots. Indeed they have been seen wearing high-end civilian outdoors clothing such as North Face or camouflage clothing including US and NATO patterns, particularly among the mountains along the Pakistani border. These fighters also commonly wear balaclavas to aid in concealing their identity from ISI informers and American drones.

PAINTING GUIDE

USMC

For this supplement the AAG studio did up a new USMC force using Elhiem Figures to represent a 2009 USMC unit as operating in Helmand Province.

Although at first glance the camo pattern uniforms may seem hard to do, once you look at a few pictures of the men in combat you will see the uniform fades out to an almost single color tone at a distance. We therefore decided to “suggest” the look of the uniforms on the studio army rather than actually paint the camo in!

First, undercoat your models. We use a black spray primer to give depth to the colors that go on over it. The next thing we do is give the models an entire covering of Vallejo German Camo Black Brown (822). This provides a nice base for the next stage.

Now we apply the basic uniform color. For this we used Vallejo Iraqi Sand (810) and gave the figures a good overall coating. We then added Vallejo Deck Tan (986) to the Iraqi Sand at a 1:1 mix and drybrushed this onto the figures. Drybrushing involves using a large brush and wiping off most of the paint. You then run the brush over the figure and it leaves the lighter color on the raised areas, instantly highlighting the model quickly and easily. After this we drybrushed on the Deck Tan and for a final light drybrush added Vallejo Ivory (918) to the Deck Tan, again at a 1:1 ratio.

Now we had the basic uniform color we needed to define all the detail and add the suggestion of a camo pattern. For this we used a little trick of the trade. We took some Games Workshop Devlan Mud and mixed it with some artists liquid matt varnish at a 1:1 ratio. We then applied this all over the figures. The use of the varnish instead of water allows the wash to flow and sit into cracks, but it also blends together all the stages of

the dry-brush and as the mix sits and dries it adds a subtle pattern to the figure that suggests the look we are after. It's a quick and easy way to get the uniform looking good on the tabletop.

The next stage was to do all the webbing and boots on the figures in Vallejo English Uniform (921) and this was then washed with Devlan Mud wash. Once this was dry we went back over the webbing in English Uniform leaving the wash in the cracks. As a final highlight to the webbing we used Vallejo US Drab Earth. We also did some of the goggle covers in this color and then a few in Iraqi Sand as well to break it up a little and add some variation as seen in pictures of the real troops.

Next we did all the weapons. These were done in Vallejo German Grey (995), then given a black ink wash, re-highlighted with German Grey and then a final highlight was done using Vallejo Dark Grey (994). This was just applied over raised areas and around scopes and along barrels to pick out the detail. We then used Vallejo



EXAMPLE OF SMAW HIGHLIGHTED AS DESCRIBED.
(FIGURES BY ELHIEM FIGURES)

Oily Steel (865) to pick out magazines. For other support weapons we basecoated them in Vallejo Camo Olive Green (894) and added a little of Vallejo Buff (976) for the highlight. We used this on the SMAW and on ammo boxes, though these can also be done in the same way as the weapons.

Finally we did the flesh with a basecoat of Vallejo Red Leather (818) followed by highlights of Vallejo Medium Skintone (860) and then Vallejo Flat Flesh (955). We tend to mix the colors with each other to make the highlights more subtle but this does take a bit more time. We think it's worth it though!

Finally, we painted in the goggle lenses in Dark Grey and painted a few of the guys as if they are wearing gloves, using either Dark Grey or Russian Green. To both colors we added a dab of Buff for the highlight color.

We painted the bases in Vallejo Desert Yellow (977) and drybrushed them with Iraqi Sand. We then added some static grass and Siflor tufts to finish them off.

BRITISH ARMY & MARINES

As well as painting up USMC for the book, the AAG Studio also did up an army using Britannia Miniatures' range of Afghanistan British. We developed a fast, but effective, way of turning out British troops wearing the distinctive DPM clothing.

First of all we undercoated the figures black and then applied an overall coat of Vallejo Iraqi Sand to the figure. We then used Vallejo English Uniform to add camo "splotches" to the figure in a random manner, covering around 50% of the figures' clothing and

webbing in this manner. We also painted the boots in this color. Next we applied an overall wash of GW Devlan Mud to the entire model.

