

SKIRMISH SANGIN PRESENTS

# HEARTS & MINDS

USMC IN AFGHANISTAN



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### Overview:

*As part of the ISAF programme to deny villages and towns to the Taliban, American forces run regular medical clinics for people in the outer reaches of Afghanistan countryside as part of the ongoing “hearts and minds” policy.*

A few days before each clinic takes place, the word is spread in the local area and people sometimes walk for many miles to get the free medical care for themselves, their families. This is inherently dangerous as the Taliban have prior information as to where the clinic will be and want to prevent the Americans from gaining a foothold in the community. Therefore the American forces need to ensure that security is tight, both for their own safety and that of the civilians in the villages.

The clinic planned for the village of Sabzak-Musal is no different. Large numbers of civilians are crowding the area, awaiting medical attention which will make security more difficult and unknown to the American forces, the Taliban have arrived before them, laying an IED on the road into the village and posting fighters in ambush, awaiting the American forces arrival.

### Positive Identification

American forces can only fire at the enemy after they have been fired on. This means that if any American forces see the Taliban before they initiate their ambush they may not fire but instead they will attempt to arrest them or keep them under observation.

To positively identify targets all American characters must spend 2AP (counting all spotting modifiers as usual) to spot the target. If they succeed, they may fire on that target as normal. Once fired upon the American forces spot as per normal Skirmish Sangin rules.

To arrest a suspected Taliban the American soldier must move to within 2” and spend 1 AP to attempt an arrest. The suspected Taliban must make a morale roll. If they fail, the Americans have overawed them and they will surrender. An American character who has arrested a Taliban must remain in base-to-base contact for the remainder of the game and attempt to escort the Taliban back to the American vehicles where eventually he can be transported off the board edge as soon as possible.

The Taliban have deliberately chosen to ambush the convoy in the village from buildings which are known to have civilians inside. This negates the heavy weapons of the Marines for fear of collateral damage. Because of the threat to civilian lives, the Marines will endeavour to clear the buildings of the Taliban threat. A building may not be fired on by a heavy weapon (M203, Mk 19 or M2 50 cal HMG or grenades) until the Marines have cleared the rooms in the building. Small arms may be used against buildings where known Taliban fighters are firing from.

### Clearing Buildings

Before a Marine enters a building, they must roll on the following table to determine if there is anything unknown inside the building. See table opposite.

Once a room has been cleared, that room will not need to be searched again. A room containing civilians or which was empty counts as a secured room, and will give the Marines 10 VPs per room. A room which contained a Taliban fighter will only count as secure once the Taliban has been killed or captured.

ID10	Contents of the Building
1-3	<p>Civilians - The Taliban player places a 1 d3 civilians in the building.</p> <p>The Marines may enter the building, but will suffer a -20% modifier when firing at any Taliban targets in a room with civilians in it.</p> <p>A Marine may not fire at a target which has been obstructed by civilians. A building with civilians in it cannot be targeted by grenades or weapons with a burst radius.</p> <p>Civilians activate on a BODY rating of 15, and will move 9" each activation towards the nearest board edge.</p>
4-7	Empty - the Marines can enter safely
8-10	<p>Taliban - A hidden Taliban fighter which had yet to join the ambush has been uncovered.</p> <p>The Taliban player should roll on the d10 table on the list below to find out the armament and BODY of the hiding fighter. The fighter is placed anywhere inside the building, including on the building's roof.</p> <p>The Taliban may attempt to snap fire at the Marines as they enter the building if they have line of sight to the Marine.</p> <p>Due to the chaotic nature of the room breach, an RPG may not be snap fired in this way, and a Sniper Rifle does not benefit from the modifiers to spotting and shooting for the scope.</p>



## Random Taliban roll 1d10

### 1 Novice

BODY	Morale	AP	Weapon	Cbt Phases
16	35	3	RPG and AK47	2,4,6,8

Pistol (BODY x2) 32% | Rifle (BODY x2 +10%) 42% | Heavy Weapon (BODY x2) 16% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 32% | Forward Observer (BODY x1) 16%

