THE SHARP END

WARGAMES RULES FOR MODERN COMPANY LEVEL COMBAT

INTRODUCTION

Most popular tabletop wargames rules for warfare after 1950 simulate combats between large regular armoured formations. Fortunately these have been few, and armies trained for World War III in Germany instead often found themselves having to fight very different wars than those they had prepared for.

Most wars of the second half of the 20th century and so far of the 21st have followed a consistent and very different pattern. They are typically fought at company level, between a modern regular army and irregular insurgents and take place in mountain, jungle or urban settings. A (not very exhaustive) list of examples includes Greece, Malaya, Kenya, Borneo, Aden, Oman, Cyprus, French North Africa, Cuba, Colombia, Peru, Chad, Congo, Katanga, Viet Nam, Tibet, Kashmir, Rhodesia (as Zimbabwe was known at the time), Namibia, Uganda, Northern Ireland, Kurdistan, Rwanda, Chechnya, Somalia, Former Yugoslavia, West Africa, Sudan, Afghanistan, Nepal, Iraq, Lebanon, and Gaza.

Another characteristic of these wars is that they are hindered by, or exploit, political sensitivities. The Hollywood principle that victory is achieved by killing all the men in black hats does not apply, though the concept is not yet completely dead in the U.S military and is still regrettably prevalent in the Israeli. Paying insufficient attention to local opinion or killing an excessive number of farmers’ foolhardy sons produces more black hats, and insufficient attention to home and international opinion may end your deployment before you can win.

For example, if you spill out of an APC wearing body armour and dark glasses, pointing weapons at everyone in sight and shouting “Back off” in a language they do not understand, you give the impression that you are both uncouth and frightened. Patrolling alertly, weapon ready but not pointed, smiling at and swapping simple greetings in the native language with people you meet, or putting your head through the windows of cars you stop and talking to the driver, may change hostility to neutrality and even occasionally glean a little useful intelligence. Conversely, sending a team of women to lecture Muslim tribal elders on gender awareness issues (which actually happened in Iraq) will at best convince them that you are both crazy and arrogant.

Accordingly, for success in playing with these rules, the regular side needs not only to kill enemy, but to avoid “own goals”. The aim of war is the effective application of force. An insurgent side needs not only to kill soldiers, but to encourage “own goals”. Insurgencies usually last a long time and end when the insurgents become bored with their lack of progress or become regarded by the populace as well-meaning but ineffective nuisances.

As well as soldiers and insurgents, the table may be occupied by a variety of civilians, many of whom may be innocent. Most of these will be moved by the insurgent side, but they can also be directed by soldiers in contact with them. The insurgent and soldier sides may not be monolithic, which lends itself to multiplayer games. For example, in an Iraq scenario, there can be insurgent factions of Shi-ite militia, Saddam loyalists, foreign fighters and tribesmen, all pursing their own agendas and often mutually hostile. Even the soldier side can have foreign allied contingents who prefer to avoid danger, military police who think themselves immune to chains of command, and Iraqi police and army units.

While my own active military experience was a long time ago, I do keep current with the professional literature and am occasionally involved in military consultancy work. All material in these rules is however from open sources and has occasionally been self-censored to avoid educating potential enemies. I am in general reluctant to game current conflicts, but have been persuaded that the public is abysmally ill-informed by the media on current realities and that it might be a valuable service to counteract this. For those wishing to dig deeper, there are a large number of books by British servicemen on their first-hand experiences in Afghanistan (I have 19 and they are still coming), though relatively few by Americans. I will add that some of our testers have commanded a multiple or company in counterinsurgency (and been shot at in the process), are still in regular contact with their former regiment and have been informally briefed on its tours in Afghanistan. Although the prime focus of this rule set is counterinsurgency, it can also be used for civil war between two irregular forces both counting as insurgents (as most recently in the Congo or Yemen) or small wars between soldiers of two national armies (as most recently in Georgia). There seems no basic reason why it should not be adapted to cover earlier conflicts with a drastically reduced weapon variety, such as the North West Frontier in the 1920s and 30s or even earlier, if provision is made for visual signalling by flag, Morse lamp or heliograph and for animal transport. It has even recently been tried for Normandy 1944! It remains work in progress.
PLAYING EQUIPMENT AND REPRESENTATIONAL SCALES

PLAYING ELEMENTS
An element is a vehicle, an aircraft, or an assemblage of figures on a single card base. The latter can be any of:
(a) An Infantry Element of usually 2 soldier or insurgent figures fighting on foot with direct fire personal weapons. Basing figures in pairs (or fours) is necessary to convey the concept that fighting is a team activity, provides assistants for crew-served weapons and bodyguards/signallers for leaders, and illustrates that casualties have a wider effect than on the man hit
(b) A Support Element of a ground-fired direct-fire support weapon (such as a medium mortar or ATGM launcher) capable of being man-packed over large distances and 2 crew figures.
(c) A Heavy Weapon Element of a larger direct fire weapon dismountable from or towed behind a vehicle, but capable of being man-handled over short distances, and 2 of its crew.
(d) A solitary figure such as an insurgent dicker, suicide bomber or bomb maker or a reporter or interpreter attached to soldiers.
(e) 1 to 5 non-combatants. Larger numbers of civilians such as a crowd or mob can be represented by a strip of card with visual depictions of them on both sides which is joined at its ends to form a loop.

ELEMENT THEORETICAL VALUE
Each element has an Army Points (AP) value depending on its Skill Level, Weapons, Sighting/Vision, Communications and Protection. This is used only when setting up equal points games and for research purposes.

BASING
An infantry or single figure base is 30mm square, which enables the element to fit on or inside commercially available model buildings. Since they do not need to fit into buildings, specialist element and support or heavy weapon bases can be sufficiently larger (in multiples of 10mm) rectangles to accommodate the model used or prone figures. Figures smaller than 25mm can alternatively be based as double-sized elements of 4 figures, though at some loss of flexibility. Vehicles can often be used without physical bases and aircraft do not require them.

FORMATION
Bases that are currently in edge-to-edge and/or corner-to-corner contact form a temporary Group, the shape of which defines the formation used. Insurgents can only use Line, Column or Mob (any group not as below). Soldiers can use:
LINE - all elements side by side facing the same way and in both edge-to-edge and front corner-to-front corner contact.
ARROWHEAD - like LINE, but with elements each side of the centre element in front corner-to-rear corner contact with it or the last intervening element, but not side edge contact.
COLUMN - all elements in single file and facing in the direction of movement.
PATROL - following a pre-planned route, with all elements in single file, that in front facing the direction moved, that at the rear facing away from the direction being moved, and all others facing alternatively left and right.

TROOP SCALE
Each figure or model represents a single man, vehicle or aircraft. 15-30mm figures and vehicles are standard. 54mm figures require a doubling of element base size and ground scale, and 1/300 figures that these be halved. Fixed wing aircraft (being viewed from a greater distance) can be much smaller.

GROUND SCALE
The normal ground scale is 2 inches = 25m or 2mm = 1m, with measurement by card strips or rods representing a length of 50m. This provides a reasonable approximation of practical weapon ranges, but requires the area represented by an element base when in the open to be taken as the area within which the element is operating, rather than that physically occupied. Model buildings, trees and road/river widths are greatly over scale but are a closer, but usually not identical match to the figure scale. Hill heights are under scale.

TIME SCALE
Play is split into alternate bounds. A bound is the time taken to formulate and carry out an action and so may vary in duration, but will be a minimum of one minute of frantic activity, up to several minutes of low activity.

DICE
Dicing requires multiple D6, both standard size “Big” and 10mm or smaller “Small”, of various colours. Required scores are set so that a consistently high scoring dice gives no advantage. The use of different sizes and colours allows shooting dice to act as their own effect markers and differentiates between weapons producing different effects. Dice of
various sizes and colours are usually on sale in wargames convention dealer areas, but if they are unavailable, paint 1 spot on each side of an ordinary dice with the appropriate colour.
TERRAIN

This will be Asian urban, desert, mountain or jungle, or European urban or arable. Terrain is usually represented by placing terrain features of the usual war gaming types on a suitably coloured or decorated cloth. However, it may sometimes be necessary to use virtual terrain; with mainly bare flat areas of table with token rocks or trees being treated as a continuous slope (possibly defined by a ridgeline and valley bottom stream) or as thick forest with restricted visibility and going.