Once this had thoroughly dried, we went back over the figure with Iraqi Sand, using short streaks and flicks of paint to highlight the areas of the original Iraqi Sand basecoat showing through. This acted both as a highlight and to make the camo pattern stand out more. We did a few streaks of Iraqi Sand over the English Uniform "splotches" to make the pattern seem more realistic. We also went over the webbing and the water bladder, as well as the goggle strap and helmet to make all these items stand out and accentuate the details. We also used English Uniform to highlight the boots.

Next we painted in the gun with Vallejo German Dark Grey and Vallejo Russian Green for ammo boxes. We added a bit of Vallejo Buff to the German Dark Grey to add a few highlights to the guns.

For the flesh and goggles, we used the same methods as in the USMC guide. We also based them in the same way to keep all the basing consistent. This system is a quick way of producing Modern British, but it works well and allows you to get your guys on the table quick!

I hope the above helps you to try and paint up your own USMC or British force for Operation *Enduring Freedom*, it's a lot easier than it sounds and practice makes perfect! Don't forget to check out the Ambush Alley forum for more tutorials and to check out the latest stuff the AAG Studio is cranking out!

Piers Brand – AAG Studio

MINIATURES GUIDE

A large number of miniatures are currently available in the three dominant Ambush Alley scales – 15mm, 20mm and 28mm – with more being added frequently. In 15mm, Rebel Miniatures (www.rebelminis.com) and QRF (www.quickreactionforce.co.uk) both produce suitable miniatures for US and UK forces along with opposition (QRF produce Afghan irregulars and Afghan National Police). QRF has created a huge range of modern vehicles for ISAF and OEF forces including such theater-specific vehicles as the British Mastiff MRAP, the Panther CLV and an RQ-1 Predator. Peter Pig (www.peterpig.co.uk) also produces a range of 15mm miniatures in their AK47 Republic Range with some useful US infantry and vehicles.

In 20mm, the options for the Afghanistan gamer open up considerably and this scale is perhaps best served of all. For miniatures, Elhiem Figures (www.elhiemfigures.com) manufactures an ever-increasing range of quality 20mm figures including Afghan specific 2009 US Marines, IOTV-clad US Army, 2008 Brits in Osprey body armor, Special Forces and Taliban.

Britannia Miniatures (www.Britanniainkerman.com) also cast an Afghanistan-specific 20mm range of Taliban, British and US Army along with civilians, wounded, media (including a great *not* Ross Kemp) and specialist figures such as an EOD operator and mine clearer, Taliban on motorcycles, private military contractors, helicopter crews and a military working dog team. Britannia offers an accompanying range of vehicles including the WMIK, M-WMIK Jackal, Mastiff, Viking and even a civilian Jingle Truck.

Wartime Miniatures (www.wartimeminatures.com) of Australia also produces an Afghan range focusing on

the ADF's contribution and featuring both regular army and Special Forces along with an expanding range of Taliban insurgents. Wartime also manufacture the Bushmaster IMV.

A relatively new company, Under Fire Miniatures (www.underfireminiatures.com), have several ranges available including 2006 Brits in Helmand, 2010 Brits in the new Osprey Assault Armor and Mk7 helmet, and a small range of Taliban. Under Fire produce SFMG mount GPMG and .50 HMG teams perfect for scenarios featuring the defence of patrol bases or FOBs.

S&S Models (www.sandsmodels.com) have perhaps the largest range of vehicles for the modern period with many useful for Afghanistan such as UK and US MRAPs, Strykers and numerous vehicles suitable for European ISAF nations. S&S also produce a growing range of figures (including Taliban and Afghan civilians) and accessories such as Afghan rugs, local Afghan produce and even Hot Spot markers! 20mm gamers have the advantage of the huge range of 1/72 plastic kits and pre-assembled and pre painted diecast models from the likes of Dragon, Easy Model and Forces of Valor.

For 28mm gamers, the selection of excellent figures and vehicles continues to expand. Leading the pack is Empress Miniatures (www.empressminiatures.com) with a wonderful range of US regulars and SOF along with Taliban. Helmand British are also rumoured. Eureka Miniatures (www.eurekamin.com) of Australia also make a lovely range of compatible Taliban and USMC Force Recon. The Assault Group (www.theassaultgroup.com) produces small ranges of Afghan, US and British while S&S Models and Imprint Models (www.imprintmodels.co.uk) manufacture vehicles suitable for Afghanistan.