### 2 Novice

BODY	Morale	AP	Weapon	Cbt Phases
19	35	3	AK47	1,3,5,7

Pistol (BODY x2) 38% | Rifle (BODY x2 +10%) 48% | Heavy Weapon (BODY x1) 19% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 38% | Forward Observer (BODY x1) 19%

### 3 Novice

BODY	Morale	AP	Weapon	Cbt Phases
11	35	3	AK47	4,6,8,10

Pistol (BODY x2) 32% | Rifle (BODY x2 +10%) 42% | Heavy Weapon (BODY x2) 16% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 32% | Forward Observer (BODY x1) 16%

### 4 Average

BODY	Morale	AP	Weapon	Cbt Phases
13	55	3	PKM	3,5,7,9

Pistol (BODY x3) 39% | Rifle (BODY x3 +10%) 49% | Heavy Weapon (BODY x2) 26% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 39% | Forward Observer (BODY x2) 26%

### 5 Average

BODY	Morale	AP	Weapon	Cbt Phases
17	55	3	AK47	2,4,6,8

Pistol (BODY x3) 51% | Rifle (BODY x3 +10%) 61% | Heavy Weapon (BODY x2) 34% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 51% | Forward Observer (BODY x2) 34%

### 6 Average

BODY	Morale	AP	Weapon	Cbt Phases
15	55	3	AK47	2,4,6,8

Pistol (BODY x3) 45% | Rifle (BODY x3 +10%) 55% | Heavy Weapon (BODY x2) 30% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 45% | Forward Observer (BODY x2) 30%

### 7 Average

BODY	Morale	AP	Weapon	Cbt Phases
11	55	3	RPG and AK47	4,6,8,10

Pistol (BODY x3) 39% | Rifle (BODY x3 +10%) 49% | Heavy Weapon (BODY x2) 26% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 39% | Forward Observer (BODY x2) 26%

### 8 Veteran

BODY	Morale	AP	Weapon	Cbt Phases
19	75	3	AK47	1,3,5,7

Pistol (BODY x4) 76% | Rifle (BODY x4 +10%) 86% | Heavy Weapon (BODY x3) 57% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 76% | Forward Observer (BODY x3) 57%

### 9 Veteran

BODY	Morale	AP	Weapon	Cbt Phases
12	75	3	PKM	3,5,7,9

Pistol (BODY x4) 48% | Rifle (BODY x4 +10%) 58% | Heavy Weapon (BODY x3) 36% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 48% | Forward Observer (BODY x3) 36%

### 10 Veteran

BODY	Morale	AP	Weapon	Cbt Phases
14	75	3	Sniper Rifle	3,5,7,9

Pistol (BODY x4) 56% | Rifle (BODY x4 +10%) 66% | Heavy Weapon (BODY x3) 42% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 56% | Forward Observer (BODY x3) 42%





**ISAF briefing:**

Your convoy of two armoured HUMVEEs and one cargo HUMVEE are heading in to a local village to provide a free medical clinic. While the purpose of this mission is to help spread good will amongst the local population, the ultimate goal is that by helping the locals, it will remove an area of support for the Taliban.

The USMC force start off table mounted in their HUMVEEs and will arrive on table via the main road in the HUMVEE 's activation. The vehicles are headed towards their objective, exiting off the opposite table edge.

Each HUMVEE has a driver, but the two armoured HUMVEEs must assign one of the Marines to the heavy weapon turret. This marine may choose to dismount at any time following the normal rules for dismounting vehicles.

**Note:**

Regardless of the skill of the gunner, the HUMVEE will use the Primary Weapon statistic for the shooting skill of the vehicle.

