

Pz 8 – 1975/2010 Wargame Rules

1. What You Need

1/300 or 1/285 or 1/600 models and miniatures; terrain elements; one D6 die and one deviation die (a D6 with one arrow on each side) for each player; chits for Disorganized and Suppressed units; a ruler marked in inches or 25mm segments; a playing area (4' x 3' or 120 x 80cm will suffice for a game involving one to three Bn. each side).

2. Units

One base of infantry, artillery or one model represents one platoon or battery. Troops can be Elite, Average or Green. Bases can be 1" or 30mm squares., or whatever other sizes you already have. 1" in the rules represents 100 mt; when playing infantry scenarios, use 1" = 50 mt (i.e. double all distances).

3. Sequence of play

Determine before game starts who is Side A and B (by agreement or rolling one die). Each Turn:

6. A moves
7. B fires
8. B moves
9. A fires
10. A e B rally

4. Movement

Distances on open ground are:

Infantry	2"
HMG, Mortars, RCL, ATGW, SAM	1"
Trucks	4"
4x4, Armoured Cars, Light Tanks, APCs, AFVs such as BTRs, BMPs, M113, Fv432, Marder, Warrior, Bradley	6"
Fast MBT such as AMX30, T64/72/80, Leopard 1 & 2, M1 Abrams, Leclerc	5"
MBT as M47-48-60, T54-55-62, Merkava, Challenger and amphibious light tanks such as PT76	4"
Slow MBT such as Centurion, Chieftain	3"
Helicopters	18"

Halve movement distance* on rough ground (woods, hills, buildings etc), double* on roads (*except Helicopters). Trucks, Armoured Personnel Carriers and Transport Helicopters can carry one base of infantry, HMG, mortars, RCL, ATGW or SAM.

Artillery and Anti-tank guns can move only if limbered by a Truck or Half-Track or other suitable vehicle.

Halve movement distance when mounting / dismounting, or unlimbering / limbering.

5. Fire

Fire can be direct (when a unit can see the target) or indirect (artillery only). Friendly or enemy units, and non-open ground, block line of sight to all ground units.

Helicopters can always see and be seen. Non-vehicle units or tank hunters in rough ground, woods or buildings, are visible only within 5", unless they already fired in that turn.

Tell the other player which unit fires and its target, check the firing range, then roll a D6

Target is hit with a result = 4, 5, 6

- 1	Target over half range
- 1	Target in rough ground, buildings or field fortifications
- 2	Target in bunkers
- 1	Firing unit is Green
+ 1	Firing unit is Elite
+ 1	Firing with ATGW or SAM
+ 1	Firing with laser range finder and computer fire control

MBT with stabilization system roll 2D6 and count them separately (= they may hit one target twice).

Indirect fire is done by artillery batteries that are supposed to be out of the table. Range is unlimited. Hits the target with a 5,6 (all other modifiers apply) otherwise it deviates. Roll a deviation die for direction and one D6 = " When a 1 or 2 is rolled to hit, that battery can't anymore fire for that game.

Close combat applies when enemy units are in contact; target unit is automatically hit. A unit in contact with buildings or field defences, is considered in close combat with the nearest unit(s) inside it.

ATGW or SAM teams, and helicopters with Rockets or ATGW, can fire with these weapons only once during the game.

6. Damage

If target is hit, firer rolls one D6 + Attack Factor, target rolls one D6 + Defence Factor. Compare the results:

- if equal, no Damage
- if firer scores + 1, target is Disorganized
- if firer scores + 2, target is Suppressed
- if firer scores + 3 or more, target is Destroyed

Disorganized units can't move; they fire with a -1 to hit; if hit and Disorganized again, become Suppressed.

Suppressed units can't move or fire; if hit and Suppressed again, or engaged in close combat, are Destroyed.

Destroyed vehicular units (tanks, trucks etc) are left on the table and marked as "burning wrecks", blocking line of sight. Other units are removed from the table.

HQ that suffer Disorganized and Suppressed results, make a D6 saving roll (unless in close combat): 4-6 = downgrade 1 level of damage (i.e. ok if Disorganized, Disorganized if suppressed); subtract - 1 if Green, add + 1 of Elite.