SUGGESTED AFGHAN RURAL TERRAIN FOR TEST GAMES
River (often with interweaved multiple beds) running between short table sides. More dangerous to cross than it looks.
Track running along it, possibly crossing it once or twice at fords.
“Green zone” of crops (mostly low poppy or high maize), vines and orchards beside the river, divided by drainage/irrigation/sewage ditches. Bad going and good cover.
Village of several houses close together and a central open space with a shade tree and well.
Isolated house enclosed in mud-walled compound largely impervious to small arms fire.
Terrain assumed to slope upwards from the fields to the table long sides, and to be rocky away from any track or paths heading higher.

ROADS
Roads vary greatly, but are always better going than the terrain they pass through. I suggest:
Path – for men or pack animals in single file only.
Track – several men wide. Passable with difficulty by vehicle.
Alley – narrow access between houses. Passable by small vehicle.
Road – wide enough for 2 small or 1 large vehicle.
Highway – 2 way fast traffic for large vehicles. Tarmac surface, so difficult to place any but off-route IED except in under-road drainage culverts.

HOUSES
There are excellent commercial ranges of self-assembly printed card buildings. These are usually double, with an undamaged building model placed over one depicting a wrecked or damaged building, and leaving space inside for a 30mm square infantry element. The only problem with these is that their Middle Eastern buildings, while suitable for plastered and white or light blue-washed affluent town houses, look too neat for back country buildings in current operating areas. If you choose to remedy this by scratch-building, use heavy card with a thin surface painting of dried mud-coloured Basetex or similar to produce a rough surface with minor drying cracks. Paint on 1 door, access trap to roof, large windows suitable for firing or access on the upper floor only. 15mm buildings look better with 20-28mm figures than do buildings to the figure scale.
DEFINING ELEMENTS

INFANTRY ELEMENT SKILL LEVEL

A  Untrained amateur insurgents or bully-boys - such as Afghan villagers sons paid by Taliban, young Iraqi townsment with the family gun roused by religious leader or wanting to join in the fun, African rebels and boy-soldiers. Cannon-fodder. Enthusiastic when first entering combat, given to grand-standing and un-aimed automatic fire, no idea of tactics and likely to expose themselves unnecessarily, resilient only when fighting in BUA. Apt to sleep without sentries at night, often commuting home, or to excessive use of energy-sapping drugs. 1 AP

T  Uniformed soldiers or militiamen disciplined and trained to roughly WW2 standard, such as US Army infantry. Formal training in weapon handling and elementary battle-drills using fire and movement by groups on order, physique improved only by gym, parade-ground drill and marching/jogging. 2 AP

F  Fanatic insurgents inspired to a high degree by politics or religion, such as Foreign Fighters, Afghan Mujahadeen, hard-core Taliban, some Shi-ite militia. Sometimes uniformed. Determined, aggressive, resilient, some knowledge of basic tactics and elementary weapon skills, and can skirmish, but marksmanship rare. 3 AP

S  Skilled soldiers disciplined and fully trained to high standard of physical fitness and endurance, marksmanship and tactics including individual skirmishing attack and CQB, such as British infantry from 1975. 4 AP

INFANTRY ELEMENT WEAPONS

All the weapons available in an element are listed on the underside of its base,

Basic weapons:

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Description</th>
<th>AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ua</td>
<td>Unarmed (such as women, children or dickers).</td>
<td>0</td>
</tr>
<tr>
<td>ConW</td>
<td>Machete, panga, kris, spear, lathi or similar contact weapon.</td>
<td>1</td>
</tr>
<tr>
<td>R</td>
<td>Bolt-action rifle firing single shots with full-power ammunition, such as SMLE.</td>
<td>3</td>
</tr>
<tr>
<td>SLR</td>
<td>Self-Loading Rifle firing single shots or double-taps (but not effective bursts) with full-power ammunition, such as L1A1/FAL, G3 or M.14.</td>
<td>4</td>
</tr>
<tr>
<td>AR</td>
<td>Assault Rifle firing effective short-range bursts or accurate single shots/double taps with reduced-power ammunition, such as M16, M4, L85, G36, Famas or Tavor.</td>
<td>5</td>
</tr>
<tr>
<td>AC/AK</td>
<td>As assault rifle, but with barrel shortened for convenience, reducing lethality, such as M4, or with iron sights and used to spray rather than aim, such as AK.</td>
<td>4</td>
</tr>
</tbody>
</table>

Extra if 1 man of pair substitutes or adds:

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Description</th>
<th>AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShGun</td>
<td>Military shotgun or any hunting gun.</td>
<td>1</td>
</tr>
<tr>
<td>P</td>
<td>Pistol firing single shots at close range (often more effective due to ease of as practise).</td>
<td>1</td>
</tr>
<tr>
<td>SMG</td>
<td>Sub-Machine Gun firing effective short-range bursts with pistol ammunition, such as PPSH, Sten, Sterling or P90 (only if substituted for R or SLR).</td>
<td>2</td>
</tr>
<tr>
<td>ATRG</td>
<td>Anti-Tank Rifle Grenade and muzzle attachment for SLR, such as Energa.</td>
<td>2</td>
</tr>
<tr>
<td>GL</td>
<td>Grenade launcher firing single 20-40mm HE grenades, either stand-alone as M79 or combined with AR or AC as in M203, AG36 or GP-25, or from R, SLR or AR muzzle.</td>
<td>2</td>
</tr>
<tr>
<td>LSW</td>
<td>Light Support Weapon (heavy barrel rifle) or light machine gun firing bursts of magazine-fed ammunition from bipod, such as Bren, L86, RPK-74 or Galil.</td>
<td>3</td>
</tr>
<tr>
<td>LMG</td>
<td>Light Machine Gun firing bursts of reduced-power belt-fed ammunition from bipod, such as Minimi/SAW or Negev.</td>
<td>5</td>
</tr>
<tr>
<td>GPMG</td>
<td>General Purpose Machine Gun firing bursts of full-power belt-fed ammunition from bipod (or vehicle), such as L7/MAG, M60 or PK/PKM.</td>
<td>8</td>
</tr>
<tr>
<td>LM</td>
<td>Light Mortar such as 2”, 51mm or 60mm Commando.</td>
<td>5</td>
</tr>
<tr>
<td>MR</td>
<td>Marksman rifle with high-magnification telescopic sight firing single shots of full-power ammunition, but used by an infantry platoon, not by a sniper pair, such as L96 or LM7.</td>
<td>6</td>
</tr>
<tr>
<td>SnP</td>
<td>Sniper pair, one observing, one with sniper rifle with high-magnification telescopic sight firing occasional single precisely-aimed shots of non-standard or specially-selected full-power ammunition from continued concealment, such as SVD, L96, L117 or M40.</td>
<td>8</td>
</tr>
<tr>
<td>AMR</td>
<td>Anti-material rifle. As SP but firing 12.7mm or similar ammunition and much larger, longer-ranged and more difficult to conceal, such as Barrett, AWF50F or Osv-96.</td>
<td>12</td>
</tr>
<tr>
<td>FT</td>
<td>Flame-Thrower. Back-pack pressurised or short range cartridge incendiary</td>
<td>5</td>
</tr>
</tbody>
</table>

All soldier infantry elements not having supplementary weapons also have hand grenades.
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<table>
<thead>
<tr>
<th>Projector</th>
<th>BB</th>
<th>Bunker-Buster disposable rocket launcher using incendiary, thermobaric or follow-through HE grenade warhead for attack of building, bunker or cave, practical range 300m, such as SMAW, RPO-A, RShG or Bunkerfaust.</th>
<th>5 AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAT</td>
<td></td>
<td>Infantry Anti-Tank Weapon, carried and used by a single man. Its cost is the total of the costs of its range class denoted by the first prefix letter and its lethality class denoted by the 2nd prefix letter. For example, the M.72 66mm LAW is a CLIAT, RPG-7 is a SLIAT, MBT-LAW is an EHIAT, AT4 is an SMIAT</td>
<td>6 AP</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1st prefixes are:</th>
<th></th>
<th>2nd prefix letters are:</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>Close range - practical range against moving AFV up to 150m.</td>
<td>L</td>
</tr>
<tr>
<td>S</td>
<td>Short range - practical range against moving AFV up to 300m.</td>
<td>M</td>
</tr>
<tr>
<td>E</td>
<td>Extended range - practical range against any AFV up to 600m.</td>
<td>H</td>
</tr>
</tbody>
</table>

