SKIRMISH SANGIN PRESENTS

SWEEP & CLEAR
PANZERGRENADIERS IN AFGHANISTAN

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Overview:

With the attention of the ISAF forces in the area focused elsewhere at increased Taliban resistance in other areas, the Taliban Warlord, code named Grey Pashmina, has infiltrated his forces back in to the town of Chardara

Intel suggests that the Grey Pashmina's forces used previously unknown trails to facilitate their infiltration, and the Pashmina himself is holed up in the District Centre building. ISAF became aware of the Taliban troops being present in Chardara when the engineers constructing a bridge came under small arms fire from behind them, in an area supposedly secure. In response, mobile elements from the Quick Reaction Force have been despatched to push the Grey Pashmina's forces from the town.

The Quick Reaction Force is made up of German panzergrenadiers. The ISAF force is moving across a broad front in the town, coupled with blocking forces being deployed on the outside of the town in an attempt to catch any "leakers", especially the Grey Pashmina, as capturing or killing him should reduce the Taliban threat to Chardara. Two Fuchs (fox) personnel carriers, each carrying a squad of panzergrenadiers is operating in this sector.

The Germans are all well versed on the hidden ratlines and bolt-holes used by the insurgents; while their primary goal might be the removal of the Grey Pashmina's influence in the town, their secondary goal of destroying the Taliban's safe routes into and out of the town is equally important for the lasting security of Chardara.

Destroying Bolt-Holes

One of the assets that the Taliban have is their knowledge of the local terrain including any ratlines, hiding places or tunnels on the battlefield. These hidden routes allow them a degree of freedom of movement often surprising the ISAF forces from unexpected places or reappearing in areas which ISAF thought were clear.

ISAF forces have become wise to this tactic and will destroy Bolt-Holes when they find them. This may be by putting a grenade down the hole or using demolitions to block the passageway entirely.

A Bolt-Hole is revealed in one of two ways.

- A Bolt-Hole is revealed if an ISAF soldier has line of sight to a Taliban entering or leaving a bolt hole.

- ISAF soldiers can also actively search locations for Bolt-Holes. When entering a room or while in contact with a terrain feature a soldier may spend 1 AP searching for a Bolt-Hole. The soldier has a 75% chance to successfully spot any Bolt-Holes. If there is a bolt hole in the room or terrain feature then the Taliban player must reveal its location to the ISAF player.

Once a Bolt-Hole has been found it can to be destroyed. An ISAF soldier in contact with a Bolt-Hole they may spend 2AP to drop a grenade into it. This will destroy the Bolt-Hole making it unusable by the Taliban for the rest of the game. An ISAF soldier may also attempt to throw a grenade down a Bolt-Hole from a distance. They use their normal Throw skill in addition to any other throwing modifiers which apply.

A Bolt-Hole must be spotted before a grenade can be thrown at it.

- If the grenade hits the Bolt-Hole (a successful throw) then it is destroyed. The grenade will still explode as normal, centered on the bolt-hole.

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- If the grenade misses the Bolt-Hole (a failed throw) the bolt hole is unaffected. Scatter the grenade as normal including the standard DZ/KZ for a grenade.

If all of the Bolt-Hole on table are destroyed any Taliban hiding in the tunnels are treated as killed for VP purposes.

Note:
Any ISAF soldier may detect and destroy a Bolt-Hole as long as the character has at least one hand grenade.

Panzergrenadier Force

This force represents a smaller part of the main force attacking across a wider front to clear the town. Due to the property destruction that their heavy Marder vehicles caused, the panzergrenadiers are making the sweep transported in Fuchs vehicles and will dismount to begin their search of the buildings. The panzergrenadiers are equipped with two hand grenades each.

Veteran TPz Fuchs

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15	2/3	105%	3	HMG	2,4,6,8

Primary weapon HMG (BODY x4 +10%) 70% | Drive (BODY x4 +20%) 80% | SPOT 100%|

Veteran Oberfeldwebel Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
10 (12)	1d10+4	75%	3	G36	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 (BDY x3) 36%

Veteran Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14 (16)	1d10+4	75%	3	G36/ AG36 (UGL)	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 (BDY x3) 48%

The panzergrenadiers start the game off table inside their transports.

The ISAF forces also have a Fast Air off table asset, which they can call in for a show of force (page 123 of the main rulebook). The show of force can only be brought in successfully once, the Taliban will quickly realize that the aircraft is not dropping ordnance!