Helicopters are automatically removed from the game with a Disorganized or Suppressed result from Infantry, HMG, AA guns, or with a simple hit by SAM.

Transported troops and limbered guns suffer the same damage of their transport.

7. Ranges

Infantry	2"
HMG	4"
Mortar	10"
RCL (= recoilless gun) 106mm	10"
ATGW (= anti-tank guided weapon)	30"
SAM (= surface to air missile)	40"
Guns up to 77mm	12"
Guns 84-100mm	15"
Guns 105mm or over	18"
Medium Artillery (up to 105mm) or Rockets	30"
Heavy Artillery	40"

Guns with laser range finder increase their range by 50%.

Range is measured 360° from the centre of the base, except Artillery, Anti Tank Gun and turretless Armour that have a firing arc of 45° forward. Artillery ranges are for direct fire only. Minimum range for Mortars is 2", for Rockets, ATGW and SAM is 5".

8. Attack Factors

Unit	Vs Soft	Vs Armor
Infantry	3	3
HMG	3	0
Mortar	3	1
RCL 106mm	2	4
ATGW	-	5
Guns up to 57mm	2	3
Guns 75mm-76mm	2	4
Guns 90mm-100mm	3	5
Guns 105mm or over	3	6
Medium Artillery (up to 105mm)	4	2
Heavy Artillery or Rockets	5	3

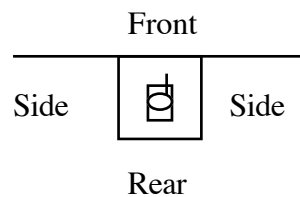
9. Defence Factors

Infantry, HMG, Mortars, Unarmored Vehicles	0
Artillery and AT guns	1
Light Armoured Vehicles such as Armoured Cars, BTRs, BMP1-2, M113 and Light Tanks such as AMX13, PT76, M551, Scorpion	1
IFV such as Marder 1, Warrior, M2/M3 and BMP3	2
Light 1st Generation MBT such as M47, Leopard 1, AMX30 and improved IFV such M2A2-A3, Marder 1A3	3
1st Generation MBT such as M48, T54/55/62, Centurion, Leopard 1A1-A4	4
2nd Generation MBT such as T64-72, Chieftain,	5

Merkava 1	
Improved 2nd Generation and early 3rd Generation MBT such as M1 Abrams, T64B, T72A, T80B, Leopard 2, Challenger 1, Merkava 2,	6
Newer 3rd Generation MBT such as M1A1-A2, Leopard 2A5-2A6, Leclerc, T80U, T90, Challenger2, Merkava 3	7
Helicopters	3

Vehicles with Defence 1-5 fitted with reactive/applique armor, add + 1 against ATGW and Infantry (exception: tandem warheads and top attack weapons).

Armoured vehicles halve their Defence Factor (rounded up) if hit from sides or back, or if attacked by Indirect Fire or Helicopters or top attack weapons.



10. Rally

During this phase, both players can try to recover Disorganized or Suppressed units that are within 12" of one HQ unit. Roll a D6 = 5,6 = unit ok if Disorganized, Disorganized if Suppressed. Add + 1 to roll if Elite, - 1 of Green.

11. Minefields, Wire and Smoke

See WW2 rules; except that units thermal weapon sights ignore Smoke cover effect.

12. Aircrafts and Helicopters

Players can make a limited number of air attacks during the game. In the Firing phase, place the Aircraft model near the target and roll a D6 = 4,5,6 = hit. All other modifiers apply. In addition, subtract -1 for each AA gun within 6", or for each SAM team within 40" from the target.

Attack Factor is 5. Armoured Vehicles halve (round up) their Defence Factor.

Helicopters are instead treated like "soft" ground units, except that they don't count terrain penalties and can be targeted only by Infantry, HMG, AA guns and SAM.