**INFANTRY SUPPORT WEAPON AND CREW**

<table>
<thead>
<tr>
<th>SFMG</th>
<th>Sustained Fire Machine Gun. As GPMG, but mounted on ground-fire tripod.</th>
<th>15 AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>HMG</td>
<td>Heavy Machine Gun firing bursts of 12.7mm or similar heavy belt-fed ammunition and mounted on dual-purpose ground-fire/anti-aircraft tripod or vehicle-mount, such as M2 or DShk “Dushka”.</td>
<td>18 AP</td>
</tr>
<tr>
<td>AGL</td>
<td>Automatic Grenade Launcher firing bursts of 25 to 40mm belt-fed grenades from ground-fire tripod or vehicle-mount, such as AGS-17, Mk.19, GMG or ACWS.</td>
<td>20 AP</td>
</tr>
<tr>
<td>MM</td>
<td>Medium mortar (such as 3”, 81mm or 82mm), fired from ground or AFV.</td>
<td>15 AP</td>
</tr>
<tr>
<td>MPAD</td>
<td>Man-Portable Air Defence missile, such as Stinger.</td>
<td></td>
</tr>
</tbody>
</table>

**HEAVY WEAPON AND CREW**

| ATG | towed Anti-Tank Gun firing KE shot, such as Russian 85mm. | |
| RR  | large Recoilless Rifle firing CE shells, such as Russian 73mm SPG-9 or US 106mm. | |
| HM  | Heavy Mortar, such as 107mm and 120mm. | |
| BR  | single Bombardment Rocket, such as Russian 122mm. | |

**ANTI-TANK GUIDED MISSILES**

ATGM can be infantry, support, heavy, vehicle or aircraft weapons, dependent on type. The most usually encountered currently are:

- Metis (IW), Eryx (IW), Javelin (SW), Milan (SW), Konkurs (SW, VW), Gill/Spike-MR (SW), Spike LR (HW, VW, AW), TOW (VW), Kornet (HW, VW) Hellfire (AW), Brimstone (AW).

**FIRE CONTROL ELEMENTS**

<table>
<thead>
<tr>
<th>MFC</th>
<th>Mortar Fire Controller.</th>
</tr>
</thead>
<tbody>
<tr>
<td>FAO</td>
<td>Forward Artillery Observer.</td>
</tr>
<tr>
<td>TAC</td>
<td>Tactical Air Controller.</td>
</tr>
</tbody>
</table>

**NIGHT VISION DEVICES**

| II | Element includes Image Intensification night sight/s or goggles. | 2 AP |
| TI | Element includes Thermal Imaging night sight/s or telescope. | 4 AP |

**COMMAND & COMMUNICATION**

| HQ  | If element has Platoon, Multiple, or higher command, or FST function. | 5 AP |
| UHF | UHF radio for TAC or Bn HQ to communicate with aircraft in LOS. | |
| Rover | If TAC element has Rover terminal for 2 way video link with aircraft targeting pod or UAV. | 25 AP |
| VHF | VHF radio providing simultaneous voice communication with all other such radios on the same net, but unreliable in dense terrain: | |
|     | (SR) If short range light-weight. | 2 AP |
|     | (MP) If man-pack heavy. | 3 AP |
| CNR | Combat Net Radio for secure VHF digital voice instantly switchable between nets. | 5 AP |
| +D | Extra to allow CNR to pass digital data. | 1 AP |
| G  | GPS - either hand-held or built-in to CNR (1990>). | 3 AP |
| HF | HF heavy man-pack radio providing long range non-line of sight voice with | |

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6
other such radios, unreliable at some times of day. 4 AP

PRR If all soldiers of element have Personal Role Radios for secure digital short range simultaneous voice communication with all men of platoon or multiple. 3 AP

PCP If any insurgent of element has Personal Cell Phone talking to any other single PCP. 1 AP

CBR If any insurgent of element has Citizen Band radio talking to all CBR within range. 1 AP

Sat Satellite phone for secure digital voice and data. 8 AP

PROTECTION
A Body armour. 2 AP
J RF jammer for protection against radio-detonated IED. 3 AP
C Chemical warfare protection suits and respirators. 1 AP

OFF-TABLE SUPPORT
This is indirect fire directed by an element on table but provided by notional ground weapons off-table, or fire by an attack helicopter on table, or by a FW aircraft in line of sight of the target which may be launching guided bombs from 25,000 feet or higher and several miles away, or using other weapons while over the table, or simply flying very low and fast over the general position of the target to temporarily disconcert enemy with the noise, or information supplied by UAV or aircraft optical or TI recce or electronic recce. Support can be Impromptu (called for when needed) or Programmed. Impromptu Support can be Intimate, Close or General.

Intimate Support is temporarily or permanently dedicated to the on-table soldiers and is usually immediately available on request, the exceptions being when moving or replenishing. A request must score of 2 or more to be accepted. Mortars directed by an MFC, army UAV, aircraft allocated to a TAC’s box and weapons directed by an insurgent dicker are always in intimate support.

Close Support is shared by only a few units and may be already engaging on their behalf, so a request must score 3 or more to be accepted. Air support allocated to an operation and controlled by a TAC located with the directing headquarters is in Close Support.

General Support is shared by all units within the range of the supporting weapons. The longer the range of the supporting weapon, the more units are sharing, so a request must score 5 or 6 or more to be accepted. Air Force UAV and aircraft allocated centrally by a distant headquarters to its own priorities are in general support.

Programmed Support fire automatically occurs on a pre-registered aim point (which can be a building or a point on a geographical feature) recorded before the game.

Off-table support from ground weapons can be from:
A single insurgent MM, HM, BR or 122mm howitzer.
A platoon or section of MM or HM.
A battery or troop of 75mm to 130mm artillery (now typically 105mm or 122mm).
A battery or troop of 139mm or larger artillery (now typically 155mm).
A GMLRS launcher.

Registered Targets for artillery or mortars are up to 3 points marked on a map for which fire direction solutions have already been calculated. They can include DF (Defensive Fire) priority tasks that can be called down by a unit (by radio or a flare signal) and a single FDF task on which guns or mortars remain laid when not engaged elsewhere. Registration is now largely unnecessary for modern armies since the introduction of GPS and LRF for FAO/MFC combined with GPS and computers at the firing position.

Air Support can be from:
A Fixed-Wing Aircraft moving over the table to fire cannon, unguided rockets or ATGM, or drop unguided bombs in a shallow dive or lay-down attack, or flying fast and very low in a noisy “show of force”.
An FWA in line of sight of the target which may be launching laser and/or GPS guided bombs from 25,000 feet or higher and several miles away.
A helicopter remaining on table to fire cannon or HMG, unguided rockets or ATGM.
A FWA gunship continuing to circle an on-table target (by night only) to fire cannon and larger guns.
An aircraft or UAV reporting enemy positions detected by eye, long range optics, TI, radar or EW, or checking a route for IED.
VEHICLES

Combat vehicles are defined by mobility, armament, protection and equipment.

Mobility classes are:
RLV  Wheeled vehicles largely road-limited, such as civilian cars, civilian and military trucks and MPV.
CWV  Cross country wheeled vehicles, such as Landrovers, Toyota pick-ups or “technicals”, and motorcycles.
HWV  High mobility cross-country wheeled vehicles, such as Jackal and most 6x6 and 8x8 AFV.
STV  Slower tracked vehicles with lower power/weight ratios and poorer suspensions, such as T.55, M.113.
HTV  High mobility tracked vehicles with high power/weight ratio and advanced suspension, such as Challenger,
     Warrior, Scimitar, Warthog.

Helicopter (which it is convenient to treat as ground vehicles immune to terrain).

Armament classes are:
as already given, plus turret mounted VMG (treated as GPMG but with minimum range of 25m), obsolete MBT main
gun (taken as 85mm to 115mm) and modern (taken as 120mm to 130mm) MBT main gun. Up to 2 top mounted HMG/ GPMG or 1 light mortar can fire in each 90 degree quadrant.

Night Vision  Equipment classes are:
IR  Infrared searchlight.
II  Image intensification.
TI  Thermal imaging.