GLOSSARY OF TERMS & ACRONYMS

ACM	Anti-Coalition Militia	FO:	Forward Observer. A spotter for artillery fires
ACOG:	Advanced Combat Optical Gunsight	FOB:	Forward Operating Base
AGL:	Automatic Grenade Launcher	FSG:	Fire Support Group
AK:	Avtomat Kalashnikova; Kalashnikov automatic rifle	FTL:	Fireteam Leader
ALS:	Advanced Life Saving	GMG:	Grenade Machine Gun (See AGL)
ANA:	Afghan National Army	GPMG:	General Purpose Machine Gun
ANP:	Afghan National Police	GWOT:	Global War on Terror; Became Overseas Contingency Operations in March 2009, but still in common usage
AP:	Anti-Personnel		
AQ:	Al Qaeda		
AQT:	Al Qaeda/Taliban		
AT:	Anti-Tank		
ATGM:	Anti-Tank Guided Missile	HLS:	Helicopter Landing Site
		HLZ:	Helicopter Landing Zone
BDA:	Battle Damage Assessment	HMG:	Heavy Machine Gun
		HMMWV:	High Mobility Multipurpose Wheeled Vehicle. The ubiquitous “Hummer” or “Humvee”
CASEVAC:	Casualty Evacuation	HUMINT:	Human Intelligence
CCP:	Casualty Collection Point	HVT:	High Value Target
CCT:	Combat Control Team		
COIN:	Counter-Insurgency	ICOM Chatter:	Intelligence Communications Chatter – enemy chatter over unsecured radio frequencies
CSAR:	Combat Search and Rescue		
DEVGRU:	Naval Special Warfare Development Group	IED:	Improvised Explosive Device
Dicker:	Taliban spotters equipped with radios, cellular, or satellite phones. Term coined by the SAS in Northern Ireland.	ISAF:	International Security & Assistance Force
DShK:	Degtyarov-Shpagin Krupnokalibernyj; Degtyarov-Shpagin Large Caliber; Russian heavy machine gun	JDAM:	Joint Direct Attack Munition
		JPEL:	Joint Priority Effects List. A database of key insurgent leaders, bomb makers and logisticians
EOD:	Explosive Ordnance Demolition – the “bomb squad”	JSOTF:	Joint Special Operations Task Force
ETAC:	Enlisted Terminal Attack Controller	JTAC:	Joint Terminal Air Controller
		KIA:	Killed in Action

LMG:	Light Machine Gun	RWS:	Remote Weapon System – usually a top mounted weapon system that can be controlled within the vehicle without exposing the gunner
M2HB:	M2 Heavy Barreled Machine Gun (.50 Caliber Browning MG)		
MBITR:	Multiband inter/intra team radio		
MEDEVAC:	Medical evacuation	Sangar:	Strengthened and elevated fighting position
MFC:	Mortar Fire Controller	SAW:	Squad Automatic Weapon
MG:	Machine Gun	SBIED:	Suicide Bomber IED
MRAP:	Mine Resistant Ambush Protected	SEAL:	Sea, Air, and Land. Naval special operations forces
OCF:	Other Coalition Forces – euphemism for JSOTF (Joint Special Operations task Force)	SF:	Army Special Forces. “Green Berets”
ODA:	Operational Detachment Alpha. SF “A-Team”	Shura:	Afghan traditional council of elders
OEF:	Operation Enduring Freedom	SIGINT:	Signal Intelligence
OP:	Observation Post	SMU:	Special Mission Unit
OP:	Operation	SOAR:	Special Operations Aviation Regiment
		SOF:	Special Operations Forces
		SQL:	Squad Leader
PJ:	US Para-Jumper. Elite USAF rescue and combat medicine experts	TAC:	Terminal Air Controller
PKM:	Pulyemyet Kalashnikova Modernezerovanoi: Kalashnikov Modernized Machine Gun; a Russian GPMG	TACP:	Tactical Air Control Party
		TF:	Task Force
POI:	Person of Interest	TLC:	Terminal Lance Corporal
		TQ:	Troop Quality
QRF:	Quick Reaction Force	UAV:	Unmanned Aerial Vehicle
		UGL:	Under-slung Grenade Launcher (See RGL)
RCP:	Routine Clearance Patrol – a patrol of combat engineers aimed at clearing IEDs from a route	VBIED:	Vehicle Borne IED
		VPB:	Vehicle Patrol Base
RGL:	Rifle Grenade Launcher		
RPG:	Rocket Propelled Grenade	WIA:	Wounded in Action

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ARTWORK REFERENCES

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AN EXCELLENT POSITION

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this “excellent position.” As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

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IED TRIGGERMEN

The Taliban player gains an IED Trigger Man. The Trigger Man's IED can be placed on the table as either a Reaction to a Coalition element's action or as an Activation. The Taliban player must declare the unit to be attacked, place a marker to show the IED and finally place the Trigger Man within 6” of the bomb itself.