13. Acknowledgment

These ultra-simple rules are based on "MECHANIZED WARFARE RULES" by Andrew Thomas, published by Irregular Miniatures, and developed together with the members of <http://games.groups.yahoo.com/group/pz8/>

Last edited – January 2012 <http://panzer8.weebly.com>

1950-1975 Armored Fighting Vehicles for PZ-8

An Unofficial Supplemnt Compiled by Chainsaw Aardvark

NATO							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
M-24 Light	2	5	10	2	3		Scorpion
M-41 Light	2	5	12	2	4		
M-26 Med/WWII Heavy	3	2	15	2	5		Panther, Tiger
M-46 Medium	3	3	15	2	5		
M-47 Medium	3	4	15	2	5		
M-48 Medium	4	4	15	3	5	Late Models 105mm	
M-60 Early MBT	5	3	18	3	6		
Comet	3	5	12	2	4		
Cromwell	4	4	12	2	4		
Centurion	5	3	12	2	4	Late Models 105mm	
Chieftain	5	3	18	3	6		
Leopard I	2	5	18	3	6		OF-40
M-113	1	6	4	3	0	Tracked APC, Amphibious	
Kanonenjagdpanzer	3	4	15	2	5	Fixed Forward Tank Destroyer	
Ontos	2	4	10	2	4	Recoilless Rifles Tank Destroyer	
M-56	1	3	15	3	5	Airdrop Tank Destroyer	
M-103 Super Heavy	5	2	18	3	6	Rare Super-Heavy	
Conqueror Super Heavy	5	2	18	3	6	Rare Super-Heavy	
Warsaw Pact							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
T-55	4	4	15	3	5		type 59, type 69
T-62	5	4	18	3	6		
T-64	5	5	18	3	6	Russia only, AT-8 Posible	
T-72	4	5	18	3	6		
T-34/85	3	4	12	2	4		
JS-III	4	3	15	2	5		
PT-76	2	4	12	2	4	Amphibious	
BMP-1	1	6	15	2	4	Squad, Amphibious, ATGM	BMD (Air-Droppable)
BTR	1	6	4	3	0	Squad, Amphibious, Wheeled	
MT-LB	1	5	4	3	0	Squad, Amphibious	
BRDM	1	6	4	3	0	Wheeled, ATGM version possible	
ZSU-57	2	4	12	2	3	Tracked AA Gun	Gepard, PIVADS
ASU-85	2	4	12	2	4	VDV (Airdrop) Assault Gun, No Turret	
SU-100	3	4	15	3	5	No Turret	
ISU-122	3	3	15	2	5	No Turret	
T-10 Heavy	5	2	15	2	5	Rare Super-Heavy	
Miscelanious and Non-Aligned							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
AMX-13	2	6	12	2	4		Sk-105
AMX-30	5	5	18	3	6		
M4 Sherman	3	4	10	2	3		
M4 Upgrade	3	4	12	2	4		
45mm Armored Car	1	6	5	2	2	Generic Armored Car with WWII gun	M-8 Greyhound
76mm Armored Car	1	6	12	2	4	Wheeled	Alvis Saladin
Recoilless Rifle Jeep	0	6	10	2	4	Wheeled	Technical, Land Rover
Average 2.5 ton truck	0	4	-	-	-	Wheeled, Squad	M35, Ural-375D
Half Track	1	6	-	-	-	Squad	
Non-Ampbious Tracked APC	1	5	4	3	0	Squad	FV-432
Non-Ampbious Wheeled APC	1	5	4	3	0	Squad, Wheeled	Saracen
Self Propelled Artillery Systems							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
MLRS Wheeled	0	4	30	5	3		BM-30
MLRS Tracked	1	3	30	5	3		M-270
105mm SP	1	3	30	4	2		M-109
155mm SP	0	2	40	5	3		SO-203, M110A2
Motor SP	1	3	10	3	1		
SRBM TEL	1	3	40	5	3	Battlfied Missile Trasporter Erector Launcher	SS-1 Scud, Pluton,
Anachronistc, Varients, and Specialty							
Designation	Defense	Movement	Range	Soft	Armor	Notes	Similar Vehicles
Wheeled SAM Vehicle	1	4	30			SAM Unit on MT-LB Chasis	SA-8, SA-9
M2/M3 Bradley	1	5	12	2	3	M2 can cary squad, both might have ATGM	Maarder, Warrior, BMP-2
8X8 Wheeled AFV	1	6	-	-	-	Usually 20 or 30mm cannons, may have squad	LAV-25, Piranah
M-901 Improved TOW Vehicle	1	6	30	-	5	ATGM Carrier M-113	
Sidewall Hovercraft	1	5	-	-	-	Carries 2x other units, Amphibious	LCAC, Gus Class
Merkava (Early)	5	4	18	3	6	May cary a squad	
Panzer IV	3	4	12	2	4	Used by Syria in 1956/1965	
Tracked Enginering Vehicle	3	4	-	-	-	Mine Clear, Bridge Layer, etc.	
Light Transport Helicopter	1	18				Squad, Possibly MG Door-gunners	UH-1, Mi-8
Attack Helicopter	2	18				Might have ATGMs or Rockets	AH-1, Mi-24

FUBAR

The Cardinal Rule

Where a rule does not make sense in a particular situation, ignore it or modify it. These are one page rules after all.