**Average Humvee – Maverick One One**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13	3/2	85%	3	.50 cal	4,6,8,10

Primary weapon [BODY x3 + 10%] 49% | Other weapons [BODY X3] 39% | Spot 100% | Drive [BODY x3 +20%] 69%

**Veteran Fire team leader**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	75%	3	M16A4	2,4,6,8

Pistol [BODY x4] 72% | Rifle [BODY x4 +10%] 82% | Heavy Weapon [BODY x3] 54% | Spot [100%] | First Aid [40%] | Throw [BODY x4] 72% | Forward Observer [BODY x3] 54%

**Average Grenadier**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12(14)	1d10+4	55%	3	M16A4/ M203	3,5,7,9

Pistol [BODY x3] 42% | Rifle [BODY x3 +10%] 52% | Heavy Weapon [BODY x2] 28% | Spot [100%] | First Aid [40%] | Throw [BODY x3] 42% | Forward Observer [BODY x2] 28%

**Average Rifleman**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	75%	3	M16A4	2,4,6,8

Pistol [BODY x3] 54% | Rifle [BODY x3 +10%] 64% | Heavy Weapon [BODY x2] 36% | Spot [100%] | First Aid [40%] | Throw [BODY x3] 54% | Forward Observer [BODY x2] 36%

**Average Automatic Rifleman**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	75%	3	M16A4	2,4,6,8

Pistol (BODY x3) 54% | Rifle (BODY x3 +10%) 64% | Heavy Weapon (BODY x2) 36% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 54% | Forward Observer (BODY x2) 36%

**Average Cargo Humvee – Papa One**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13	2/1	85%	3	.50 cal	4,6,8,10

Primary weapon (BODY x3 + 10%) 49% | Other weapons (BODY X3) 39% | Spot 100% | Drive (BODY x3 +20%) 69%

**Veteran Navy Corpsman**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
9(11)	1d10+4	95%	3	M16A4	4,6,8,10

Pistol (BODY x4) 44% | Rifle (BODY x4 +10%) 54% | Heavy Weapon (BODY x3) 33% | Spot (100%) | First Aid (80%) | Throw (BODY x4) 44% | Forward Observer (BODY x3) 33%

**Veteran Navy Corpsman**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14(16)	1d10+4	95%	3	M16A4	3,5,7,9

Pistol (BODY x4) 64% | Rifle (BODY x4 +10%) 74% | Heavy Weapon (BODY x3) 48% | Spot (100%) | First Aid (80%) | Throw (BODY x4) 64% | Forward Observer (BODY x3) 48%

**Veteran Humvee Goose One Two**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15	3/2	105%	3	Mk 19 GMG	4,6,8,10

Primary weapon (BODY x4 + 10%) 70% | Other weapons (BODY X4) 60% | Spot 100% | Drive (BODY x4 +20%) 80%

**Veteran Fire team leader**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
10(12)	1d10+4	75%	3	M16A4	4,6,8,10

Pistol (BODY x4) 48% | Rifle (BODY x4 +10%) 58% | Heavy Weapon (BODY x3) 36% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 48% | Forward Observer (BODY x3) 36%

**Average Grenadier**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	55%	3	M16A4/ M203	2,4,6,8

Pistol (BODY x3) 54% | Rifle (BODY x3 +10%) 64% | Heavy Weapon (BODY x2) 36% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 54% | Forward Observer (BODY x2) 36%

**Average Rifleman**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	55%	3	M16A4	2,4,6,8

Pistol (BODY x3) 54% | Rifle (BODY x3 +10%) 64% | Heavy Weapon (BODY x2) 36% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 54% | Forward Observer (BODY x2) 36%

**Average Automatic Rifleman**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	55%	3	M249 SAW	4,6,8,10

Pistol (BODY x3) 39% | Rifle (BODY x3 +10%) 49% | Heavy Weapon (BODY x2) 26% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 39% | Forward Observer (BODY x2) 26%

**Navy Corpsman**

Navy Corpsman are assigned to the USMC and have gone through specialized training in advanced emergency medicine as well as the fundamentals of Marine Corps life. Their training emphasizes lifesaving battlefield medicine, trauma medicine, physical conditioning, small arms familiarity, and basic battlefield tactics. They wear the same Marine MARPAT uniforms and are armed like the Marines they support.