Protection classes are:
expressed as 2 single digit numbers giving protection class against kinetic energy (KE) attack such as bullets or shot,
and against chemical energy (CE) attack such as HE, HEAT, HESH, HEP, IED or anti-tank mines, respectively.

<table>
<thead>
<tr>
<th>KE</th>
<th>Protection</th>
<th>CE</th>
<th>Protection</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No protection</td>
<td>0</td>
<td>No protection</td>
</tr>
<tr>
<td>1</td>
<td>Bullet resistant (Stannag 1).</td>
<td>1</td>
<td>Artillery fragment resistant.</td>
</tr>
<tr>
<td>2</td>
<td>Bullet proof, HMG resistant (Stannag 2/3).</td>
<td>2</td>
<td>Artillery fragment proof.</td>
</tr>
<tr>
<td>3</td>
<td>HMG proof, cannon resistant. (Stannag 4).</td>
<td>3</td>
<td>Mine and IED resistant.</td>
</tr>
<tr>
<td>4</td>
<td>Cannon proof.</td>
<td>4</td>
<td>RPG and bomblet resistant.</td>
</tr>
<tr>
<td>5</td>
<td>100-115mm gun resistant.</td>
<td>5</td>
<td>RPG proof, ATGM resistant..</td>
</tr>
<tr>
<td>6</td>
<td>100-115mm proof, 120-130mm resistant.</td>
<td>6</td>
<td>ATGM proof, ATGM (T) resistant..</td>
</tr>
</tbody>
</table>

KE of 3 or more is reduced by 1 if attack is from flank (more than 60 degrees from straight ahead).
CE of 5 or more is reduced by 1 if attack is by ATGM from flank or by ATGM*.

Note:
Adding a DAS or supplementary ERA or grille/net armour is assumed to increase a basic CE protection against IAT and ATGM of 3-5 by 1, EMA to increase all CE protection by 2, advanced ERA armour to increase KE protection of 4-5 by 1 and an APS to increase CE protection of 3-5 to 6 and KE protection by 1. This is already taken account of in the CV lists below.
## Commonly used vehicles:

<table>
<thead>
<tr>
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<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Snatch</td>
<td>CWV</td>
<td>GPMG, LMG</td>
<td>II</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>WMIK</td>
<td>CWV</td>
<td>HMG or AGL, GPMG</td>
<td>II</td>
<td>0</td>
<td>0</td>
<td></td>
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<tr>
<td>Jackal</td>
<td>HWV</td>
<td>HMG or AGL, GPMG</td>
<td>TI</td>
<td>1</td>
<td>3</td>
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<tr>
<td>Vector 2007&gt;</td>
<td>HWV</td>
<td>?</td>
<td>?</td>
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<tr>
<td>Saxon</td>
<td>RLV</td>
<td>GPMG</td>
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<tr>
<td>Saracen</td>
<td>HWV</td>
<td>VMG</td>
<td>0</td>
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<tr>
<td>Mastiff</td>
<td>RLV</td>
<td>GPMG, HMG or AGL</td>
<td>?</td>
<td>2</td>
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<tr>
<td>Panther</td>
<td>HWV</td>
<td>GPMG (OWS)</td>
<td>TI</td>
<td>3</td>
<td>4</td>
<td></td>
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<tr>
<td>Warrior</td>
<td>HTV</td>
<td>30 cannon, VMG</td>
<td>II</td>
<td>3</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Scimitar 2006&gt;</td>
<td>TV</td>
<td>30 cannon, VMG</td>
<td>TI</td>
<td>3</td>
<td>2</td>
<td></td>
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<tr>
<td>FV432</td>
<td>STV</td>
<td>GPMG</td>
<td>II</td>
<td>2</td>
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<tr>
<td>Bulldog 2007&gt;</td>
<td>STV</td>
<td>GPMG</td>
<td>TI</td>
<td>2</td>
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<td></td>
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<tr>
<td>Warthog 2010&gt;</td>
<td>HTV</td>
<td>GPMG</td>
<td>?</td>
<td>2</td>
<td>3</td>
<td></td>
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<tr>
<td>Challenger 2006&gt;</td>
<td>HTV</td>
<td>120 gun, VMG, GPMG</td>
<td>TI</td>
<td>6</td>
<td>6</td>
<td></td>
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<tr>
<td>Hummer</td>
<td>CWV</td>
<td>HMG, AGL or GPMG</td>
<td>II</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>LAV</td>
<td>HWV</td>
<td>25 cannon, VMG</td>
<td>?</td>
<td>3</td>
<td>2</td>
<td></td>
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<tr>
<td>Stryker</td>
<td>HWV</td>
<td>HMG, AGL or GPMG (OWS)</td>
<td>?</td>
<td>2</td>
<td>3</td>
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<tr>
<td>Stryker 2006&gt;</td>
<td>HWV</td>
<td>HMG, AGL or GPMG (OWS)</td>
<td>?</td>
<td>3</td>
<td>4</td>
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<tr>
<td>Bradley</td>
<td>HTV</td>
<td>25 cannon, VMG, 2xTOW</td>
<td>TI</td>
<td>3</td>
<td>2</td>
<td></td>
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<tr>
<td>Bradley 2006&gt;</td>
<td>HTV</td>
<td>25 cannon VMG, 2xTOW</td>
<td>TI</td>
<td>3</td>
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<tr>
<td>M1A2/3</td>
<td>HTV</td>
<td>120 gun, VMG, HMG</td>
<td>TI</td>
<td>6</td>
<td>3</td>
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<tr>
<td>Zelda (M113)</td>
<td>STV</td>
<td>4xGPMG</td>
<td>?</td>
<td>3</td>
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<tr>
<td>Classical (M.113)</td>
<td>STV</td>
<td>4xGPMG</td>
<td>?</td>
<td>3</td>
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<tr>
<td>Nakpadon (Cent)</td>
<td>STV</td>
<td>4xGPMG, LM</td>
<td>?</td>
<td>5</td>
<td>4</td>
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<tr>
<td>Puma (Engineers)</td>
<td>STV</td>
<td>GPMG (OWS), 2xGPMG, 3xLM</td>
<td>?</td>
<td>5</td>
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<tr>
<td>Achzarat (T.55)</td>
<td>STV</td>
<td>GPMG (OWS), 3xGPMG</td>
<td>II</td>
<td>5</td>
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<tr>
<td>Merkava 2</td>
<td>STV</td>
<td>105 gun, VMG, 2xGPMG, LM</td>
<td>?</td>
<td>6</td>
<td>5</td>
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<tr>
<td>Merkava 3</td>
<td>STV</td>
<td>120 gun, VMG, HMG, GPMG, LMTI</td>
<td>6</td>
<td>5</td>
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<tr>
<td>Merkava 4</td>
<td>STV</td>
<td>120 gun, VMG, GPMG, LM</td>
<td>TI</td>
<td>6</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Nemer</td>
<td>STV</td>
<td>HMG (OWS), GPMG</td>
<td>?</td>
<td>6</td>
<td>6</td>
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<tr>
<td>BRDM</td>
<td>CVV</td>
<td>14.5 HMG, VMG</td>
<td>IR</td>
<td>2</td>
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<tr>
<td>BTR.70</td>
<td>HWV</td>
<td>14.5 HMG, VMG</td>
<td>IR</td>
<td>2</td>
<td>2</td>
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<tr>
<td>T.55</td>
<td>STV</td>
<td>100 gun, VMG, HMG</td>
<td>IR</td>
<td>5</td>
<td>4</td>
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<tr>
<td>VBCI 2010&gt;</td>
<td>HWV</td>
<td>25 can, VMG</td>
<td>TI</td>
<td>3</td>
<td>4</td>
<td></td>
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<tr>
<td>Lynx</td>
<td>H</td>
<td>2 x GPMG, 8xATGM*</td>
<td>II</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Apache</td>
<td>H</td>
<td>AGL, 16xATGM*, UR</td>
<td>TI</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>
OTHER DRAMATIS PERSONAE

NEUTRALS
UN static observer post.