If the IED is detonated, it attacks all units within 4” with a Firepower of AP:6/AT:4(M).

See Operation Enduring Freedom for the rules governing IED Triggermen.

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See Operation Enduring Freedom for the rules governing IED Triggermen.

ZERO ALPHA REPEAT LAST?

The company net informs you that soldiers from your company have been injured or killed in another engagement. Roll 1D6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force's Morale die by one type (i.e., D8 Morale is reduced to D6). Morale cannot be lowered beyond D6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., D8 Morale is raised to D10). Morale cannot be raised above D12.

This card is played immediately.

YOU'RE GROUNDED!

A ferocious dust or sandstorm blows up, grounding all air assets (including UAVs).

All units have their Optimum Range reduced to 6”.

This card is played immediately.

AMMO CONDITION BLACK

A supply snafu has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

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This card is played immediately.

IED CONTACT!

A pressure plate (victim operated) IED has detonated near one of your units!

Randomly determine which unit has been struck by the attack. The unit takes an AP:2/AT:2(M) (3” radius) attack to which it may not React.

The stricken unit's Defense is determined as usual.

This card is played immediately.

Note IED/mine detectors, MWDs and vehicle rollers/flails may negate the IED contact.



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This card is played immediately.

Note IED/mine detectors, MWDs and vehicle rollers/flails may negate the IED contact

MINE STRIKE!

A Soviet anti-personnel legacy mine has been detonated by one of your units!

Randomly determine which unit has been struck by the attack. The unit takes an AP:3/AT:0 attack to which it may not React. The stricken unit's Defense is determined as usual.

This card is played immediately.

Note IED/mine detectors, MWDs and vehicle rollers/flails may negate the mine contact.

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This card is played immediately.

Note IED/mine detectors, MWDs and vehicle rollers/flails may negate the mine contact.

EFP!

An Explosively Formed Projectile IED has struck one of your units!

Randomly determine which unit has been struck by the attack. The unit takes an AP:2/AT:4(H) (3" radius) attack to which it may not React.

The stricken unit's Defense is determined as usual.

This card is played immediately.

Note as EFPs are commonly infrared or electronically triggered, backpack or vehicular ECM and vehicle rollers/flails may negate the EFP contact.

SUSPECT DEVICE!

A possible IED has been spotted in the path of one of your units. There is no time to summon EOD, so the device must be bypassed!

Randomly determine the unit that has spotted the explosive. Your opponent may place a marker at least 6" from that unit and at least 4" from nearby units.

None of your units may approach within 4" of the marker.

This card is played immediately.

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None of your units may approach within 4" of the marker.

This card is played immediately.

BETTER OFF WITH MAP AND NOKIA

Primary radios have the wrong encryption fills and your force has been forced to go static until the correct fills are loaded.

If the scenario allows Initiative to change hands, your opponent automatically gains Initiative on the next turn.

If the scenario doesn't allow Initiative to change hands, your units must remain in place until the end of the next turn while the comms are sorted out. Your units may move into cover if they are not already there but no other movement is allowed. Your units may fire as normal.

This card is played immediately.

BLUE ON BLUE!

One of your units has been struck by friendly fire, either from an errant aircraft or off target indirect fire.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll 1D10 on the Heavy Gun column of the Vehicle Damage Results chart.

If you had air assets, other than a UAV, they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

JIHAD!

The Taliban player gains a Suicide Bomber IED (SBIED). He must be deployed immediately on the table out of Line of Sight of any Coalition forces and a minimum of 12" from the closest Coalition element. On the following turn, he must attack the closest Coalition unit. To do so he must make a D10 Morale Check. If successful he can move toward Coalition forces. Once he is within 6", he can attempt to detonate the bomb vest with a TQ Check. If successful, he makes an AP:6/AT:3(M), w/6" radius Firepower attack. Coalition forces can React by attempting to kill him before he detonates – roll a normal Firepower Attack and if successful, the bomber has been killed before he self-detonates.