Navy Corpsmen understand their first priority in treating a wounded Marine is fire superiority; they cannot perform their job effectively if they are receiving incoming fire. This does not mean they will ignore the wounded, but they will rush out and retrieve a wounded man and get him under cover to a safe area before administering medical assistance.

To pick up / drag a wounded man takes 1 AP of effort to move him 2"

**Example:**

Navy Corpsman Rigley sees an injured marine, he spends 1 AP to move 6" to the wounded marine, he now spends 2AP dragging him 4" back into cover. On his next combat phase he can begin medical help.



**Taliban briefing:**

Your spies in Sangin have told you that the Americans will be making a visit to the village today and your fighters are waiting for them. On the road inside the village you have laid an IED. Once the convoy enters the village, their vehicles will strike the explosives and your men will complete the ambush by opening fire on the survivors from the surrounding buildings.

The Taliban have the support of an off table sniper (Skirmish Sangin Main Rule Book page 125) and have a Small Pressure Plate IED placed at any point on the road using the following rules:



**Pressure Plate IED**

A pressure plate IED activates when a heavy object passing over depresses an arm that completes the electrical circuit and detonates the device. A pressure plate IED does not need a firer to trigger the attack. It is the Taliban's fire and forget weapon as they can leave it in the ground and then ignore it. As long as a vehicle does not cross the munition it remains inert for all intents and purposes. Any vehicle crossing a pressure plate IED has a 75% chance to trigger the round The Taliban

player should roll during the vehicles movement but if the roll is unsuccessful the Taliban player does not need to identify the exact location of the IED until it detonates successfully.

Type	Blast diameter	Damage
Small IED	KZ 3" DZ 6"	6d10/3d10 PEN 10

**Average Taliban Dicker**

BODY	Morale	AP	Weapon	Cbt Phases
13	55%	3	AK47	2,4,6,8

Pistol (BODY x3) 39% | Rifle (BODY x3 +10%) 49% | Heavy Weapon (BODY x2) 26% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 39% | Forward Observer (BODY x2) 51%

**Average Taliban**

BODY	Morale	AP	Weapon	Cbt Phases
15	55%	3	RPG	2,4,6,8

Pistol (BODY x3) 45% | Rifle (BODY x3 +10%) 55% | Heavy Weapon (BODY x2) 30% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 45% | Forward Observer (BODY x2) 30%

**Average Taliban**

BODY	Morale	AP	Weapon	Cbt Phases
11	55	3	AK47	4,6,8,10

Pistol (BODY x3) 33% | Rifle (BODY x3 +10%) 43% | Heavy Weapon (BODY x2) 22% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 33% | Forward Observer (BODY x2) 22%

**Average Taliban**

BODY	Morale	AP	Weapon	Cbt Phases
20	55%	3	AK47	1,3,5,7

Pistol (BODY x3) 39% | Rifle (BODY x3 +10%) 49% | Heavy Pistol (BODY x3) 60% | Rifle (BODY x3 +10%) 70% | Heavy Weapon (BODY x2) 40% |

