

Here come the Red Devils – Helmand 2006

The following scenario is fictional but based upon a number of encounters and engagements experienced by the men of Task Force Helmand. This game features men from A Company, 3 Para, supported by various battle group elements going to the aid of an Operational Mentor and Liaison Team (OMLT) from the 7th Parachute Regiment RHA and their Afghan National Army (ANA) pupils under attack by the Taliban.

The radio set announced to the men of 'A' Company's HQ that they would need to move fast to help an OMLT team under attack in a compound just outside Sangin. 'A' Company were the quick reaction force and ready to move at a moments notice. As the officers barked orders men began grabbing their equipment and rushing out of the tents and quarters heading for their transports. The CO of 'A' Company despatched a platoon of men to lead the relief operation along with support from elements of the Patrols Group and Household Cavalry Regiment who were luckily already in the area on a recce mission and were being diverted to support the relief operation.

As the Para's boarded the Chinook, two Apache gunships buzzed overhead ready to escort the transport helicopter and provide air support once the boots were on the ground. From the reports coming in from the OMLT, the Para's looked to be assured of a warm welcome from the Taliban...

Mission Brief - British

2 Platoon from 'A' Company, 3 PARA, will perform an air insertion by Chinook to relieve the compound garrison under siege by Taliban forces. This will be supported by WMIKs of the Patrols Group and Scimitars of the HCR on the ground and Apache gunships from 3 Regiment Army Air Corps in the air. Due to the terrain and Taliban positions, the Chinook will be forced to land some distance from the compound and the attack will then take place on foot with covering support from the vehicles and Apaches. All fire teams have been issued with ladders to help with negotiating the high walls and ditches of the area. The British player must reach the held compound before the end of the game to rescue the garrison.

Mission Brief – Taliban

Your Taliban force has a small enemy compound under attack, however you know the British will soon launch a relief effort to break your attack. For this reason you have redeployed the bulk of your forces to ambush any attempt to reach the garrison and your fighters have mined and placed IEDs on all likely approach routes. You have decided to make a stand against the British to teach them a lesson and your men are eager for a chance to cause them heavy losses. The Taliban player must cause losses on the British force and stop them relieving the garrison before the end of the game.

British Force Composition

2 Platoon, 'A' Company – All troops have body armour

Troop Quality – D10

Morale – D10

Platoon HQ

1 x Lieutenant Parkes, SA-80

1 x Radio Operator, SA-80

Weapons Team

1 x Gunner with GPMG

1 x Assistant Gunner, SA-80

Sniper Team

1 x Sniper with L96A1 Sniper Rifle

1 x Spotter, SA-80

1st Section

Fire Team A

1 x Team Leader, SA-80

1 x Rifleman, LSW

1 x Grenadier, SA-80 with UGL

1 x Gunner, Minimi (SAW)

Fire Team B

1 x Team Leader, SA-80

1 x Rifleman, LSW

1 x Grenadier, SA-80 with UGL

1 x Gunner, Minimi (SAW)

2nd Section

Fire Team A

1 x Team Leader, SA-80

1 x Rifleman, LSW

1 x Grenadier, SA-80 with UGL

1 x Gunner, Minimi (SAW)

Fire Team B

- 1 x Team Leader, SA-80
- 1 x Rifleman, LSW
- 1 x Grenadier, SA-80 with UGL
- 1 x Gunner, Minimi (SAW)

On Turn 1 all troops are inserted by Chinook and may land at either LZ Zulu or LZ X-ray. The Landing Zone chosen is the players choice. This should be chosen and written down before the Taliban player places his starting force on the table.

Patrols Group

Troop Quality – D10

Morale – D10

- 3 x WMIK Land Rovers with GPMG and .50 HMG

Each vehicle has a crew of three with body armour as follows;

- 1 x Vehicle commander, SA-80
- 1 x Driver, SA-80
- 1 x Gunner, SA-80

Household Cavalry Regiment

Troop Quality – D10

Morale – D10

- 1 x FV107 Scimitar

Both units start the game at 'A' on the map.

OMLT, 7th Parachute Regiment RHA

Troop Quality – D10

Morale – D10

- 1 x Team leader, SA-80
- 1 x Radio Operator, SA-80
- 1 x Rifleman, SA-80
- 1 x Gunner, Minimi (SAW)

All troops have body armour.

ANA Garrison

Troop Quality – D8

Morale – D6

Fire Team 1

1 x Team Leader, AKM
1 x Rifleman, AKM
1 x Rifleman, AKM
1 x Gunner, PKM (SAW)

Fire Team 2

1 x Team Leader, AKM
1 x Rifleman, AKM
1 x Rifleman, AKM
1 x Gunner, PKM (SAW)

Both units start the game in the compound marked 'B' on the map. They may not leave the compound at any time during the game but they may engage any Taliban units in line of sight.

British Asset Cards

The British player also receives the following asset cards to represent fire support from FOB Bastion and the Apaches of 3 Regiment Army Air Corps. They may be played on any Taliban unit within line of sight of a British unit. Note that ANA units may not be used.

2 x 'Available Air Support' – *This represents the Apache gunships.*

2 x 'Heavy Mortar Support' – *This represents the 105mm guns at FOB Bastion.*

The British player also receives one 'Fog of War' card at the start of the game.

British Victory Points

Relief force reaches ANA/OMLT Compound	+50
Each Insurgent KIA/POW	+5

Taliban Force Composition

All Taliban forces are rated as Troop Quality D8, Morale D10.