CIVILIANS
To paraphrase Mao, “civilians are the sea that the insurgent fish swim in”. Civilian elements cost nothing, can only be used by day, are controlled by insurgent players, but can also be temporarily moved by soldiers in contact with them, or using an interpreter and loud speaker. Killing them is an own goal. They can be:
- Loiterer – solitary male with nothing to do, doing it.
- Motorcyclist - innocent civilian on motorbike.
- Group of apparently unarmed men in normal civilian clothes. 2 or more can be amalgamated into a Crowd, which can be converted into a Demonstration by organisers or a Mob by an agitator.
- Stampede of civilians scattering in panic, temporarily substituted for group nearest to a large (Big Red) explosion.
- Women, either alone, or in a stationary group in a market or at a well, or attached to a wedding party.
- Children playing or begging. Inhibit insurgent action.
- Hysterical women and crying children belonging to the above.
- Tribesmen – armed countrymen socialising together.
- Wedding party celebrating by firing AK into the air.
- Farmers working in fields.
- Flock of wandering sheep and/or goats.
- Possibly dangerous cattle herd with bull.
- Tribal elders – sitting in shade and offering tea. Prevent attack by own tribesmen, while the tea lasts.
- Motorist – elderly civilian vehicle with 1 or 2 adult passengers, driving along road from off table.
- Taxi – elderly civilian taxi or jitney full of men, driving along road from off table.
- Parked car.
- Do-gooder – visiting peace activist or NGO.
- Reporters and cameraman – interviewing leaders or accompanying command group. Media boost.
- Al Jazeera TV crew – increases the effect of Own Goals in their vicinity.
- Hostages – kidnapped foreign civilians or prisoners held in house or cellar.

UNDETECTED INSURGENTS
Possible hostiles pretending to be neutral civilians and controlled by insurgent players:
- Dicker – unarmed loiterer, but with a radio, cell phone, flashing mirror or improvised signal.
- Organiser – men with placards/stones/firebombs to change crowd into demonstration.
- Agitator – religious, racist or political, able to change demonstration into mob.
- SB – suicide bomber (if male, like loiterer, except possibly for shaven head, beard, staring eyes and excessive perspiration).
- SCB – suicide car bomber (distinguishable from motorist only by behaviour).
- Bomb maker capable of manufacturing IED.
- Keeper of an arms cache, which can be used to transform up to 4 civilian groups into militia.
- Fake policemen – militia in police uniform to set up unofficial checkpoint, or kidnap.
- Fake reporter and cameraman – suicide bombers (bomb in camera) to assassinate leader.
- Criminal gang – to kidnap do-gooder and hold under guard in house.

HIDDEN INSURGENT ASSETS
Small patch of buried military anti-tank mines.
Small patch of surface anti-personnel mines.

Detectable only by a formal search:
- Prepared hiding place in house for 1 element.
- Cave suitable for occupation with single entrance.
- Short tunnel from a house, or from one house to another - with concealed entrances at each end.
- Dug-in camouflaged fire position with overhead protection for fire team.
- Reinforced concrete underground bunker for leader or “stay behind” fire team, invulnerable to artillery, but not to aerial bombs.
SITUATIONAL AWARENESS

To repeat one recent quote “situational awareness should not be confused with knowing what is really going on”...

VISION

Maximum vision distance is line of sight. This maximum is reduced to less than LOS in dense terrain, in bad visibility, or if at night without illumination or adequate night vision aids. An element that moves out of LOS can still be shot at next bound as a FAST target. An element that cannot be seen because the LOS to it is blocked cannot be shot at.

LINE OF SIGHT

LOS is established by putting a straight edge rule or tight piece of cord between closest parts of the two elements/bases.

LOS is broken by:
- The far edge of a hill crest (so men on the crest can see and be seen), a building, or a sufficiently high wall or hedge.
- Unless observed by TI from FWA, helicopter or UAV: 25m depth of trees, high crops such as maize, or bamboo.
- An AFV model, but not a soft vehicle model.
- Men but not animals.
- Smoke screen if within, beyond, or moving into to end beyond, but not if emerging towards the observer.

However, since terrain model scales differ from figure scales, it is necessary to assume that in fact:
- Vehicles and men riding horses or camels or on the ground-floor of a building are higher than field walls or hedges.
- Hedge-topped banks (such as bocage) or high compound walls are higher than these.
- Men on an upper floor or roof are higher than them.
- Smoke screens are higher than 1 or 2 story buildings.
- Trees are higher than smoke screens.
- High-rise urban buildings are higher than trees.
- Men or vehicles on any part of a hill are higher than trees.
- FWA, UAV and helicopters can be specified as higher than hills or passing directly overhead.

Any feature that blocks LOS has dead ground on the far side extending beyond it equivalent to half the distance from the viewer to the feature. Troops within this cannot be observed even from a greater height or observe back.

LIMITED VISIBILITY

Poor visibility limits the distances at which elements can be seen or engaged with fire even if in clear LOS. There is no limitation if in daylight, or if:
- The target is shooting (so you can aim at the muzzle flashes).
- The target is using visible light headlights.
- The target is using active IR or is illuminated by an aircraft laser and the observer uses either IR or II.
- The target is lit by illuminating mortar bombs or artillery shells, flares or helicopter Nitesun.
- The observer is an aircraft or UAV, vehicle, FAO or ATGM crew and is using TI.

Otherwise, maximums are:

- Unaided on dark night. 100m
- Unaided in partial light. 200m
- Using optical sight in partial light. 300m
- Using II small arms sight/NVG. 600m
- Using TI small arms sight. 1,200m
- Using vehicle active IR. 1,000m
- Using vehicle II. 1,600m

Partial light (when mesopic vision applies) is bright moonlight, dawn and dusk twilight, under urban street lighting and within in the vicinity of lit village.

Electronic recce aircraft and air force UAV are umpire controlled. Smaller Army UAV are player controlled. Observation from the air involves discrimination as well as vision. It may be difficult to tell insurgents from innocent farmers (who may be armed).

EXCEPTIONS

A group or vehicle that has been placed on the table and is visible according to these criteria can always be reported or shot at. A single element can be reported or shot at if it is not WARY, SMALL or HIDDEN, or if it moves, or if it
shoots except at less than 200m as MR or SnP having not shot in its previous bound, or if it is being observed by a MR, SnP or AMR element.

DEPLOYMENT

Soldiers can start the game on the nearest ¼ of the table, or enter the table from pre-recorded points on any 2 table edges, or land by helicopter or parachute at any 2 points anywhere on the table. Insurgents can start anywhere on the table out of LOS of known soldier elements or arrive by civilian vehicles on any road. IED can be placed anywhere out of LOS of known soldier elements. Civilians can be anywhere more than 50m from a known soldier element, but only between dawn and sunset or where there is street lighting.

Soldier or Insurgent elements in buildings or woods or thought to be out of LOS or that are Hidden targets need not initially be placed on the table, but must have their positions recorded. They are placed on the table when they first shoot, or make a non-covert move. Exceptions to this are that:
- Civilians, civilian vehicles and dickers must be placed if between dawn and sunset.
- Buildings declared as under observation by a Hidden special forces element must have occupants placed.
- Soldier elements observed by civilians must be placed.
- Metal-tracked AFV must be placed
- Insurgents detected by FWA or air force UAV are placed.
- Any elements that in real life would be fired on must be placed.

Elements placed on the table are not necessarily able to be fired on. Their presence is assumed to be generally but not precisely known.

SEQUENCE OF PLAY

Each side takes alternate bounds. During a player’s bound:

1) Each of his JC and OC or IFL dices for PIPs (Player Initiative Points).

2) In an order chosen by the player, each of its elements can attempt to move, to work, to request fires from off-table, to itself shoot, or to shoot and then move; these expending PIPs. If there is an enemy shooting dice by the element, the player re-throws this, which may limit the actions the element can take or force a compulsory move. Those of his shooting dice that can be thrown are placed ready by the target enemy element.

3) Elements with an enemy shooting dice by them, but that have not attempted to shoot or move, throw it.

4) All of the sides own shooting dice are thrown. Those not resulting in potential hits are removed. All others are left next to the target element.
COMMAND AND CONTROL

COMMAND ELEMENTS AND PIP GENERATION

Command elements are:

JC  Junior commander’s command element, controlling all elements of 1 platoon or multiple (roughly half a platoon), or a recce section, or an FST, or a special forces group.

OC  Company commander’s command element, controlling all JC and specialist elements down his chain of command and able to communicate with a senior commander or friendly troops outside chain of command.

