

SKIRMISH SANGIN PRESENTS

ARMS CACHE

US ARMY IN AFGHANISTAN



COLIN PHILLIPS & CHRIS POOCH



Overview:

The lead vehicle in an ISAF supply convoy travelling along the Main Supply Route (MSR) detonated a large IED, resulting in two casualties and a total loss of the vehicle. The Taliban took the opportunity posed by the long convoy and ambushed, inflicting further vehicle losses and thankfully no further casualties. Information has been received by ICOM chatter that further IED making materials have been hidden as part of an arms cache under the floor of one of the buildings in the small town of Musa-musa.

The ISAF commander in the area has ordered a raid on the hamlet to stop the bomb-maker and reopen the MSR to supply convoys. Capturing the arms cache intact is no easy task, if the Taliban get wind of an ISAF attack they will move swiftly to recover the components and the materials will be lost to ISAF.

Instead of a attacking overland in large, loud vehicles, a squad of US soldiers from the 10th Mountain Division will be landed by helicopter and will advance into the village by crossing the nearby hills. The squad will bring with them a Military Working Dog team to assist in the search for the IED materials. It can be guaranteed that the Taliban will attempt to defend their cache if they feel they cannot recover the materials fast enough.

Finding the Arms Cache

Musa-musa is a small hamlet well off the beaten track and comprises just four small compounds. At the time of the mission deployment it was unknown which building the cache was in.

The soldiers will need to search each of the buildings, looking for the arms cache. The first time an ISAF soldier enters one of the four compounds, the ISAF player rolls a 1d100 to see if they are able to find the cache. The initial percentage change is 25% and this increases by 25% each building that is searched.

- Building 1 is 25%
- Building 2 is 50%
- Building 3 is 75%
- Building 4 is 100% - if the player rolls 00 the information provided to ISAF was wrong there is no arms cache hidden in Musa-musa.

If the Military Working Dog (MWD) is the first into the building, the chance of finding the arms cache is at +25%.

Once the cache is found the ISAF troops must hold the arms cache with at least one soldier inside the building (not including the MWD) until the end of the next combat turn.

Example:

Colin is lucky and finds the arms cache in the first combat turn, meaning he will have to hold the cache until the end of the second combat turn.

ISAF forces:

The rifle squad have been trekking over the foothills to approach Musa-musa undetected. They have been successful so far in avoiding Taliban attention, and so now are moving to secure the buildings in the village of Musa-musa searching for the cache. The soldiers make their attack in the early afternoon, the hottest part of the day, in the hope that they catch the Taliban resting out of the summer heat

The US force may choose which of the four table edges which they will arrive on table from. The ISAF soldiers are equipped with two hand grenades each.



Elite Squad Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	100%	3	M4	2,4,6,8

Pistol (BODY x5) 90% | Rifle (BODY x5 +10% +10%) 110% | Heavy Weapon (BODY x4) 72% | Spot (100%) | First Aid (40%) | Throw (BODY x5) 90% | Forward Observer (BODY x4 +10%) 82%

Veteran Fire-Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14(16)	1d10+4	75%	3	M4	3,5,7,9

Pistol (BODY x4) 64% | Rifle (BODY x4 +10%) 74% | Heavy Weapon (BODY x3) 48% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 64% | Forward Observer (BODY x3) 48%

Average Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18(20)	1d10+4	55%	3	M4/M203	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%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	55%	3	M4	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%

Veteran Automatic Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14(16)	1d10+4	75%	3	M249	3,5,7,9

Pistol (BODY x4) 64% | Rifle (BODY x4 +10%) 74% | Heavy Weapon (BODY x3) 48% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 64% | Forward Observer (BODY x3) 48%

Veteran Fire-Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	85%	3	M4	4,6,8,10

Pistol (BODY x4) 52% | Rifle (BODY x4 +10% +10%) 72% | Heavy Weapon (BODY x3) 39% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 52% | Forward Observer (BODY x3 +10%) 49%

Average Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15(17)	1d10+4	55%	3	M4	2,4,6,8

Pistol (BODY x3) 51% | Rifle (BODY x4 +10%) 61% | Heavy Weapon (BODY x2) 34% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 51% | Forward Observer (BODY x2) 34%

Veteran Designated Marksman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13(15)	1d10+4	75%	3	M24 SWS	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%

Designated Marksman - The designated marksman in a Rifle Squad carries the M24 Sniper Weapon System (SWS), for engaging high value targets at ranges up to 800m. He is employed either by the Squad Leader, or may operate with other marksman as a platoon sniper section.

The M24 SWS is a Designated Marksman Rifle (3d10 damage), and is equipped with a sniper scope (+20% to spotting modifier, +25% to shooting modifier)

Average Automatic Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	75%	3	M249	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 x) 54% | Forward Observer (BODY x2) 36%

Veteran Dog Handler

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14(16)	1d10+4	75%	3	M4	3,5,7,9

Pistol (BODY x4) 64% | Rifle (BODY x4 +10%) 74% | Heavy Weapon (BODY x3) 48% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 64% | Forward Observer (BODY x3) 48%

Scout Dog (Veteran)

BODY	Armour	Morale	AP	Weapon	Cbt Phases
As Handler	1d10	100%	3	Teeth	As Handler

| Spot (100%) | **Note:** The Scout Dog uses all of the Military Working Dog rules on Page 62 of Skirmish Sangin Despatches 1.

Taliban Briefing

In the last few days four veteran Taliban have rounded up some of the local young men in an attempt to indoctrinate them. These men have been promised \$10 a day to fight the “Americans” (as all ISAF troops are known) as well as training and equipment. The last few days have proven hectic for the new recruits as they try and learn the lessons of these former mujahedeen.

