

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 desert, 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 ☺

SOFF - 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.