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EYE IN THE SKY

You gain the use of an unarmed UAV if your force is from a Coalition nation.

If not, well, you don't.

If your force already has a UAV, you can disregard the next Fog of War card or other result that would result in its loss.

This card is played immediately.

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If not, well, you don't.

If your force already has a UAV, you can disregard the next Fog of War card or other result that would result in its loss.

This card is played immediately.

ECM

If your force is from a Coalition nation, you have managed to mount a successful ECM attack against the enemy, temporarily shutting down their ICOM radio communication.

The opposing player loses one Initiative die on the next Initiative check.

This card may be held and played later.

ISTAR

If your force is from a Coalition nation, you have received support from an airborne ISTAR platform such as Nimrod or P3, which relays Taliban troop locations to your ground callsigns. The Taliban lose Out of Contact Movement for the remainder of the game.

THEY DON'T CALL IT A PREDATOR FOR NOTHING!

If your force is from a Coalition nation, you have a Hellfire armed Predator or Reaper on line. If not, then you don't.

The armed drone acts like any other UAV and prevents the use of Out of Contact Movement by your opponent. You may also choose to fire the drone's Hellfire missile at a target if you choose. The attack is resolved with a Firepower of AP:6/AT5(H).

The UAV is removed from play if it fires its Hellfire missile.

This card is played immediately.

GUYS, YOU NEED AN ASSIST DOWN THERE?

If your force is from a Coalition nation, an AH-64 Apache has arrived over your battlespace on its way back to its base to refuel and rearm. If not, then you don't.

The Apache stays on station for one turn and may use its 30mm nose gun to provide one attack in support of ground units. This attack strikes the enemy unit with the Firepower of the gunship's chin gun. Due to the angle and accuracy of the attack, infantry targets lose one die of Defense. Vehicular targets are always struck on their deck. The 30mm is rated at AP:6/AT:3(M).

The gunship is removed from play at the end of the turn it arrives.

This card is played immediately.

WHERE ARE YOU GOING?

One of your assets (your opponent's choice) is recalled by higher command or are required to support a sister unit in contact.

Roll 1D6:

1-2: Leaves immediately, even if activated this turn.

3-4: Leaves next time it activates.

5-6: Agrees to stick around 1 more turn. Roll again at the end of your next turn.

This card is played immediately.

THE 10,000-MILE SCREWDRIIVER...

An officer in the lofty realms of the chain of command takes a personal interest in your operation and decides he knows better than any "strategic corporal" on the ground. His confusing and poorly considered commands, passed down through the company net, have robbed your force of its tactical initiative.

Your force loses Initiative (if you had it) and you cannot regain Initiative until General Confusion loses interest in your operation. Roll a D6 at the end of each turn. On a 5 or 6 the General has lost interest and you can test for Initiative on the following turn. Otherwise, your opponent automatically gains Initiative.

This card is played immediately.

CRACK ON!

A unit of your choice is in the zone! They're clicking along like a well-oiled machine and nothing can stand in their way!

The selected unit's TQ and Morale are raised by one die type and they are treated as if they have High Confidence for the duration of the turn (at the end of the turn, all values return to normal).

This card is played immediately.



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MAN DOWN!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

THE COST OF THE LOWEST BIDDER

A randomly determined vehicle in your force suffers a breakdown of some sort.

Roll a D6:

1 – Electrical system failure. Vehicle completely disabled

2 – 3: Mobility failure – vehicle is immobilized

4 – 5: MGs or AGs are so jam prone that they cannot lay down effective fire

6 – Main gun disabled

This card is played immediately.

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This card is played immediately.

ROLL OVER!

A randomly determined vehicle in your force suffers a rollover on harsh ground. The vehicle is immobilized and must be either righted and towed by a similar size vehicle (which takes three turns of base contact with the immobilized vehicle) or denied to the enemy either with grenades or from the air.

All crew and passengers must make roll a 4+ to avoid becoming a casualty

This card is played immediately.

SHUFFLING THE STACK

New fast-air assets are arriving while those that are bingo on fuel withdraw. JTACs/FACs need some time to orient the new pilots to troop positions on the ground to avoid de-confliction and a possible friendly fire incident.

Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

AMPED UP!