Veteran Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
9(11)	1d10+4	75%	3	MG3	4,6,8,10

Pistol (BODY x4) 44% | Rifle (BODY x4 +10%) 54% | Heavy Weapon (BODY x3) 33% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 44%| Forward Observer (BDY x3) 33%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(18)	1d10+4	75%	3	MG3	4,6,8,10

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 (BDY x2) 36%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15(17)	1d10+4	55%	3	G36	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 (BDY x2) 34%

Veteran Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
17(19)	1d10+4	75%	3	G36	2,4,6,8

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 (BDY x3) 57%

Veteran TPz Fuchs

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13	2/3	105%	3	HMG	3,5,7,9

Primary weapon HMG (BODY x3 +10%) 49% | Drive (BODY x3 +20%) 59% | SPOT 100%|

Veteran Oberfeldwebel Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
17(19)	1d10+4	75%	3	G36	2,4,6,8

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 (BDY x3) 57%

Veteran Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16 (18)	1d10+4	75%	3	G36/ AG36 (UGL)	3,5,7,9

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 (BDY x3) 54%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12(14)	1d10+4	55%	3	G36	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 (BDY x2) 28%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18(20)	1d10+4	55%	3	G36	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) 40%| Forward Observer (BDY x2) 40%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15(17)	1d10+4	55%	3	G36	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 (BDY x2) 34%

Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	55%	3	G36	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 (BDY x2) 26

Veteran Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
10(12)	1d10+4	55%	3	G36	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 (BDY x3) 36%

Taliban Force

Retaking the town was the first step into regaining a foothold in the area. Although the westerners have brought in their vehicles, we have had time to prepare. Some of our fighters are in buildings to lead enemy into the town, down in to the narrow streets, where the trap is sprung by our fighters who are lying in wait, ready to emerge from their hiding places.

The Taliban force has 4 Bolt-Holes and 1 small IED. The IED can be placed anywhere on table, the Bolt-Holes must be deployed in buildings or other pieces of terrain. Rules for Bolt-Holes and IEDs are on page 126-127 of the Skirmish Sangin Main Rulebook.

The Taliban force is split into two. The first part is led by the Grey Pashmina and deployed on table, in any of the buildings on the opposite half of the ISAF table edge. The remaining 10 Taliban fighters are hiding in bolt-holes, ready to ambush the ISAF vehicles. The off-table fighters will deploy on table from their hidden locations, using the Bolt-Hole rules in their first activation.

Taliban deployed on table

The Grey Pashmina (Veteran)

BODY	Armour	Morale	AP	Weapon	Cbt Phases
16(17)	1d6+4	90%	3	AK47	2,4,6,8

Pistol 68 % | Rifle 98% | Heavy Weapon 51%| Spot (100%) | First Aid (40%) | Throw 68% |Forward Observer 71%

> While the Grey Pashmina has a strong sense of self-preservation, he is much too proud to hide away and let his men do all of the fighting for him. If the Grey Pashmina enters a Bolt-Hole, he must emerge from a bolt-hole in his next activation. He may not choose to remain hidden in the bolt-hole!

Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
14	35%	3	AK47	2,4,6,8

Pistol (BODY x2) 28% | Rifle (BODY x2 +10%) 38% | Heavy Weapon (BODY x1) 14% |

Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
14	35%	3	AK47	2,4,6,8

Pistol (BODY x2) 28% | Rifle (BODY x2 +10%) 38% | Heavy Weapon (BODY x1) 14% |

Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
20	55%	3	AK47	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 (BDY x2) 40%

Veteran Taliban

BODY	Morale	AP	Weapon	Cbt Phases
16	75%	3	PKM	2,4,6,8

Pistol (BODY x4) 62% | Rifle (BODY x4 +10%) 72% | Heavy Weapon (BODY x3) 48% | Spot (100%) | First Aid (40%)| Throw (BODY x4) 62%| Forward Observer (BDY x3) 48%

Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
11	55%	3	RPG	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 (BDY x2) 22%

Taliban deployed from bolt-holes and ratlines

Novice Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
17	35%	3	AK47	2,4,6,8

Pistol (BODY x2) 34% | Rifle (BODY x2 +10%) 44% | Heavy Weapon (BODY x1) 17% | Spot (100%) | First Aid (40%) | Throw (BODY x2) 34%| Forward Observer (BODY x1) 17%

Veteran Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
13	75%	3	AK47	3,5,7,9

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%

Novice Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
14	35%	3	AK47	3,5,7,9

Pistol (BODY x2) 28% | Rifle (BODY x2 +10%) 38% | Heavy Weapon (BODY x1) 14% | Spot (100%) | First Aid (40%)| Throw (BODY x2) 28%| Forward Observer (BODY x1) 14%

Veteran Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
18	75%	3	Sniper Rifle	1,3,5,7

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 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%

Novice Taliban

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

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

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%

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%

Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
11	55%	3	RPG	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%

Novice Taliban

BODY	Morale	AP	Weapon	Cbt Phases
18	35%	3	AK47	1,3,5,7

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
16	35%	3	AK47	2,4,6,8

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

Taliban Victory Points	USMC Victory Points
Killing Taliban 10pts	Destroyed Vehicle 100 pts
Destroyed Bolt Hole 100pts	Killing or wounding ISAF 50 pts
Killing the Warlord 100 pts	Warlord survives 50pts