

SKIRMISH SANGIN PRESENTS

# PATROL

ROYAL MARINES IN AFGHANISTAN



CHRIS POOCH



### **Overview:**

*Foot patrols are a key part of counter-insurgency strategy as a way to dominate the area surrounding fixed locations such as Forward Operating Bases. Foot patrols are seen as a way to take the fight to the enemy, while also minimising civilian casualties, as well as putting troops in a better position to find and defuse IEDs.*

At night, the Taliban infiltrate close to Forward Operating Base Gibraltar, using the poppy crops to cover their advance, before setting up inside some of the nearby abandoned compounds. From there, they launch harassing attacks on the FOB, which have so far caused only minor wounds on the defending Commandos. The

Commandos have increased the number of foot patrols being undertaken, to improve their presence on the ground, in an attempt to prevent the attacks on the FOB before they get any worse.

The first few patrols caught the Taliban out, inflicting casualties on the Taliban and preventing the harassing attacks. The Taliban quickly caught on to what was happening, and now the Taliban use a network of dickers equipped with radios, tracking the patrols and preparing ambushes on the unsuspecting British. After a patrol came under fire from two supposedly abandoned compounds, the Commandos are undertaking the patrols under the cover of the heavy machineguns back at Gibraltar, and are closely checking each compound on their patrol route. Should a patrol identify a dicker orders are to capture them, but under the rules of engagement a positively identified dicker should be taken out if the patrol is coming under fire.

### Scenario

A 4 man fire team of Royal Marine Commandos is on Patrol, moving through the poppy fields on a designated route which will take them past a number of the abandoned compounds near the FOB. The Commandos are seeking to check each of the four compounds in their area, then return to base. Unknown to the Commandos, their patrol is being watched by a Taliban dicker, hidden amongst the few farmers remaining tending the poppy fields. The dicker is seeking to observe the patrol, and call for assistance on his radio.

### Checking a Compound

To check a compound is clear, an ISAF soldier must move to either an open door or window and spend a single AP checking the compound. A compound can only be checked once in each game, even if the Taliban re-enter the compound.

### ISAF Briefing

Regular foot patrols are being undertaken from FOB Gibraltar to improve the security situation around the base. The patrol have been given a set of compounds to investigate on the route identified as Compounds 514, 515, 517 and 519. The patrol is tasked with checking each of the compounds and then returning to base. The patrol also has covering fire from the Heavy Machineguns mounted in sangers at the FOB (Fire support HMG, page 120 Main Rule Book) to support them should the patrol encounter any trouble. The patrol starts the game off table and will move on in their first activation.

Each Commando is equipped with 2 Hand Grenades.

### Veteran Fire Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15 (17)	1d10+4	75%	3	SA80	2,4,6,8

Pistol (BODY x4) 68% | Rifle (BODY x4 +10% +10%) 78% | Heavy Weapon (BODY x3) 51% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 68% | Forward Observer (BODY x3) 51%

### Veteran Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11 (13)	1d10+4	75%	3	SA80/UGL	4,6,8,10

Pistol (BODY x4) 52% | Rifle (BODY x4 +10%) 62% | Heavy Weapon (BODY x3) 39% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 52% | Forward Observer (BODY x3) 39%

### Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18 (20)	1d10+4	55%	3	SA80	1,3,5,7

Pistol (BODY x3) 60% | Rifle (BODY x3 +10%) 70% | Heavy Weapon (BODY x2) 40% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 60% | Forward Observer (BODY x2) 40%

### Veteran Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13 (15)	1d10+4	75%	3	Minimi	3,5,7,9

Pistol (BODY x4) 60% | Rifle (BODY x4 +10%) 70% | Heavy Weapon (BODY x3) 45% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 60% | Forward Observer (BODY x3) 45%



### Taliban Briefing

The British have been making their presence known, trying to stop our fighters from attacking their base. We have sympathisers amongst the farmers tending the poppy who will inform us when a group of the British are away from the safety of their base, so that we can ambush them.

The Taliban player starts the game by placing 5 civilian models to represent the farmers on table, one of which is the dicker. All of the civilians activate on the same BODY rating as the dicker, and will flee off table when the first shots are fired, spending all of their AP to escape off the nearest table edge.

### The Dicker

The Taliban player selects one of the farmers to be the dicker. Which farmer is the dicker is only revealed to the ISAF once he first calls for reinforcements. The dicker is unarmed, save for his mobile phone. Note that the Commandos will be quick to realise the dicker's intentions once they begin taking fire, and it is only at that point the Commandos may engage him with their weapons. Spotting and Positively Identifying the dicker costs 2AP. If an ISAF soldier contacts the dicker in hand-to-hand combat, the dicker will automatically surrender and be taken prisoner.

### The Dicker

BODY	Morale	AP	Weapon	Cbt Phases
14	50%	3	None	3,5,7,9

Spot 100% | Forward Observation 75% |



### Calling in reinforcements

The dicker has strict instructions to phone in when the British leave the base. The dicker may spend 3AP attempting to call in reinforcements. Calling in requires the dicker to have line of sight to a British soldier, and make a successful Forward Observation roll. The roll is only modified by the terrain spotting modifiers (*soft, medium and hard cover*).

A **failed** roll means that the dicker has been unable to get through, or the person on the other end of the line wants more detail, such as how many British? Where are they? What are they armed with? The dicker may attempt to call in on their next activation.

A **successful** roll means that the dicker has been able to get through for reinforcements. The dicker rolls a 1d10 and consults the following table to find out which reinforcements are available. The reinforcements will move on table from either of the three Taliban table edges in their next activation.

D10 result	Reinforcements																				
1	<p><b>Novice Taliban</b></p> <table border="1"> <thead> <tr> <th>BODY</th> <th>Morale</th> <th>AP</th> <th>Weapon</th> <th>Cbt Phases</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>35%</td> <td>3</td> <td>AK47</td> <td>2,4,6,8</td> </tr> </tbody> </table> <p>Pistol (BODY x2) 30%   Rifle (BODY x2 +10%) 40%   Heavy Weapon (BODY x1) 15%   Spot (100%)   First Aid (40%)   Throw (BODY x2) 30%   Forward Observer (BODY x1) 15%</p>	BODY	Morale	AP	Weapon	Cbt Phases	15	35%	3	AK47	2,4,6,8										
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<p><b>Note:</b> Each number can only be successfully rolled once. If a number has been rolled for a second time, the result must be rerolled.</p>																					



----- PROPOSED PATROL ROUTE

Taliban Victory Points	Points	ISAF Victory Points	Points
ISAF soldier killed	100	Compound checked	75
ISAF soldier wounded	25	Taliban killed	10
Dicker alive at the end of the game	50	Dicker captured alive	50



## SPECIAL THANKS

**All British images courtesy of:**

<http://www.defenceimagery.mod.uk/fotoweb/>

**Original Ideas:**

Chris Pooch

**Design and layout:**

Colin Phillips

**RADIO**  
**DISHDASH**  
**PUBLISHING**  
radiodishdash.com



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