

SKIRMISH SANGIN PRESENTS

SNIPER HUNT

USMC IN AFGHANISTAN



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The town of Gereshk has experienced a period of calm since ISAF forces cleared the town earlier this year. For the past few months peace has been established. The response from the local people was the re-opening of local market with and many families re-building and returning to Gereshk.



As the ISAF troop commitment into Sangin area begins to decrease, due to fierce fighting in other areas of Helmand, the Taliban have taken the opportunity to re-infiltrate the town.

ISAF patrols initially came under small random attacks but more recently patrols have come under accurate and effective sniper fire.

Frequently pinned down and suffering casualties, the US forces have called on fire support from USMC AH-1 Cobras, 81mm mortars and even a 1000lb bomb dropped from an F-15 to cover an extraction.

While the Patrols still push out every day into the outer zones of Gereshk, ISAF patrols have suffered multiple casualties and a single fatality.

Now ICOM chatter has indicated that the local Taliban morale has been significantly boosted; with much of the chatter speaking of a foreign fighter called Tamarisk (The Mouse) and his skill with a rifle.

Removing the threat of the sniper has become priority number one for restoring security in Sangin.

Special Rules

Tamarisk the Sniper

Tamarisk is experienced in his craft, choosing his firing positions carefully to avoid giving away his position. The Sniper does not confer the Spotting bonus to the Marines for having fired his weapon.

Sniper Position

Tamarisk knows that as soon as he fires on an ISAF patrol they will begin hunting for him and has prepared a set of ratlines between his firing positions. Before the game, Tamarisk chooses four terrain features in which he has set up a sniper position. These positions work much like Ratlines and Tunnels (page 127 Main Rule Book), with the following amended rules.

Deploying the Sniper

Tamarisk is not deployed on the table at the start of the game. Instead, Tamarisk is placed on table when Tamarisk first activates in the second combat phase.

When placing Tamarisk on table, he can be placed in one of his sniper hides, anywhere in one of his four chosen terrain features. If Tamarisk is deployed within 6" and within Line of Sight to one of the Marines, they may

attempt to fire at him as he emerges from his ratline. This is done as normal for the Snap Fire rules on page 65 of the Main Rule Book. When firing at Tamarisk in this case he is treated as walking, and so will be +10% to Spot and -10% to shoot at.

When first placed on table or emerging from his ratlines, Tamarisk may emerge prone or kneeling. When he is first placed on table he has all 3AP to use.

Changing Sniper Position

Tamarisk may spend AP to change his sniper position, using the Ratlines and Tunnels rules. However his ratlines also use the following rules:

- Once a sniper hide has been used, it may not be used again, meaning that Tamarisk may not return to that terrain piece using his ratlines. Once Tamarisk has emerged from his fourth sniper position, he may not enter the ratlines again.
- Tamarisk will emerge anywhere in the identified terrain feature. He is skilled at getting between his sniping positions unseen. This means he may be placed on a roof or higher story in a building. He will use the rules for placing the sniper on table such as arriving within 6" of a marine when he emerges from a ratline.
- Tamarisk's ratlines may not be destroyed.





USMC Briefing

“OK boys gather round, at 0500 we are going to patrol to the south of Gereshk through sniper alley. INTEL reports that the sniper is out to get us and gentlemen we are most definitely out to get him. All patrols now have standing orders to hunt the sniper. Now we are in luck, INTEL has got word that our boy is in this area. Which means its up to us to remove this joker and the threat he represents. Gereshk has only recently settled down and... since our friend has started shooting, we have reports of families closing up shop and leaving town..

Today its up to us, so be careful out there. OK let's break.”

USMC notes

- After the Taliban player has selected which terrain feature or building for the sniper's hide. This will be noted and written down. At this point the USMC player should select a table edge and the marines will start the game outside all buildings and within 6" of the selected table edge.
- Each of the Marines is equipped with 2 grenades.
- The Marines may use the Optional Mission Change rule on page 69 of the Main Rule Book, gaining 50

Veteran Squad Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15(17)	1d10+4	75%	3	M16A4	2,4,6,8

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

Fire Team 1: Veteran Fire-Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	75%	3	M16A4	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 (BDY x3) 39% |

Fire Team 1: Veteran Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18(20)	1d10+4	75%	3	M16A4/ M203	1,3,5,7

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 (BDY x3) 39% |

Fire Team 1: Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12(14)	1d10+4	55%	3	M16A4	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%

Fire Team 1: Veteran Automatic Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13(15)	1d10+4	75%	3	M249	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 (BDY x3) 45%



Fire Team 2: Veteran Fire Team Leader

BODY	Armour	Morale	AP	Weapon	Cbt Phases
12(14)	1d10+4	75%	3	M16A4	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 (BDY x3) 42%

Fire Team 2: Average Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
10(12)	1d10+4	55%	3	M16A4/ M203	4,6,8,10

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 (BDY x2) 24%

Fire Team 2: Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
18(20)	1d10+4	55%	3	M16A4	1,3,5,7

Pistol (BODY x3) 60% | Rifle (BODY x3 +10%) 70% | Heavy Weapon (BODY x2) 26% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 60% | Forward Observer (BDY x2) 40%

Fire Team 2: Average Automatic Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
11(13)	1d10+4	55%	3	M249	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%

Fire Team 1: 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 (BDY x3) 54%

Fire Team 3: Average Grenadier

BODY	Armour	Morale	AP	Weapon	Cbt Phases
14(16)	1d10+4	55%	3	M16A4/ M203	3,5,7,9

Pistol (BODY x3) 48% | Rifle (BODY x3 +10%) 58% | Heavy Weapon (BODY x2) 32% | Spot (100%) | First Aid (40%) | Throw (BODY x3) 48% | Forward Observer (BDY x2) 32%

Fire Team 3: Average Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
9(11)	1d10+4	55%	3	M16A4	4,6,8,10

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

Fire Team 3: Veteran Automatic Rifleman

BODY	Armour	Morale	AP	Weapon	Cbt Phases
13(15)	1d10+4	75%	3	M249	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 (BDY x3) 45%



Taliban Briefing

Tamarisk has come a long way from home with just one mission on his mind. He has spent weeks looking around the area checking out the village. Slowly he has worked his way back into Gereshk, hiding from the American mosquitos (helicopters), waiting, watching, mapping the routes of the Americans.

