

SKIRMISH SANGIN PRESENTS

CUTOFF

AUSTRALIANS IN AFGHANISTAN



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Building a security presence on the ground is a long and arduous task. The primary goal is to disrupt the enemy and although offensive operations are conducted on specific intelligence information, it is through regular foot patrols that the counterinsurgency is achieved. By meeting with local elders, gaining the trust of the locals and developing a good understanding of the area the ISAF forces are better equipped to analyze situations and engage the Taliban more effectively.

OVERVIEW

An Australian Rifle Squad has been dropped off by their Bushmaster transport to undertake a foot patrol through a local village. The squad has been working their way through the village, meeting with locals and obtaining valuable intelligence on the Taliban activities in the area. After a long day walking in the blistering Afghan sun, the Australian soldiers become aware that the civilians in the area have disappeared. This is a code red key combat indicator and attack now seems imminent.

After SITREPIing with HQ they decide to meet their transport on the far side of the village. The squad moves off towards the agreed liaison point, cutting through the village to the Main Supply Route (MSR) and the waiting Bushmaster. Between them and their vehicle is a deep irrigation ditch, partially choked with weeds. The only way across this is two rickety footbridges.

It is here the Taliban have planned to ambush the patrol before it can reach the other side of the irrigation ditch.

The Irrigation Ditch

These ditches have varying depths of dirty, smelly water as well as trees and vegetation, making them difficult to cross. Irrigation ditches use the following rules:

- Irrigation ditches are hard cover for those in them (-50% to Spot, -40% to Shooting).
- The deep water and the vegetation that grows along the ditch restricts movement.





- Characters moving in a ditch move:
- 2" when walking
- 4" when running
- A character may not go prone in an irrigation ditch, but may kneel. If forced prone while in a ditch by any means, such as coming under fire, they will kneel instead.
- Due to its unknown depth and rough ground, the irrigation ditch is impassable to the Bushmaster.

Drowning

Any character that falls unconscious in an irrigation ditch will drown if not rescued within two combat phases. Any character that drowns is killed for Victory Points purposes.

ISAF Briefing

The foot patrol has been out all day and is close to exhaustion due to the extremely high temperatures. The village started out as friendly but when almost all the people disappear within a few minutes, their squad leader knows that something is about to kick off. Although tired, he makes the team aware that they may soon have a fight on their hands and that safety relies in getting to the Bushmaster as quickly as possible.

The squad must move to their vehicle, remount, and exit off the table edge following the MSR. Should their

transport be destroyed, the squad’s fall back plan is to exfil along the same route by foot, while making sure they give “Terry” a bloody nose.

The Australians start the game off table and move on in their first activation on the table edge indicated on the map below. The Bushmaster also starts off table and arrives from either end of the MSR.

The Australian squad members each start the game with 2 fragmentation grenades.

Veteran Fire-Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	75%	3	F88	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% |

Veteran Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18(20)	1d10+4	75%	3	F88+UGL	1,3,5,7

SKILLS:

Pistol [BODY x4] 80% | Rifle [BODY x4 +10%] 90% | Heavy Weapon [BODY x3] 60% | Spot [100%] | First Aid [40%] | Throw [BODY x4] 80%| Forward Observer [BODY x3] 60%

Average Riflemen

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12(14)	1d10+4	55%	3	F8	3,5,7,9

SKILLS:

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%

Veteran Riflemen

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

SKILLS:

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%

Veteran Fire-Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12(14)	1d10+4	75%	3	F88	3,5,7,9

SKILLS:

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%

Average Riflemen

BODY	Armour	Morale	AP	Weapon	Cbt Phases
10(12)	1d10+4	55%	3	F88	4,6,8,10

SKILLS:

Pistol (BODY x3) 36% | Rifle (BODY x3 +10%) 46% |
 Heavy Weapon (BODY x2) 24% | Spot (100%) | First Aid (40%) |
 Throw (BODY x3) 36% | Forward Observer (BODY x2) 24%

Average Riflemen

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	55%	3	F88	4,6,8,10

SKILLS:

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 Rifleman

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

SKILLS:

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 Bushmaster ICV

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15	3/4	115%	3	HMG	2,4,6,8

SKILLS:

Primary weapon (MAG 58 HMG) 70% | Drive (BODYx4 +20%) 80% | spot 100%



Taliban Briefing

The local patrol has made its first error. They followed the path they used last time, just like the Imam said they would. Allah be praised. Now we know where they're heading.

They will move into position, call their vehicle into place to provide covering fire then cross the ditch via the bridges. This will be a good place to catch them! Just as they think they are safe we will strike!

The Taliban force deploys anywhere on the opposite side of the irrigation ditch to the MSR and may start the game hidden.



Novice Insurgent

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

SKILLS:

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%

Novice Insurgent

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

SKILLS:

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

SKILLS:

Pistol (BODY x4) 72% | Rifle (BODY x2 +10%) 82% | Heavy Weapon (BODY x3) 54% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 72% | Forward Observer (BODY x3) 54%

Average Insurgent

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

SKILLS:

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

Novice Insurgent

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

SKILLS:

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 Insurgent

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

SKILLS:

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 Insurgent

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

SKILLS:

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 Insurgent

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

SKILLS:

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%

Average Insurgent

BODY	Morale	AP	Weapon	Cbt Phases
20	35%	3	PKM	1,3,5,7

SKILLS:

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%

Note: Using other ISAF Forces

While this scenario has been written for Australians, players can easily replace them with a Stryker Rifle Squad and their Stryker, a French Foreign Legion patrol and their VAB or even a British Royal Marine Commando squad and a Viking. This scenario will work with a variety of forces.

Victory points

Taliban	ISAF Forces
ISAF Soldier killed - 50 VPs	ISAF soldier evacuated uninjured - 50 VPs
Bushmaster Destroyed - 100 VPs	Taliban killed - 25 VPs
ISAF soldier wounded at the end of the game - 25 VPs	







SPECIAL THANKS

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