Six-sided Dice Conventions

Any unmodified roll of a Six is a success.

Any unmodified roll of a One is a failure.

Units

A player has one or more Units, as defined by the relevant Force Supplement. Each Unit is defined by its level of training & experience & by its weapon/armour selection.

All members of a Unit must remain within 3"/8cm of each other or incur a penalty on their activation of 1 per figure that is out of touch.

Unit Training/Experience

Level	Activation	Expertise	Suppress
Green	5+	6+	1
Seasoned	4+	5+	2
Veteran	3+	4+	3
Elite	2+	4+	4

Playing the Game

This game is played in 'Turns'.

Initiative

At the beginning of a turn each player rolls 1D6 & adds any scenario modifiers. Reroll any ties.

The player that scores the highest can attempt to Activate a Unit first. If this succeeds then that unit can choose one action & carry it out.

He can continue to activate units until he fails an activation, then the initiative passes to his opponent. If there are more than two players the initiative passes to the next highest score.

The initiative passes to & fro as players pass and fail Activation rolls, until they have all had a chance to try & activate each Unit in their command.

Activation

To Activate a Unit a player must roll equal to, or more than, the Activation number given in the Unit Training/Experience table.

If a unit has a leader with a higher Activation Level use this instead.

Add one to the roll if there are no visible enemy.

Once activated a Unit can do one of the following:

Choice	Move	Notes
Walk	6"/15cm	The unit can also fire small arms or throw grenades, at one point during their move.
Run	12"/30cm	Cannot fire weapons or throw grenades.
Duck & Weave	8"/20cm	Cannot fire weapons or throw grenades. Figures count as being in Soft Cover.
On Guard	0"	Can react once per turn by firing at enemy movement across their field of fire.
Gone to Ground	3"/8cm	Drop into nearest cover. Increase the level of that cover by one. Cannot fire weapons or throw grenades.
Aimed Fire	0"	All figures in Unit get +1 to firing.
Assault	8"/20cm	Move into close combat with enemy.

Units that fail to activate are On Guard. Except if units that fail have taken more than 50% casualties they Withdraw 6"/15cm away from the nearest visible enemy, or towards their deployment point if there are none visible.

Firing

A figure cannot fire if they are Suppressed.

A Unit can fire at any enemy figures or vehicles that they have a clear line of sight to. It can split its fire amongst more than one target.

Each figure in a Unit throws one die per Fire Point, trying to equal or exceed their Expertise rating. Each die that does so is a Hit.

Any target figures wearing armour get a save against these hits. If the vehicle makes its save, passengers inside do not have to.

Unsaved hits against a Unit must be taken as casualties, suppressed figures, or a combination of both to the allowable limits the Unit can support.

A figure cannot be made both suppressed and a casualty from the same bout of received fire.

A Unit may fire at enemy in cover if some of the enemy figures are within 2"/5cm of the cover's edge. Figures can only fire out of cover if they are within 2"/5cm of the cover's edge.

A Unit can only target enemy figures that share the same area of cover if they are within 6". The target will get a cover save.

A defined area of cover will block line of sight.

Suppression

A figure that is Suppressed is placed on its side.

It cannot fire and its Unit takes a penalty to its next activation of -1 per Suppressed figure.

After the next activation roll for that Unit stand the figure up. It is no longer Suppressed.

The maximum number of Suppressed figures a Unit can have is related to its Training/Experience.