Your force's squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

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Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

THE GOLDEN BB

This card may be played by any AT capable weapon at the time that it engages a vehicular target. The vehicle engaged is automatically destroyed, brewing up in such a dramatic fashion that it raises the morale of the AT weapon's force by one die type and lowers the morale of the opposing force one die type for the duration of the current turn.

This card may be held by the drawing player until their next AT fire at a vehicle, then it must be played.

I JUST GAVE IT A GOOD SMACK!

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.



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This card may be held and played later.

SORRY GUYS, EVERYTHING'S TASKED...

Sometimes, close air support is stretched thin and even urgent TIC requests cannot be met immediately.

If you are the Taliban player, play this card to automatically block one of your opponent's CAS strike requests.

If Coalition, discard.

This card may be held and played later.

IT'S A BAD DAY TO DIE

One of your units is seized by a sense of impending doom that fills them with dread and melancholy.

A randomly determined unit in your force suffers a -1 Die Shift to their Morale (cannot be reduced below D6 by this card) and loses one level of Confidence (cannot be reduced below Poor Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

WHO GOES THERE?

A dust or sandstorm descends upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18" away may not be engaged at all.

All units on both sides may only make Tactical moves for fear of drawing friendly fire.

Vehicles with advanced thermal optics function normally.

This effect remains in play for the duration of the game unless a Fog of War card negates it is drawn.

This card is played immediately.

SORRY GUYS, EVERYTHING'S TASKED...

Sometimes, close air support is stretched thin and even urgent TIC requests cannot be met immediately.

If you are the Taliban player, play this card to automatically block one of your opponent's CAS strike requests.

If Coalition, discard.

This card may be held and played later.

IT'S A GOOD DAY TO DIE

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 Die Shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

A BREAK IN THE CLOUDS

The sun breaks through the clouds and momentarily drives away the dust, sandstorm or any other negative weather effect currently in play.

This card negates any weather related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

ABORT! ABORT!

Sometimes JTACs or FOs make such egregious errors in the heat of combat that no amount of fail-safes can save them. This is one of those times. Someone's managed to mix up the GPS grids to potentially tragic results...

Play this card when one of your opponent's JTACs or FOs calls in an air strike or artillery/mortar/MLRS salvo. Instead of its intended target, the strike will land squarely on the unit that requested it.

This card may be held and played later.

HYDRATION CHECK!

The exertion of combat and the heavy loads carried by the troops has taken its toll on an infantry unit belonging to the initiative player. A randomly determined infantry unit which has not yet been activated must spend the duration of the turn re-hydrating. It may react to enemy fire, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.



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CAUGHT NAPPING!

Lack of sleep, heat and constant stress or a case of D&V has taken its toll on an infantry unit belonging to the non-initiative player. A randomly determined infantry unit which has not yet failed a Reaction test (i.e., is still eligible to React) loses its ability to React to enemy units. The unit may react to enemy fire directed at it, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

WHERE'D THEY COME FROM?

A base of civilians, a goat herder or donkey cart appears in the middle of the battlespace. Randomly determine direction by rolling for table edge. The civilians will then continue across the board in a straight line at 3" movement per turn until they exit the board or are dispersed by Coalition forces.

This card is played immediately.

WHERE'D THEY COME FROM?

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This card is played immediately.

IS THAT A CIVIE?

A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact as per Afghan civilian rules or until they are dispersed by Coalition forces.

This card is played immediately.

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A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact as per Afghan civilian rules or until they are dispersed by Coalition forces.

This card is played immediately.

RENDER AID

A base of civilians carrying a wounded child who has been caught in the crossfire appears within 6" of a randomly determined Coalition unit. The Coalition unit *must* provide basic medical care or call forward their medic/Corpsman to do so for one full turn before sending the civilians toward a nearby ANA patrol base – they will walk at 3" per turn toward the safest, logical table edge.

This card is played immediately.

WHO ARE YOU? ROSS KEMP?

A pair of civilian media types has been attached to your unit. Immediately place with the headquarters element or most senior man on the ground. They must be protected at all costs and loss of either will garner a -5 Victory Points.

The pair will act as noncombatant Dependents. If they survive the mission, their footage of your troops in action adds 3 Victory Points to your total. For Taliban forces, this is either an al Jazeera film crew or a Taliban propaganda team.

This card is played immediately.

