

SKIRMISH SANGIN PRESENTS

# MISSILE HUNT

US MARINES IN AFGHANISTAN



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**Overview:**

*After recovering the wreckage of the RQ-1, it was confirmed that the drone had been brought down by a surface to air missile. Intel has been working hard trying to track the location of the missile launcher, as well as trying to track how the missile got into the hands of the Taliban. Recovering the flight computer was no simple task, the Taliban fought desperately for their prize, and despite multiple casualties and a marine KIA, the marines were able to secure the valuable flight computer.*

*Getting rid of the missile system is a top priority for ISAF units in the area. The now confirmed threat of the surface to air missile has grounded ISAF aircraft, leaving Forward Operating Bases without crucial support. After using all of their available intelligence assets, sources have narrowed down the suspected location of the missile to a small village near to the crash site and have been able to identify the most likely route for bringing in more of the missile system into Afghanistan.*

*The Germans Fallschirmjäger have been given the operation of cutting the supply line (see Wargames Soldiers and Strategy issue 80 for that scenario), while the Marines have been given a chance to knock out the well-equipped Taliban group and clear the skies for the fast air and helos.*

**Game Note:**

We have found the game works best on a larger table, such as a 6x4 or bigger. This gives both players plenty of room to manoeuvre!

**Scenario**

The Marines are moving to attack the village from two fronts. The squad will dismount from their Humvees, advancing on the village from the east on foot, clearing the compounds as they go. They will be searching for any sign of the missile system, and also clearing out any Taliban. The Humvees will move to a holding position on the north of the village.

The plan is for the Marines advancing on foot to drive the Taliban from the village, forcing them to run along the heavy weapons of the Humvees. Faced with the threat of Marines going house to house, the Taliban will either attempt to escape with the missile system, or will attempt to defend its location.



## Finding the Missile

The Taliban must select a building which the missile is hidden in and mark it clearly on their map. The building may be no closer than 12" to any board edge. The USMC enter the table as outlined by the map below.

The missile will be hidden at the start of the game, and must be recovered by a Taliban soldier in the building which takes 3AP. The Taliban will attempt to escape with the missile intact, it is imperative to save their powerful weapon from the hands of the enemy. Any character may carry the missile at no penalty to movement.

The Marines can attempt to search a room for the missile. Searching costs each character 3AP, and has a 40% chance of success. For each additional Marine who spends an activation searching, the chance increases by an additional 20%.

## USMC Briefing

Following on from our finds after we rescued the data from RQ-1, intel has put the most likely missile location as somewhere in the village of Kud, and it is our job to find it.

We will be using hammer and anvil tactics. The ground force is to drive the Taliban towards the HUMVEEs. The HUMVEEs will be on station before the ground force begins to move in.

We need to be careful for both civilians and blue on blue contacts. The heavy weapons on the HUMVEEs will penetrate most buildings and will be deadly, to all troops, so the HUMVEE gunners must be aware of their firing arcs. A HUMVEE may not fire on a location within 12" of a friendly soldier.





## ASSAULT FORCE

### 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%

## BLOCKING FORCE

**Veteran Humvee 1**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15	3/2	105%	3	Mk 19 GMG	4,6,8,10

Primary weapon (BODY x4 + 10%) 70% | Other weapons (BODY X4) 60% | Spot 100% | Drive (BODY x4 +20%) 80%

**Veteran Humvee 2**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15	3/2	105%	3	.50 Cal	4,6,8,10

Primary weapon (BODY x4 + 10%) 70% | Other weapons (BODY X4) 60% | Spot 100% | Drive (BODY x4 +20%) 80%

**Veteran Humvee 3**

BODY	Armour	Morale	AP	Weapon	Cbt Phases
15	3/2	105%	3	.50 Cal	4,6,8,10

Primary weapon (BODY x4 + 10%) 70% | Other weapons (BODY X4) 60% | Spot 100% | Drive (BODY x4 +20%) 80%



### Taliban Briefing

The missile works, we have downed one of their prized aircraft. However now they are coming and our supplies have not arrived, so we must retreat. Pack up the weapons and get the mules we must be out of here quickly before they catch us. We will hide in the hill in the caves from there we can await resupply and then attack their planes again. The Taliban start the game on table, outside of 12" from the USMC table edges. The Taliban deploy first, before the Americans arrive on table.

The Taliban are seeking to delay the marines long enough to get the missile safely off either table edge.

#### 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%

#### 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%

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**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%

**The Stinger**

The FIM-92 Stinger that the Taliban have acquired is an excellent anti-aircraft weapon, its' missiles have a range of 5 miles and are travelling at a speed of over twice the speed of sound.

They are designed to hit aircraft, not close ground targets. The stinger may not be used to fire on targets on the table, it simply does not have enough distance to arm the warhead!



Taliban Victory Points	Points	ISAF Victory Points	Points
Missile taken off either of the USMC table	200	Missile captured	150
Taliban escape off either of the USMC table edge	50	Taliban killed	10
ISAF Soldier killed	50	Building searched	20
ISAF vehicle destroyed	100		
ISAF soldier wounded	25		





HUMVEE  
BLOCKING  
LINE ALONG  
HERE

TALIBAN  
START IN  
VILLAGE

USMC  
ATTACK  
STARTS  
HERE





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