Cover

At least half of a unit has to be in cover for the whole Unit to benefit from it. If the target of a firing attack is in cover the number the firer needs to roll to hit (its' expertise) is modified as shown below:

Cover	Modifier	Examples
Soft	+1	Undergrowth, Woods, Wooden Buildings, Hedgerows, Rifle Pits,
Moderate	+2	Stone or Brick Walls, Buildings or Rubble, Trenches
Hard	+3	Bunkers

No cover modifier can make a Unit's expertise worse than 6+.

Infantry move through cover at their normal speed.

Close Combat

A Unit must use an Assault activation to move into close combat with an enemy Unit.

The attacking Unit moves its figures into base contact with enemy figures, no figure moving more than 8"/20cm. Then the opponent can move up any unengaged figures that are within 3"/8cm of an assaulting enemy figure.

Both sides simultaneously roll one dice per figure & use their Expertise rating to determine hits.

Figures that are already Suppressed before this attack strike after all other attacks are resolved.

All hits not saved by personal armour result in casualties. Cover has no effect.

Units may only take casualties, not Suppression.

The combat continues at the beginning of each subsequent turn. The units involved automatically activate at that point. They cannot subsequently activate in that turn.

To attempt to Withdraw from combat a Unit must make a successful Activation roll & then move 1D6" away from their opponents. If the opponents also make a successful Activation roll they can follow up 1D6". If they catch their enemies combat continues.

This supersedes the normal Activation rules.

Weapons

The weapons shown below are generic types that are common in military & paramilitary forces.

Small Arms	Range	Fire points
Pistol/Revolver	8"/20cm	1FP
Infantry Rifle	24"/60cm	1FP
Assault Rifle*	24"/60cm	1FP
Sniper Rifle	32"/80cm	2FP
Sub-Machine Gun	16"/40cm	3FP
Light Machine Gun	32"/80cm	3FP
Combat Shotgun	8"/20cm	3FP
Grenade Launcher	16"/40cm	3FP

* Assault Rifles get 2FP at 12"/30cm or less.

Support Weapons	Range	Fire points
Heavy Machine Gun ¹	32"/80cm	4FP
Flamethrower ²	8"/20cm	4FP
Grenades, thrown	8"/20cm	3FP
RPG	24"/60cm	3FP
Light Anti-Tank Gun	32"/80cm	3FP
Light Mortars ³	40"/100cm	3FP
Light Cannon ²	32"/80cm	4FP
Hvy Cannon ²	48"/120cm	6FP

1. Vehicle & Bunker mounted HMG's need only one crew. Infantry HMG's need two crew to serve them.

2. Flamethrowers & Tank Cannons ignore cover.

3. If you have any figure with line of sight, mortars can fire at enemies they cannot directly see.

Personal Armour

Once hits have been determined the Unit can make armour saves against the majority type in the Unit.

Type	Save	Examples
Light	6+	Flak Jacket, Police Armour
Medium	5+	Modern Carapace or SWAT
Heavy	4+	SciFi Jointed Carapace
Power	3+	Powered Suit
Battlesuit	2+	Tactical Dreadnought

Vehicles

These are activated like Units.

They can move up to 12"/30cm in the open, or 6"/15cm through Soft Cover, & fire one weapon. Medium & Heavy Tanks can move 6"/15cm through Moderate Cover but cannot fire if they do.

A stationary vehicle can fire all its weapons.

A Vehicle, and any troops inside or directly behind it, get an armour save:

Armour	Save	Examples
None	6+	Trucks, Cars, Technicals.
Light	5+	APC's, Armoured Trucks
Medium	4+	IFV's, Light Tanks
Heavy	3+	Medium Tanks
Very Heavy	2+	Heavy Tanks

For each unsaved hit roll on the following table:

Roll	Effect
1-2	Crew Stunned, -2 to next activation only.
3-4	Weapon Destroyed (owner chooses).
5	Vehicle immobilised for rest of game. It can still shoot.
6	Vehicle Destroyed. All crew/passengers must bail out & each figure takes one hit.

If a vehicle is hit on the front roll 2 dice & choose the better result. On the side roll 1 die. On the rear roll 2 dice & choose the worst result.

If the same effect is rolled a second time in a single turn take the next highest effect.

Note: Vehicles cannot be suppressed, nor can crew or passengers bailing out of a destroyed vehicle.

If a Vehicle assaults infantry, they make an Activation roll to get out of the way, and move figures out of vehicle's path. If they fail each figure in the vehicle's path is hit. Make saves as normal.