IFL  Insurgent faction leadership cell, controlling all insurgent elements or all elements of an insurgent faction.

Voluntary actions requiring command decisions or intervention expend Player Initiative Points (PIPs). At the start of its bound, each IFL, JC and OC element throws 1 Big White six-sided dice (D6) the score being the PIPs for that bound, which are expended by actions (moving, working or communicating) taken by elements under its direct command. A score of 6 represents the rarely obtainable ideal. Less simulates the friction of war, the difficulty of thinking about 2 things at the same time, the effects of fatigue, sleep deprivation, occasional stupidity, and that good old universal excuse, communication failure. Any PIPs not expended that bound are forfeited.

PIP EXPENDITURE

The number of PIPs expended by a move other than a compulsory retreat are:

0  Move a command element not part of a group.
0  Move a soldier group in patrol formation.
0  Move civilians directly away from shooting or an explosion.
1  Move an element or group of soldiers which is not in patrol formation.
1  Move insurgent element or group of own faction who are not a Hidden target.
2  Move insurgent element of own faction who are currently a Hidden target.
3  Move an element or group of civilians, a civilian vehicle (even if containing insurgents) or domesticated animals.
1  Refrain from moving a civilian element that is within 100m of shooters or their target or an explosion.
1  Continue a move by a civilian vehicle already made this bound or in its last bound.
+1 if:  In impaired communication.
+4  Not in communication (simulating its leader’s member initiative).
+1  2nd move this bound by an element or group on foot if not in column along road or track.
+1  Any off-road move starting in bad going by an element or group on foot or ground vehicle.
+1  Any move at night on foot by a soldier element unless in bright moonlight or using NVD.
+1  Changing formation and/or entering or leaving a compound or building.
+2  Man-packing a support weapon (SFMG, HMG, AGL, ATGM or MM).
+2  Man-handling a heavy weapon, or a neutralised element evacuating a casualty.
+2  Insurgents if FW strike aircraft made “show of force” (flew very low and fast firing flares) last bound.
+2  Unexpected big bang caused by other side or faction (any Large Red dice) last bound.
+2  Insurgents or soldiers if attempting to move covertly.

The number of PIPs expended by substituting work for all movement and firing during the bound are:

2  Set up support weapon (SFMG, HMG, AGL, ATGM or MM) or heavy weapon ready to fire next bound.
3  Soldiers make a careful stationary search around current position or inside a building or of a vehicle.
3  Set up and fire a breaching charge against a wall, Bangalore torpedo to gap wire obstacle, or line charge clearing all mines and IED; if manual (such as Baby Viper) from 25m to 75m ahead x 2m wide, if vehicle (such as Giant Viper) from 100m to 300m ahead x 5m wide.
6  Soldiers neutralise a detected IED at current position.

The number of PIPs expended by substituting attempts to communicate for all moving and firing during the bound are:

1  Soldier MFC element making fire request to mortars, FAO to artillery or FAC to aircraft.
2  Insurgent dicker attempting to direct a support or heavy weapon.
3  Use CNR to request fire support through higher command level.
4  If OC, add 1 PIP to the PIP score of a JC down his chain of command.
5  If OC, move a friendly element that is not down his chain of command.
+1 if:  Only in impaired communication.
+3  Using satellite phone.
+4  If communicating with element not on combat net (wrong nationality and/or arm).
COMMUNICATION

Elements are in full communication if:

(a) Part of a group including JC, OC or IFL (so near enough to understand and relay direct voice or hand signals)
(b) Soldiers using PRR up to 400m.
(c) Soldiers using VHF CNR up to 1,200m if light manpack, 10km if larger manpack, 20km if vehicle.
(d) OC using HF CNR by day at up to 30km if ground wave with whip aerial, 300km if air wave with dipole.
(e) Soldier FAC using UHF to talk or exchange data/video with aircraft or UAV in line of sight.
(f) Insurgent using PCP (in urban terrain only) at any range, or CBR or unencrypted VHF at up to 1km.
(g) Insurgent on crest using mirror flash in line of sight in full day; but only to control SU weapon on or off table.
(h) Using satellite phone to communicate at any distance.

They are in impaired communication if:

(v) Suppressed.
(w) Soldiers within 150m of JC and not using radio, so dependent on runners or recent orders.
(x) Using VHF CNR beyond ½ full communication range; if in woods, BUA, beyond steep hill, or in heavy rain.
(y) Using HF CNR at day ranges but at night.
(z) OC or JC using loudspeaker and interpreter in an attempt to move civilians who are within 200m.
MOVING

BASIC
Moves must be by single elements if skirmishing, into or out of a building or on to or off a roof, or if a compulsory move. Moves must be in a group if they are to be in patrol formation. Other moves can be by a single element or by a group. Elements can interpenetrate. Moves must be as straight as possible.

All voluntary moves can be up to 100m (8") [reduced to 50m (4") in bad going] or less and expend PIPs. Compulsory moves must be as nearly full distance as possible.

An Assault is a move of up to 25m that ends with the element’s front edge in CQB contact with an enemy element or enters an enemy-occupied building, room or cave.

Men can make 2 voluntary moves during their bound unless skirmishing, patrolling or assaulting. Vehicles can make as many moves as they have PIPs for.

A compulsory retreat must be towards the element’s rear, or out of/down from a building/roof. It cannot contact enemy.

Going is Road, Good or Bad. Bad going includes (but may not be limited to) steep or rocky slopes, trees, rivers or ditches (which also provide cover for men), entering (not exiting) a building or vehicle, or crossing a linear obstacle (such as a wall other than by a doorway or breach, a hedgebank or a ditch, barbed wire or known mines) or climbing on to a roof other than by ladder or stair. Movement in more than 1 class of going counts as in the worst.

COVERT MOVEMENT
One feature of anti-insurgent warfare is that enemy appear unexpectedly distant from or disappear from where they are expected to be. If insurgents, these may be because they have moved rapidly unobserved, using familiar obscuring terrain and potentially located only by interpretation of radio chatter, or are using a pre-planned escape route. If soldiers, it maybe that they have been covertly inserted by helicopter without the noise being properly interpreted or by a HALO parachute drop at night or (most commonly) rapidly dropped off on a roadside by an apparently civilian or other innocuous vehicle, or are a small group such as a sniper pair using cover to move without being noticed to a fire or observation position, or a larger group moving under cover of darkness or retiring covered by smoke. Since there is no certainty that the movement will not be detected, each move designated as Covert must be diced for by the player making it. Permitted Covert moves and the minimum scores needed for them to be Covert are:

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Soldiers moving at night through BUA occupied by civilians.</td>
</tr>
<tr>
<td>4</td>
<td>Soldiers landed by helicopter out of sight of all insurgent locations.</td>
</tr>
<tr>
<td>3</td>
<td>Soldiers dropped off by innocuous vehicle out of sight of enemy or civilians.</td>
</tr>
<tr>
<td>2</td>
<td>Sniper pair or special forces element moving out of sight of enemy or civilians to observation position.</td>
</tr>
<tr>
<td>2</td>
<td>Special forces element landing at night by parachute.</td>
</tr>
<tr>
<td>2</td>
<td>Soldiers retiring from an active combat under cover of mortar smoke.</td>
</tr>
<tr>
<td>1</td>
<td>Insurgents moving through short tunnel from and/or to a building.</td>
</tr>
<tr>
<td>2</td>
<td>Insurgents moving mainly through trees.</td>
</tr>
<tr>
<td>3</td>
<td>Insurgents moving beyond line of sight.</td>
</tr>
<tr>
<td>4</td>
<td>Insurgents retreating from a fire fight along an escape route previously recorded using cover and not passing within 100m of different enemy.</td>
</tr>
</tbody>
</table>

Scores needed are increased by 2 if soldiers are supported from the air by FWA communicating with on-table FAC by Rover terminal and targeting pod, on-table helicopter or army UAV. They are increased by 1 if potentially observed by patrolling air force UAV or other FWA.
**FIGHTING**

**NUMBER OF DIRECT FIRE ENGAGEMENTS PER BOUND**
An element can shoot only once in any one bound. It may have several weapons, but can only use one of them in that bound (the player choosing whichever he thinks better in the circumstances), unless it is a vehicle or helicopter with more than one gunner (such as a WMIK or Jackal with both a ring-mounted HMG and a pintle GPMG beside the driver, or a helicopter with door-gunners manning pintle MG on both sides).