**Average Taliban**

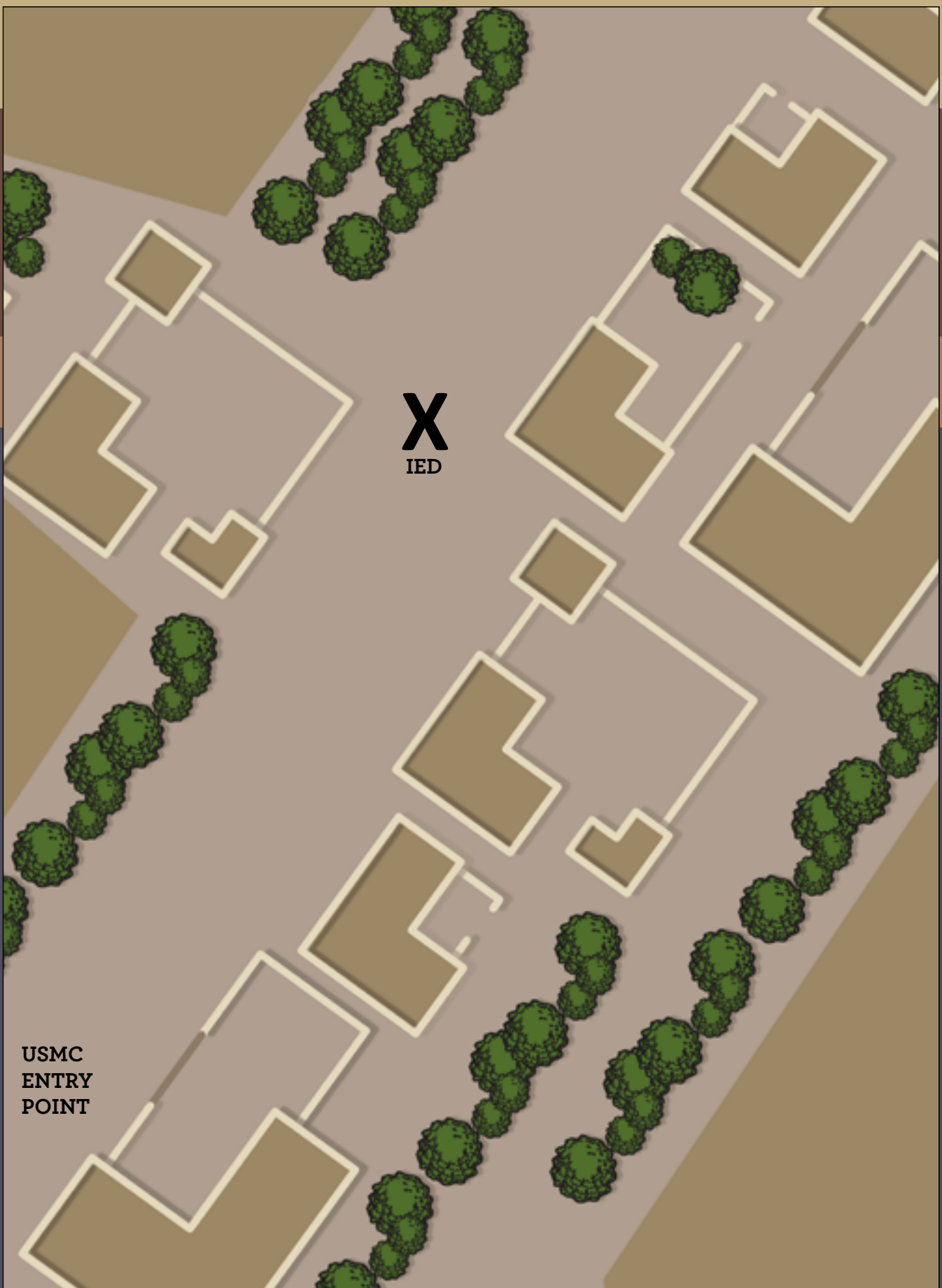
BODY	Morale	AP	Weapon	Cbt Phases
18	55%	3	AK47	1,3,5,7

Pistol (BODY x3) 54% | Rifle (BODY x3 +10%) 64% | Heavy Weapon (BODY x2) 36% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 54% | Forward Observer (BODY x2) 36%

Taliban Victory Points	USMC Victory Points
HMMWV destroyed or immobilised 100pts	Taliban Killed 25pts
Marines killed or wounded 50pts	Taliban captured 50 pts







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