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Layout by Paul Lesack
These rules are free to copy.

For more good stuff visit <http://thegameshed.wordpress.com>.

FUBAR ISAF Troops in Afghanistan by Rich Jones

Introduction

Firstly a hearty thanks to all those men and woman who have (or are) serving in Afghanistan. If you find this PDF useful please donate something to one of the excellent charities helping our 'guys' recover from their experiences and loss.

Afghanistan (according to NATO) is the front line of the War Against Terror and approx 46 nations contribute UN troops under the banner of the International Security Advisory Force (ISAF).

Although made for Afghanistan this force list and ideas would also serve a lot of other areas where insurgents are better quality than 'armed gangs'.

Weapons

Small Arms	Range	Fire points
Pistol/Revolver	8"	1FP
Lee Enfield (BA rifle)	30"	1FP
AK47	24"	2FP
Sniper Rifle	32"	2FP
ISAF rifles ** UGL 1	24"	2FP
LMG/SAW (Minimi **)	32"	3FP
Combat Shotgun	8"	3FP

** if stationary add +1 to FP because of SUSAT type optical sights.

1. Some Assault Rifles have an Underslung Grenade Launcher with a range of 20".
2. AK47 only get 2FP at 18" or less.

Support Weapons	Range	Fire points
Heavy Machine Gun	45"	4FP
UGL	20"	3FP
Grenades, thrown	8"	3FP
RPG	30"	3FP
Light Rocket (Chinese)	48"	3FP
Light Mortars	40"	3FP
Light Cannon EG Radon	32"	4FP
Javelin	50"	6FP

GMG (grenade machine gun) 40" 5FP

HMG needs a crew of 2 or 3 or only 2FP

Armour

ISAF troops have modern, good quality body armour (like the OSPREY system) which in the short time a FUBAR skirmish takes place in would not slow them down to any great extent. It gives them a Medium 5+ save. However they can only RUN 10" Afghan National Army (ANA) troops fighting with ISAF tend to not wear body armour or if they do it is Light 6+ Flak Jackets.

Terrain

The terrain in Afghanistan can range from mountainous outcrops through arid dessert, the maze like built up 'compounds' to the almost jungle like close terrain of the 'Green Zone' (the irrigated farming zone which runs down the country). Most FUBAR skirmishes will take place in the mountainous, Green Zone or 'compound' areas where the terrain is very 'close' and dense.

Taliban troops are well known for having 'rat runs' and tunnels linking areas of terrain. To model this any Taliban troops that are outside of the line of sight of ISAF troops may make up to a 18" Move so long as it is all out of LOS of ISAF troops. Which is why having a drone around is very helpful for the ISAF troops.

Irrigation ditches and poppy/maize fields halve all movement.

ISAF Troops

Equipment for the ISAF troops is becoming more and more standardised and on the whole the Squad organisation is very similar. For FUBAR the standard ISAF 'unit' is the FIRETEAM made up of 4 soldiers. Either 2 or 3 FTs make up a squad and there are 3-5 Squads in a Platoon. The following stats are for the US and British troops whose core troops have seen the majority of the fighting since 2006. For most other nations 'drop down to Activation 4+ Experience 5+

All troops will have Night Vision Devices If necessary.

Fire Team - type 1

Section Leader Activation 2 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
SA80A2 assault rifle.

UGL Rifleman Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
SA80A2 assault rifle + UGL

Minimi Gunner Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role & Radio
SA80A2 assault rifle.

Rifleman Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
SA80A2 assault rifle.

Fire Team - type 2

Fire Team Leader Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
SA80A2 assault rifle.

UGL Rifleman Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
SA80A2 assault rifle + UGL

Minimi Gunner Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
SA80A2 assault rifle.

Rifleman Activation 3 Exp 4
Ceramic armour 5+
Grenades
Personal Role Radio
Combat Shotgun

FT cohesion is 4" within another FT member.

A FT can be upgraded to an Assault Team and will carry demolition packs for breaking into compounds etc The BAR mine etc have a FP of 6 using an 'experience' of 3+ to determine hits. The wall will save on a 4+ a door on a 6+. Blowing a hole in a compound wall or door requires 1 hit.

Rules of Engagement and ISAF troops.