**ARCS OF FIRE**
Turret or vehicle top (ring-mounted, OWS or fired from hatches) mounted weapons can engage all round. Men dug-in with overhead cover or shooting from doors, windows or caves can engage targets within 30 degrees of straight ahead of the weapon muzzle, other elements those within 60 degrees of straight ahead. An element touching friends behind it cannot fire IAT, RR or ATGM. Vehicle weapons that are not top-mounted cannot shoot at men on a building’s upper story or roof who are within 50m.

**TARGET CATEGORIES**
Targets are:
- **EASY** Men or vehicles halted or moving slowly among crowds or in heavy traffic while fully exposed, men in column or mob, men that are in line and enfiladed by an MG at right angles, men or vehicles crossing a linear obstacle, vehicles flailing, mine ploughing or using digger or dozer blade, civilian crowds/demonstrators, hovering helicopters or parked aircraft.
- **NORMAL** Fire and movement other than skirmishing, movement in line or arrowhead, working, or moving or manning SU weapon (i.e. of a type that is required to be set up before firing) in open.
- **WARY** Skirmishing forward, men shooting, observing or communicating prone or from available minor cover, dodging among buildings or moving or halted in woods or orchards.
- **FAST** Men or vehicles either moving fast (i.e. taking a 2nd or subsequent move this bound) or that in the immediately preceeding enemy bound were in but passed out of LOS or are of fire, parachutists, moving helicopters, FW aircraft either in the air, taking-off or landing.
- **SMALL** Observing or shooting from: building apertures, on top of a roof, a sangar, a trench or among large rocks or immediately behind a hedgebank or wall, or insurgents behind civilians. A dicker. The door blocking entry to a building or compound.
- **SOLID** A building, bunker or tunnel (rather than men firing from it, who are SMALL). If of wood, brick, cinder/breezebrick or steel and glass it is LIGHT unless prepared for defence, if of stone, concrete or earth or a ground floor prepared for defence before the game, it is HARD.
- **HIDDEN** Inside an undisputed building or cave, or stalking, infiltrating or escaping with successful hidden move, or Sniper or special forces pair observing. Changes to SMALL if the element shoots a 2nd time during game; or to WARY if the hidden movement has been detected.
- **CQB** In close quarter battle i.e. touching an enemy element and/or in the same room of a building. Such an element can be shot at only by its CQB opponent/s.

**DICING TO BRING TARGET UNDER EFFECTIVE DIRECT ATTACK**
Place a dice of the appropriate colour and size for each type of fire directed at it next to the target element. The different dice colours differentiate fire by weapons with markedly different terminal effects. If the weapon an element is using is entitled to several dice, it can use all or some at 1 target and others against any other element touching this or in the same room.

When all dice have been placed, throw those for each target in turn. If a dice score is equal or greater than that specified below for the target class, this establishes that the target has apparently been brought under effective fire (i.e. it has been sufficiently identified, the weapon has not malfunctioned, shots seem to be going in the right area) so leave the dice by the target element. If it is not, this indicates a jam, an insufficiently acquired or rejected target, or a wild miss. The dice is removed. Dice left by the target element are re-thrown next bound by the target element’s owner when that element is to move or shoot, or (if it intends neither) at the end of the bound. The result may restrict its possible actions, reduce their effect, or neutralise or destroy it. The shooting player will thus not know the effect of his shooting when he moves (in particular whether it has suppressed the enemy), greatly increasing player tension.

The scores required are based on suppression miss distances reported in technical battle analysis reports, which for bullet weapons are directly related to calibre (larger bullets producing a greater shock wave and psychological effect). Maximum ranges are arbitrary but are those used as rules of thumb in current combat. Note that while range limits are in real life fuzzy, so are range estimates... Ranges differ from those quoted as effective in now outdated official sources and even more so from those in manufacturer’s brochures. Exceptional cases have been disregarded for simplicity.
<table>
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<tr>
<td>Contact weapon</td>
<td>0</td>
<td>1 White</td>
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<td>-</td>
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<td>-</td>
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<tr>
<td>Pistol</td>
<td>F</td>
<td>25m</td>
<td>1 White</td>
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<td>3</td>
<td>4</td>
<td>5</td>
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<td>Shotgun</td>
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<td>25m</td>
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<tr>
<td>SMG</td>
<td>FM</td>
<td>50m</td>
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<td></td>
<td></td>
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<tr>
<td>AR or AC, AK</td>
<td>FM</td>
<td>100m</td>
<td>2 White</td>
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<td>2</td>
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<td>(AR only)</td>
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<td></td>
<td>200m</td>
<td>1 White</td>
<td>-</td>
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<tr>
<td>LSW</td>
<td>F</td>
<td>400m</td>
<td>2 White</td>
<td>-</td>
<td></td>
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<td></td>
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<tr>
<td>LMG/SAW</td>
<td>F</td>
<td>300m</td>
<td>4 White</td>
<td>-</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-</td>
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<tr>
<td>Rifle</td>
<td>F</td>
<td>300m</td>
<td>1 Yellow</td>
<td>2</td>
<td>3</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>SLR</td>
<td>F</td>
<td>400m</td>
<td>1 Yellow</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>GPMG</td>
<td>F</td>
<td>800m</td>
<td>3 Yellow</td>
<td></td>
<td></td>
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<tr>
<td>SFMG</td>
<td>SU</td>
<td>1,200m</td>
<td>4 Yellow</td>
<td></td>
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<tr>
<td>VMG if:</td>
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<td>-</td>
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<tr>
<td>Pintle</td>
<td>FM</td>
<td>400m</td>
<td>3 Yellow</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4</td>
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<tr>
<td>RCWS</td>
<td>FM</td>
<td>800m</td>
<td>3 Yellow</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>Turret mount</td>
<td>FM</td>
<td>25-800m</td>
<td>4 Yellow</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>6</td>
</tr>
<tr>
<td>MR</td>
<td>F</td>
<td>800m</td>
<td>1 Green</td>
<td>1</td>
<td>3</td>
<td>6</td>
<td>-</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>SnP</td>
<td>F</td>
<td>1,200m</td>
<td>1 Green</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-</td>
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<tr>
<td>AMR</td>
<td>SU</td>
<td>1,600m</td>
<td>1 Black</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td>-</td>
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<tr>
<td>CLIAT*</td>
<td>F</td>
<td>150m</td>
<td>1 Purple</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>3</td>
<td>5</td>
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<tr>
<td>SLIAT*</td>
<td>F</td>
<td>300m</td>
<td>1 Purple</td>
<td></td>
<td></td>
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<td></td>
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<td>-</td>
</tr>
<tr>
<td>SMIAT*</td>
<td>F</td>
<td>400m</td>
<td>1 Purple</td>
<td></td>
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<tr>
<td>RR</td>
<td>SU</td>
<td>1,200m</td>
<td>1 Purple</td>
<td></td>
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<td></td>
<td>-</td>
</tr>
<tr>
<td>Hand grenade</td>
<td>F</td>
<td>25m</td>
<td>1 Red</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>ATRG</td>
<td>F</td>
<td>100m</td>
<td>1 Purple</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-</td>
</tr>
<tr>
<td>GL</td>
<td>F</td>
<td>25-200m</td>
<td>1 Red</td>
<td></td>
<td></td>
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<td>-</td>
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<tr>
<td>LM</td>
<td>F</td>
<td>50-800m</td>
<td>1 Red</td>
<td></td>
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<td></td>
<td>-</td>
</tr>
<tr>
<td>RPG-7</td>
<td>F</td>
<td>+300-500m</td>
<td>1 Red</td>
<td></td>
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<td>-</td>
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<tr>
<td>MM</td>
<td>SU</td>
<td>200m&gt;</td>
<td>3 Red</td>
<td></td>
<td></td>
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<tr>
<td>AGL/GMG</td>
<td>FM</td>
<td>1,600m</td>
<td>3 Red</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td>-</td>
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<tr>
<td>Flame-thrower</td>
<td>F</td>
<td>50m</td>
<td>6 Red during game (1-3 per bound)</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>HMG</td>
<td>SU</td>
<td>1,200m</td>
<td>2 Black</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Cannon.</td>
<td>F</td>
<td>1,200m</td>
<td>2 Purple</td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td>-</td>
</tr>
<tr>
<td>EHIAT*</td>
<td>F</td>
<td>600m</td>
<td>1 Big Purple</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>ATGM</td>
<td>SU</td>
<td>100m&gt;</td>
<td>1 Big Purple</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-</td>
</tr>
<tr>
<td>Tank main gun</td>
<td>FM</td>
<td>2,000m</td>
<td>1 Big Red (CE)</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
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<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 Big Black (KE)</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>2</td>
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<tr>
<td>Bunker-buster</td>
<td>F</td>
<td>25-400m</td>
<td>1 Big Black</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

FM denotes that if the weapon fires, its element can still then move. F means if it fires, its element cannot move. SU means that unless mounted on a vehicle/aircraft it must be set-up before it can fire and cannot move.