PATROL LINK UP

A nearby Coalition patrol has monitored your TIC call and has arrived to assist. Roll 1D8 to see who has arrived:

1-4: Two fireteams of Coalition infantry with a section/squad leader (nine personnel)

5-6: A light vehicle mounted patrol of 2 unarmored HMMWVs, WMIKs, MWMIKs or similar

7-8: A medium vehicle mounted patrol of 2 armored HMMWVs, Mastiffs, Cougars or similar light to medium MRAPs

Choose any suitable model from your collection. They may be deployed on any table edge no further than 12" from another Coalition element. The vehicle crew or infantry have a Troop Quality/Morale of D8/D10 Confident.

This card is played immediately.

SF'S COMING IN

A patrol of four special operators on a special reconnaissance tasking in the area links up with your force. They attach themselves to a unit you designate. They are Stealthy and have Night Vision. They are armed with assault rifles with UGLs and one SAW and 1D body armor. They are all Advanced First Aid trained and can call in air support with the SF bonus. They have a Troop Quality/Morale of D10/D12. They may be separated from the unit to act on their own if desired.

This card is played immediately.



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GUN TRUCKS

A gun truck (HMMWV, WMIK or MWMIK), light MRAP (Cougar, Bushmaster or Ridgeback), or armed technical if Taliban (mounting 12.7mm DShK) roars up to join your force (use an appropriate model from your collection). It enters from the most logical friendly table edge. The vehicle crew has a Troop Quality/Morale of D8/D10. If you do not have an appropriate model or it would be illogical for your force to have this support, draw again.

This card is played immediately.

STOPPAGE!

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

HOGS ARE WATCHING...

An off-board SOF sniper team on an unrelated SR tasking (or imported al Qaeda Chechen or Uzbek sniper team if Taliban player) chimes onto your net and announces they have eyes on your operation. These "Hunters of Gunmen" will add a little punch to your force! On each turn, you may pick one enemy unit for the off-board sniper teams to engage.

Roll 1D6 to determine if the sniper team is in position to effectively engage the target unit:

1: Sniper team can't engage the target unit.

2-3: Sniper team engages target w/5D10 Firepower. Cannot designate leaders/support weapons as casualties.

4-5: Sniper team engages target w/5D10 Firepower. Can designate leaders/support weapons as casualties.

6: Sniper team has been recalled. No fire this turn. Discard this card immediately.

Off-board teams may not be fired upon.

This card is played immediately.

THAT'S A VC (OR MOH) RIGHT THERE...

A member of one of your units performs an act of self-sacrificing valor to save the lives of his comrades. This card can be played when an infantry unit receives multiple casualties in a single round of fire. The number of casualties taken, however many there were, is reduced to 1 (randomly roll which one remains a casualty). This card may be held and played later.

STOPPAGE!

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

PERSON OF INTEREST

A suspected High Value Target has been picked up by ISTAR assets in your AO. Randomly determine which enemy unit contains this POI and add a figure to the table. Coalition forces now have a secondary FRAGO objective of capturing/killing this suspect individual. If captured and alive at end of game, add 3 Victory Points. If killed at any point, add 1 Victory Point.

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Osprey Publishing

Midland House, West Way, Botley, Oxford, OX2 0PH, UK

44-02 23rd St, Suite 219, Long Island City, NY 11101, USA

E-mail: info@ospreypublishing.com

Ambush Alley Games LLC

1792 Denim Lane, Enid, OK 73703, USA

E-mail: info@ambushalleygames.com

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Authors: Leigh Neville, Shawn Carpenter

AAG Editor: Shawn Carpenter

Additional Editing: Peggy Carpenter, Kathy Murphy, Tom Konczal

Play-Testers: Andy Rix, Chris Mihlan, Christopher Maes, Christopher Maes, Cyril Vallin, Donogh McCarthy, Eric Emerson, Jake Rose, Jason Mastro, Jay Arnold, Jim Roots, Jim Wonacott, Joe Trevithick, Ken Gordhamer, Leigh Neville, Les & Alex Shorey, Mark Taylor, Michael Moore, Piers Brand, Rene Raap, Rich Chambers, Robby Carpenter, Robert Connor, Roy Adams, Rutger van Marissing, Shaun Matthews, Stephen Crawford, Steve Morris, Tim Spakowski, Tom Konczal, Dougie Robinson and Mid-America Wargames. To anyone we've omitted – our heartfelt thanks and apologies for the oversight!

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In Memoriam: Dave Howitt – *Nulli Secundus*.