The following forces deploy on table before the British player places his Chinook on its intended landing zone. Further Taliban reinforcements enter via the designated 'Hot Spot'. The starting force may deploy anywhere on the table but not closer than 12" to the OMLT compound and all troops must start in cover.

Unit 1

1 x Leader with AKM
1 x Insurgent with AKM and UGL

4 x Insurgent with AKM

Unit 2

1 x Leader with AKM
1 x Insurgent with RPG
4 x Insurgent with AKM

Unit 3

1 x Leader with AKM
1 x Insurgent with PKM (SAW)
4 x Insurgent with AKM

Unit 4

1 x Leader with AKM
1 x Insurgent with RPG
4 x Insurgent with AKM

Unit 5

1 x Leader with AKM
1 x Insurgent with PKM (SAW)
5 x Insurgent with AKM

Unit 6

1 x Leader with AKM
1 x Insurgent with RPG
5 x Insurgent with AKM

Unit 7

1 x Leader with AKM
1 x Spotter with AKM and mobile phone
1 x Insurgent with AKM and radio
2 x Insurgent with AKM

This unit may spot for the off-board 81mm mortar and is the only unit able to do so.

Taliban Asset Cards

The Taliban player receives the following asset card to represent an 81mm mortar firing in support from an off table position;

1 x 'Off Board Light Mortar Support' – *A carefully concealed Soviet 81mm mortar in support.*
1 x 'IED' – May be played on any vehicle moving along the road.

Insurgency Level

The Insurgency Level of the game is 4. At the end of each turn, the Insurgent player will roll a 1d6. On a roll of 4 or less, new Insurgent fighters will arrive from a random Hot Spot.

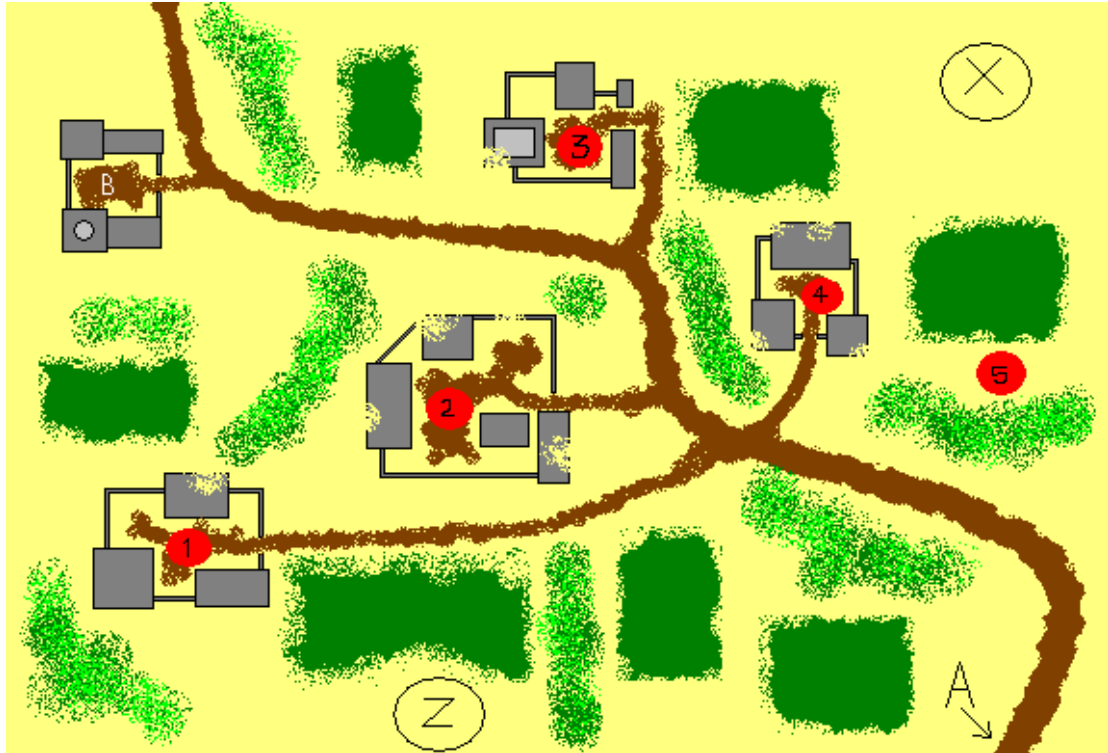
To determine what the 'reinforcements' are roll 2D6 on the following table;

Die Roll	Insurgent Unit
2	1D6 Insurgents with AKM, 1 x Leader, 1 x PKM Gunner (SAW)
3	1D6 Insurgents with AKM, 1 x Leader, 1 x PKM Gunner (SAW)
4	1D6 Insurgents with AKM, 1 x RPG
5	1D6 Insurgents with AKM, 1 x RPG
6	1D6 Insurgents with AKM, 1 x Leader, 1 x RPG
7	1D6 Insurgents with AKM, 1 x Leader, 1 x RPG
8	2D6 Insurgents with AKM
9	2D6 Insurgents with AKM
10	1 x 2-man Insurgent Sniper Team
11	1 x Insurgent Weapons Team with HMG and three crew
12	Roll twice on table

Taliban Victory Points

Stop British Force reaching the ANA/OMLT Compound	+50
Each British/ANA KIA or WIA	+5
Each vehicle destroyed	+10

Map of the Area



Terrain Notes

All buildings provide solid cover.
All fields (dark green on map) block line of sight.

Players should scatter plenty of rocks and bushes/trees around area to further limit lines of sight to reflect the close nature of the terrain in the area.