Yesterday in Musa-musa the teachers showed their students how to hide a cache of arms and how to create booby traps with explosives. With training over for the morning the men are lounging round resting in the heat of the day when a local goat herder informs them that he had seen some “Americans” headed towards Musa-musa. The boy must have been mistaken!

Musa-musa and the arms cache is guarded by four bored Taliban novices, with the remainder of the Taliban starting the game off table. One of the novices must radio for help (spend 3AP, with a 75% chance of success) before the reserves will arrive on table.

Once the alarm has been raised, the off table Taliban will arrive from the opposite table edge to the ISAF force in their next active combat phase

Musa-musa guards

Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
18	35%	3	AK47	4,6,8,10

Pistol (BODY x2) 36% | Rifle (BODY x2 +10%) 46% | Heavy Weapon (BODY x1) 18% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 36% | Forward Observer (BODY x1) 18%

Novice Taliban

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

Pistol (BODY x2) 22% | Rifle (BODY x2 +10%) 32% | Heavy Weapon (BODY x1) 11% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 22% | Forward Observer (BODY x1) 11%

Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
15	35%	3	AK47	4,6,8,10

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%

Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
15	35%	3	AK47	4,6,8,10

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%



Off-Table Taliban

Novice Taliban

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%

Novice Taliban

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%

Novice Taliban

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%

Average Taliban

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%

Average Taliban

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%

Average Taliban

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%

Average Taliban

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%

Veteran Taliban

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%

Veteran Taliban

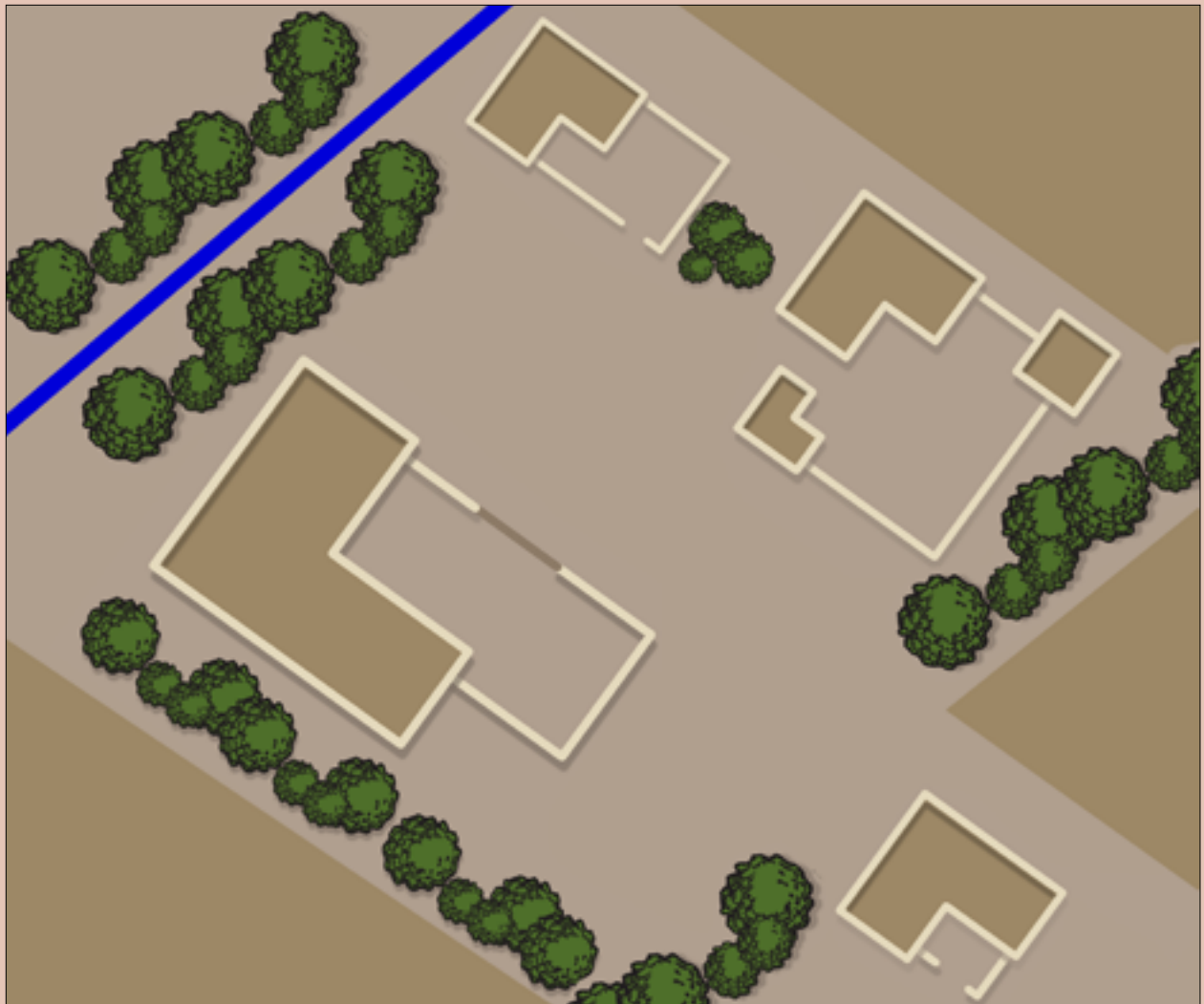
BODY	Morale	AP	Weapon	Cbt Phases
12	75	3	PKM	3,5,7,9

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%

Veteran Taliban

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%



Taliban Victory Points	Points	ISAF Victory Points	Points
Cache undiscovered- 200 VPs	200	Cache discovered	50
ISAF Soldier killed or wounded- 50 VPs	50	Cache secured at the end of the game	150
		Taliban killed	20



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