The ISAF troops are bound by RoE which does not allow them to shoot at any troops that have not been PID (Positively Identified) as being armed and a threat. If no 'Drone' is present this can only be given once the Taliban Unit or a Unit within 4" have opened fire. Breaking the RoE is a very serious matter and if the ISAF forces ever want to break them they lose 8 Victory Points (or scenario equivalent) and must pass an Experience roll on a die to enable them to do so.

ANA - Afghan National Army

The ANA are not as disciplined as the ISAF troops or as well equipped, However, they are mainly veterans of years of Civil War. Also they do not have to follow the RoE. All ANA Fire Teams are groups of 4 soldiers with:

Activation 5 (until firing starts at which it is 4) and Experience 4.

All will be armed with ISAF rifle (without scopes) or AK47s. On a roll of 5+ the unit will have grenades. One will be armed with a LMG and one will carry an RPG launcher.

Cohesion is within 2" of another Unit member

As an alternative you can have them as Green troops although it would not be much fun ☺

SOF - Special Operating Forces

Special Forces tend to work outside of the RoE and have an eclectic mix of equipment. They will all be

classified as Elite A 2+ Ex 4+ and mainly do not wear ceramic armour so class them as having Light Armour 6+. All will be armed with an ISAF assault rifle UGL, minimi or sniper rifle with scopes. Combat Shotguns will be used if suitable to the task. All will have NVD if needed.

No cohesion restraints.

The Taliban

The Taliban fall into three categories and their unit is classified by the majority of its members:

Tier 3 Green - newly enlisted soldier to the cause. On the whole they are rather fanatical so are eager to activate but not very good at it.

Activation 4+ Experience 6+

Cohesion is touching another Unit member

Tier 2 Seasoned - The majority of Taliban troops will fall into this category. They are eager and veterans of years of civil war.

Activation 4+ Experience 5+

Cohesion is within 1" of another Unit member

Tier 1 Veteran - Some Taliban troops will fall into this category. Usually train1d in other countries and well equipped.

Activation 3+ Experience 4+

Cohesion is within 2" of another Unit member

Most units will comprise of 6 fighters armed with AK47, on a roll of a 4+ the unit will have one fighter armed with RPG launcher. For every 4 units on the board two figures may crew a PKM LMG. If 6 units are present the Taliban can have a DSHK HMG..

IED Improvised Explosive Device

These are deployed by the Taliban all over Afghanistan and are the major cause of ISAF casualties. The Taliban player will have one IED for every 3 units deployed. Each IED will have 3 identical markers, one of which is marked underneath as the 'real' one. All the markers are placed and if any troops come within 1" of the IED the marker will be revealed, if it is the real one it will go off and any unit within 3" will take a FP4 attack on an Experience of 4+. If ISAF troops move within 3" of marker they may try and 'spot' the marker. If they make an Experience roll on a die the marker will be revealed. If the ISAF troops have a 'Dog' or IEDD team attached the spotting roll is not required.

Morale & Casualties (optional rule)

ISAF troops will do everything in their power to avoid leaving casualties KIA to the Taliban. An ISAF unit who have taken a casualty will be duty bound to get the casualty to the MEDEVAC point (off their board edge). ISAF troops have PRR and are always counted as being in effective command range if using the Morale rules.

I suggest using the casualty chart for all ISAF troops.

Vehicles

Quad Bike 6+

Landrover WMIK 6+ HMG or GMG LMG

HMMWV (army) 5+ HMG or GMG

Viking 4+ Remote HMG or Javelin/GMG

MRAP (various) 4+ (2+ for mines) HMG

IFV (various) 4+ HMG

Additions to Core FUBAR rules

Overwatch (on guard) units may react to enemy fire in their Line of Sight after the enemy has fired.

UAV - On a roll of a 5+ at the start of each TURN the ISAF troops may have a Reconnaissance Drone or Spy Plane in the area. If this is the case all Taliban will be PID and no 'rat run' movement is allowed.

At night all Taliban troops suffer -2 to shooting and can not 'run'.

Medevac - the Chinook Medevac helicopter will land off table. Casualties must be taken off table to the landing zone. No Taliban must be within 6" of the table edge at that point or the Chinook will only land on a 5+ roll.

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

