

SKIRMISH SANGIN PRESENTS

UAV DOWN

US MARINES IN AFGHANISTAN



COLIN PHILLIPS & CHRIS POOCH



Overview:

To combat an increase in Taliban attacks in Helmand, ISAF have been maintaining a near constant rotation of unmanned aerial vehicles and other air assets above the green zone. An RQ-1 Predator undertaking a routine observation flight, suffered a catastrophic mechanical failure and has crashed in a known Taliban stronghold.

A flight of USAF F-16s were tasked to overfly the crash zone to establish what kind of state the remains of the crashed drone are in. The two aircraft overflew the crash site, visually identifying that the RQ-1 had ditched in a poppy field and was relatively unscathed. As they began to make their turn to get a better look, the

missile warning klaxons of both aircraft sounded, they were under missile lock. The two aircraft immediately deployed flares and took evasive action. Flight command immediately ordered the jets to hit their burners and escape and hook up with their refuelling tanker somewhere over Pakistani airspace.

The missile lock indicates the drone may have come under surface-to-air missile attack, but the state of the crash site points to mechanical failure as the more likely scenario. Discerning between the two causes would require the recovery of drone's valuable flight computer, and any other wreckage which may provide evidence of mechanical failure, or shrapnel damage.

A squad of US Marines have been providing support for a small team of combat engineers scoping out a "hearts and minds" project of digging a well in the village of Nuz. The small group of Americans are the nearest combat capable unit and have been ordered to secure

the crash site. They must recover the flight computer, the drone's "brain", and destroy the drone before the Taliban can recover it as the propaganda value to the Taliban would be immense.

Scenario

The drone has come down almost intact in a poppy field. The USMC team is to secure the drone, remove its "brain" and then set charges to destroy the wreckage. Meanwhile the Taliban are mobilising to take advantage of the downed drone, send the video of its capture to the world.

Setup

The drone is placed in the centre of the table, in the middle of a poppy field. Before the start of the game. The Taliban player then selects which table edge they will start on with the USMC coming from the table edge directly opposite.

Securing the drone

Capturing the drone intact is crucial for both sides, a marine in contact with the drone must spend 6 AP (3 AP over two turns) removing the drone's flight computer. This is a delicate task, and should the marine be forced to stop - either by moving away from the drone, or being forced to move due to a failed morale test, the process must be restarted.

Once the flight computer has been removed, it must be taken off the ISAF table edge. If the marine carrying the flight computer is wounded, or killed the flight computer can be retrieved from the body for cost of 1 AP. A Taliban which defeats (successfully knocked the marine prone or worse) the marine holding the flight computer in hand to hand combat will also retrieve the flight computer as part of the AP spent on the attack. The Taliban to win must take the flight computer off their table edge.

Three of the marines are carrying Breaching Charges



for blowing holes in compound walls, which can be also used to destroy the wreckage. A marine in contact with the drone may spend 3 AP laying a breaching charge. After placing the charge, the marine may move up to 6" away. The first AP in the character's next activation is spent detonating the device, which has a 90% chance of successfully destroying the drone. Grenades may be thrown at the drone to destroy it, however this will only occur with a hit, if the grenade misses the explosion has no effect on the wreck.

Drone Wreck

The wreckage of the drone counts as medium cover.

ISAF Briefing

Upon receiving their orders, the Marines move towards the crash site.. The mission is to quickly get in, grab the flight computer, blow the drone and get out before too many Taliban arrive. The team will have to do this without air support while the threat of the surface to air missile is still in play, so it is critical that HQ can figure out if the threat is real, or whether the Taliban have just found a way to confuse the aircraft's sensors.

The marines start off table, and will move on in their first active combat phase. Each of the ISAF soldiers is equipped with a single hand grenade. Three marines are carrying a breaching charge.

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) 80% | Rifle (BODY x4 +10%) 90% | Heavy Weapon (BODY x3) 60% | Spot (100%) | First Aid (40%) | Throw (BODY x4) 80%| Forward Observer (BDY x3) 60% |

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) 40% | 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 3: 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) 22% | 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

The stories of the weapon brought in by the convoy last night must have been true, one of the enemy planes has been brought down! If we can secure the crash site then we show the world how much the Americans fear us. Our fighters must get there before the Americans, we must gain the glory of destroying their precious plane. The Taliban start off table, and will move on in their first active combat phase.

Veteran Taliban

BODY	Morale	AP	Weapon	Cbt Phases
18	75%	3	AK47	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%

Novice Taliban

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%

Novice Taliban

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%

Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
11	55%	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 x1) 11% | Forward Observer (BODY x1) 11%

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 Insurgent

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

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%

Average Taliban

BODY	Morale	AP	Weapon	Cbt Phases
16	55%	3	AK47	2,4,6,8

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 (BODY x2) 32%

Average Insurgent

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 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%

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	PKM	1,3,5,7

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%

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%

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	AK47	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%

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%



Taliban Victory Points	Points	ISAF Victory Points	Points
UAV captured intact	250	UAV "brain" recovered	150
UAV captured without the flight computer	150	UAV destroyed	100
ISAF soldier killed	50	Taliban killed	10
ISAF soldier wounded	25	Optional Mission change (MRB page 69)	50





SPECIAL THANKS

All USA images courtesy of:
<https://www.dvidshub.net>

Design and layout:
Colin Phillips

RADIO
DISHDASH
PUBLISHING
radiodishdash.com



This document is free to use and may be shared between players. This document or the information herein must not be resold in any format and all copyright is owned by Radio Dishdash Publications.