All this effort has begun to pay off, in the last few weeks he has several hits on the Americans, but as usual his paymasters are not happy. They want deaths not casualties. So now he lies in wait, watching, looking for his next target.

Tamarisk - Taliban Sniper

BODY	Morale	AP	Weapon	Cbt Phases
15	75%	3	Dragunov	2,4,6,8

Pistol (BODY x4) 60% | Rifle (BODY x4 +10%+30%) 100% | Heavy Weapon (BODY x3) 45% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 60% | Forward Observer (BODY x3+30%) 75%

Note:

The Sniper has the Sword of Allah experience package, which has been included in the above table.

The Sniper Rifle is equipped with a sniper scope, giving +20% to his spotting, and a further +25% to his rifle skill.

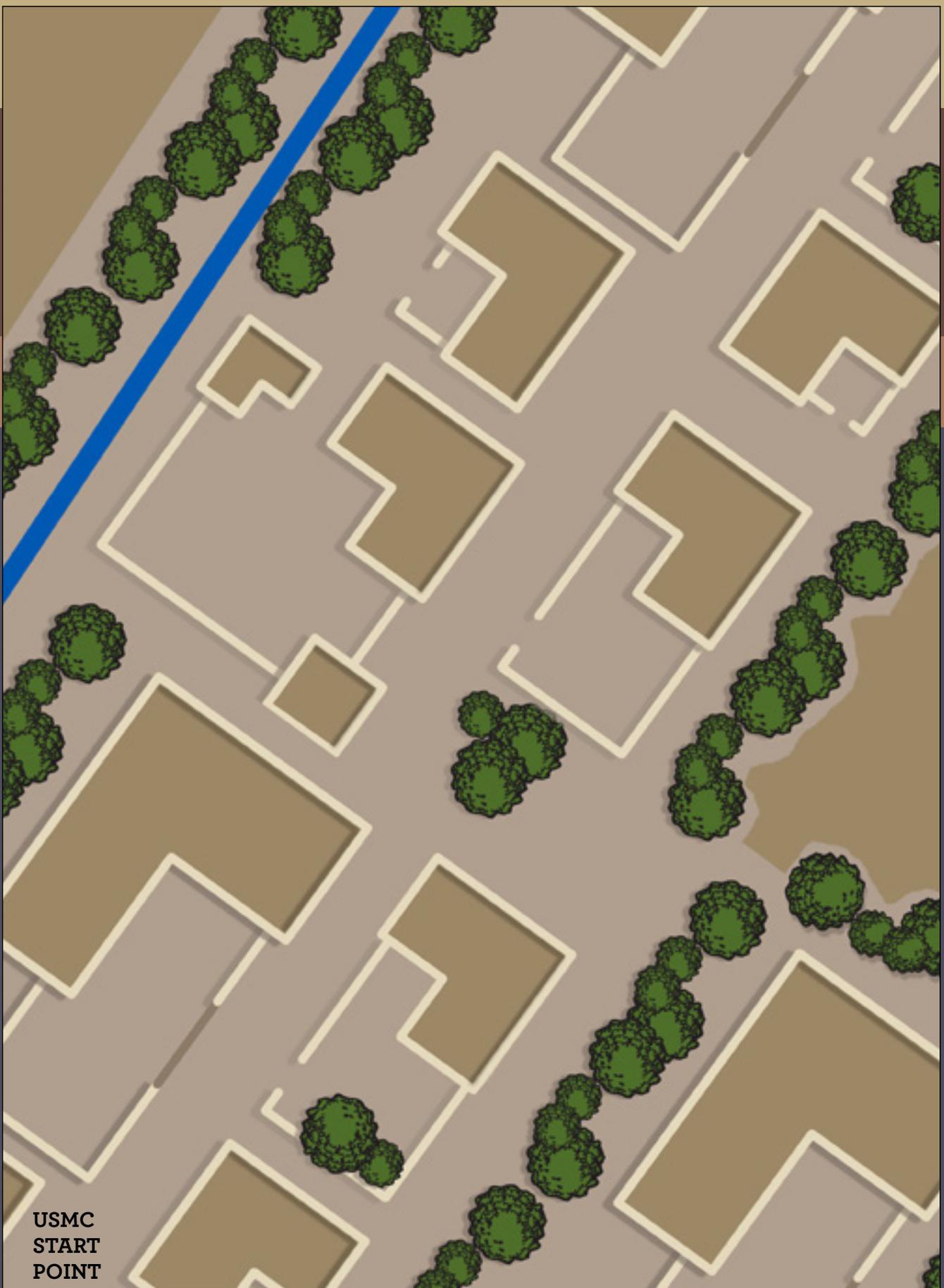
Victory points

Taliban	ISAF Forces
US Marine killed- 50 VP	Sniper killed- 400 VP
US Marine with a medium wound or above at the end of the game- 25 VP	Wounded Marine evacuated- 50 VP (Optional)

Using other forces

This scenario has been written for US Marines, however it would work equally well with French, Kiwis, British or any other ISAF nation. As those different nations have different squad make-ups, it would mean that the ISAF would have more or less troops, which would make the scenario play differently.





**USMC
START
POINT**



SPECIAL THANKS

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