

FUBAR Missions in Afghanistan

by Rich Jones

Introduction

Winning the war in Afghanistan is far more complex than doing a body count. Control of an area rests with how the locals feel and how they perceive how their life is changing. In order to help the locals change their lives the ISAF troops must drive the Taliban out of the area and keep them out. They must do this with as little negative impact on the locals as possible. Meanwhile the Taliban are trying to show that they have God on their side and they will drive the infidels out!

Accordingly the games will be mainly scenario driven. On the whole the Taliban do not care about losses, killing or capturing ISAF troops is their main goal.

How do you win?

Each side accrue Base Victory Points in the following way:

Each Taliban or ANA fighter KIA (or seriously wounded if using the detailed wound table) or captured
2 BVP

Each ISAF member T4 (KIA), seriously wounded or captured.
6 BVP

Lightly wounded in action 1BVP

Each vehicle destroyed 5 BVP

Scenario Points 5-10 BVP

Breaking the ROE -4 BVP

At the end of the mission BVP are calculated. The player can then either trade in the BVP for 3 VPs each, roll one die for each BVP and total the PIPS OR any combination of each. This is done in 'secret'. Once the total VPs are known it can be determined who has won and by what margin.

Bringing the boys home – extraction

It can be safely said that the operation did not go as planned. 5 Platoon was to skirt the river and 'go firm' ready to ambush the fleeing Taliban forces as they get flushed out by 4&7 Platoon. However an IED caused a T1 casualty and a T3 casualty among 5 Platoon and the Platoon had to back track out the Green Zone to the CASEVAC Zone. However as they came under heavy fire Alpha Section had to take cover in the nearest compound (which is set up in the middle of the table). The Taliban see an opportunity to capture some troops and move in. The rest of 5 Platoon and the CASEVAC IFV are off table and have to go in and get them out!

The table area is set up as a FISH (Fighting in Someones House) area on the edge of the Green Zone. Alpha section (Squad) has gone 'firm' in the middle compound with the two casualties extra. The rest of the Platoon are off table and have to arrive when activated.

The Taliban can set up within 12" of their table edge and have 2 IEDs to place.

At the end of Turn 2 and there after roll a die – on a roll of a 1 the T1 casualty has become a T4 (KIA).

BVP – as normal plus

ISAF

+5BVP for extracting Alpha Section

+5BVP for completing the CASEVAC

Taliban

+5BVP

Stopping the IEDs – airlifted assault

One for the Paras! Intel from various sources has pinpointed a small village at the base of the mountains as being an IED factory. There

is apparently a factory and a store (nominated B1 and B2) and they need to be neutralised.

The area is set up with four compounds spread around the rocky area. The nearest to the ISAF entry edge is B1 and the furthest away is B2.

The Taliban can set up half their force on the table in the compounds while the others are out on patrol. There are also 7 civilians on the table placed at random. Any shooting within 5" of the civilians may cause casualties – on a roll of a 1 they are killed.

The ISAF troops enter from their nominated table edge after being lifted in by helicopter. They must enter and blow up the target buildings if they prove to be the targets. Once they enter a compound roll a die. On a roll of a 1 a villager will inform the troops the factory/store has been moved to another compound.

The patrolling Taliban will enter the table to try and drive off the ISAF troops after an activation roll of 6 for the second turn, 5+ from turn 3 onwards.

BVP – as normal plus

ISAF

+5BVP for each target building neutralised.

Taliban

+5 BVP for each target building saved.

UAV down - destroy/acquire mission

A Hellfire missile laden UAV has come down in the hills. It is imperative that the ISAF troops deny the missile and any technology to the Taliban. They must blow up the missile and any sensitive wreckage. Local Taliban units have been dispatched to retrieve what they can.

Six pieces of wreckage are placed randomly around the board use a scatter dice to place them 12" from the centre of the board. Only three of the pieces will be useful, use six identical counters, three with an 2, 3 or 4 written on the bottom and placed under the wreckage. A unit must spend an activation next to the wreckage so they can flip the counter reveal its worth.

There are no Rules of Engagement for this scenario.

BVP – as normal plus

Plus whatever extra is revealed so long as the counter is taken off the table!

Fighting the way through – withdrawal

Almost surrounded an ISAF or Taliban force have to 'fight' their way out of trouble and back to the 'Forward Operating Base' FOB or the 'Safe Area'.

Dice to see which side it is who is to be the withdrawing force.

The table can be set up as desired. The escaping force must enter at one table edge and exit over the opposite. Meanwhile the opposing forces are closing in on the flanks and rear.

The escaping force has the initiative. The chasing force comes on unit by unit testing to see which of the table edge they come on from: 1-2 right flank, 2-4 left flank; 5-6 rear.

If the Taliban force is the one chasing they can have 1 IED to place.

BVP – as normal plus

ISAF

+5BVP for extracting Alpha Section

+5BVP for completing the CASEVAC

Taliban

+5BVP

Show of Force

Both sides want to give a big show of force in the area ... they want to drive the opposing force out off the table.

The area is a dense piece of the Green Zone with various compounds and crops dotted about. Half of each force can start in their table half. The other half of the force can come on the table when activated.

BVP – as normal

Keeping Grant safe!

This is an additional mission which is played alongside the chosen scenario. Grant is a famous TV Star turned extreme reporter and is making a documentary about the boys in Afghanistan. Along with his 3 crew they have been attached to ISAF patrols. They have no fighting capacity and are attached and activated with the Platoon Leader's Unit. Their major aim is to film an intense firefight. This is done by being within 6" of a unit which takes hits and spending an activation 'filming'.

The ISAF force must keep Grant safe and unfortunately to the Taliban the film crew would be an excellent prize!

BVP – as normal scenario plus

ISAF

+5BVP for keeping Grant safe

+4BVP for filming an intense firefight.

Taliban

+10 BVP for capturing Grant.

+4 BVP for making Grant a casualty.

Forces on the table

As a rough guide to the forces that should be on the table use the following:

FT 1 – 75 points

FT 2 – 70 points

IFV - 60

MRAP – 70

WMIK - 40

Taliban 6 man team T3 - 35 points

Taliban 6 man team T2 – 60 points

Taliban 6 man team T1 - 75 points