*CLIAT includes 66, RPG-18,22, SLIAT includes 84, RPG-7, SMIAT includes LAW80, AT4, EHIAT includes MBT-LAW.

**FIGHTING IN CLOSE QUARTER BATTLE**

When elements of a side assault into CQB (or remain in CQB from last bound), all elements in contact of both sides that are alert, touching an enemy element, and using a weapon with a CQB result shoot at (or strike with a contact
weapon) their opponent (deducting 1 from their dice score if currently suppressed) at the end of the bound. They cannot be shot at in direct fire by other enemy while in CQB.
BRING A TARGET UNDER SUPPORTING FIRE FROM OFF-TABLE OR THE AIR
This is indirect fire directed by an element on table but provided by notional ground weapons off-table, or fire by an
attack helicopter on table, or by a FW aircraft in line of sight of the target which may be launching guided bombs from
25,000 feet or higher and several miles away, or using other weapons while over the table, or simply flying very low
and fast over the general position of the target to disconcert enemy. It involves in succession (1) expending PIPs to
communicate the fire request, (2) dicing for the processing of the request, (3) dicing for delivery error (unless guns or
ATGM fired by aircraft which are treated as if ground weapons using direct fire), then (4) placing fire effect dice. An
artillery or mortar target can be Impromptu (requested from on-table on a specific enemy element or on an easily
identified geographical aim point (such as a building or a point easily identified by map on a terrain feature); or
Registered on a geographical aim point specified and recorded before the game.

In the British army, such fire is currently requested and controlled by an FCT usually including a FAC using UHF to
talk or exchange data/video with aircraft, an FAO communicating with supporting artillery by a dedicated VHF or HF
link and 2 MFC communicating with a medium mortar section or platoon by light manpack VHF. If an FCT observer is
not in line of sight of the target, messages can be passed to him over the CNR net. Other modern armies use similar
procedures. In earlier times, a lucky unit might be accompanied by a dedicated FAO but would more likely have to
request support through a higher headquarters. Naval gunfire support directed by an NGFO is treated as if by an FAO
except that a warship gun of at least 4.5 inches is treated as if an artillery battery. An insurgent dicker can control fire
from off-table by a single 82mm medium mortar (or rarely an 120mm heavy mortar or 122mm howitzer), or by
107mm or 122mm artillery rockets manhandled into position and fired singly. His control is rarely by radio (which can
be intercepted and traced), more often from a crest using mirror flashes or other visual signals such as cloak waving.

Intimate Support is temporarily or permanently dedicated to the on-table soldiers and is immediately available on
request, unless the firers are moving or replenishing. A request must score at least 2 to be accepted. Mortars directed by
an MFC, army UAV, aircraft allocated to a TAC’s box and insurgent weapons are always in intimate support.
Close Support is shared by only a few units and may be already engaging on their behalf, so a request must score 3 or
more to be accepted. Air support allocated to an operation and controlled by a TAC located with the directing
headquarters is in Close Support.
General Support is shared by all units within the range of the supporting weapons. The longer the range of the
supporting weapon, the more units are sharing, so a request must score 5 or 6 or more to be accepted. Air Force UAV
and aircraft allocated centrally by a distant headquarters to its own priorities are in general support.
Programmed Support fire automatically occurs on a registered target at a specific time planned before the game.

A failed request represents supporting weapons out of range, moving or already engaged, or aircraft not available. If a
request is accepted, the aim point is marked in the side’s next bound. Except for aircraft directed by a TAC using a
Rover terminal, or on a registered target, dice for delivery error. Throw 2 dice for error direction and aggregate the
results. 1 = left, 2 = right, 3 = over, 4 = short, 5 or 6 = hit. Dice again for miss distances, deducting 3 from the score if
controlled by an FAC with LRF and GPS, or 4 if a guided bomb or shell, or 5 if a GMLRS rocket. The error distance in
the indicated direction is the adjusted score multiplied by 25m if mortars, 105-130mm artillery or GMLRS, by 50m if
not. A score of zero or less is a direct hit. Move the MPI away from the aim point accordingly. Fire in response to a
request can be repeated twice in later bounds without a further request.

The MPI of unguided ground weapons can be adjusted nearer to the aim point in the sides next bound. An FAO or
MFC can use corrections of 50 or 200m left/right or 200 or 300m up/down. A dicker can correct only by 25 or 200m.

For the sake of simplicity, danger zones are somewhat crudely assumed to be circular with the MPI at their centre and
all elements (enemy, friendly, neutral or civilian) and buildings within the danger radius from the aiming point to be in
danger. Place dice one at a time starting at the nearest element or building to the MPI, then sequentially outward. If dice
remain on reaching the edge of the danger zone, repeat the procedure once.

<table>
<thead>
<tr>
<th>Weapons:</th>
<th>Danger radius around MPI:</th>
<th>Number of dice placed:</th>
</tr>
</thead>
<tbody>
<tr>
<td>105-130mm Artillery or MM.</td>
<td>100m</td>
<td>1 Red per weapon.</td>
</tr>
<tr>
<td>Larger artillery or HM.</td>
<td>150m</td>
<td>2 Purple per weapon.</td>
</tr>
<tr>
<td>Single unguided rocket.</td>
<td>50m</td>
<td>1 Purple.</td>
</tr>
<tr>
<td>Aircraft rockets .</td>
<td>100m</td>
<td>1 Purple per 2 rockets.</td>
</tr>
<tr>
<td>2 x cluster bombs.</td>
<td>300m</td>
<td>6 Purple.</td>
</tr>
<tr>
<td>Unguided bombs.</td>
<td>200m</td>
<td>1 Red per 250kg of bombs.</td>
</tr>
<tr>
<td>Guided bomb or GMLRS.</td>
<td>25m</td>
<td>2 Big Red.</td>
</tr>
<tr>
<td>Circling gunship (night only).</td>
<td>25m</td>
<td>4 Purple or 1 Big Red.</td>
</tr>
</tbody>
</table>

When all dice have been placed, throw each in turn as if the same colour dice in direct fire. Any not scoring hits are
removed and the remainder left in place, except that a dice placed on the MPI that misses is replaced next to the enemy
or friendly element within the danger radius but furthest from the MPI and thrown again.
RESULTS OF CLOSE QUARTER BATTLE
At the start of the next bound, elements in CQB compare the number of hits they scored with those scored by their opponent/opponents. If neither has scored a hit, both retreat. If they score an equal number of hits, the CQB continues next bound. If an element which is not alert is hit, it is taken prisoner. Otherwise, an element scoring less hits than it receives is destroyed.

DICING FOR THE EFFECT OF OTHER DIRECT OR INDIRECT FIRE
Shooting dice remaining by the target element are thrown again by the player owning the element in his bound. Reduce the score of Big dice by 2. If there is more than 1 dice by an element, use the lowest score.

Effect on men
Target with CBA adds 1 unless dice is Black.

Red or Purple dice:
6   No effect from this dice.
5   No effect from this dice.
4   Suppressed.
3   Neutralised.
Less Destroyed.

Dice of other colours:
6   No effect from this dice.
5   Caution imposed. This bound it cannot assault or move fast and deducts 1 from its shooting scores.
4   Suppressed.
3   Destroyed if in contact, otherwise neutralised.
Less Destroyed.

Effect on vehicles or aircraft
Black, Purple (or if a soft vehicle or aircraft) Red dice:
Add KE protection rating if AFV to score of Black.
Add CE protection rating if AFV to score of Red or Purple.
6   No effect from this dice.
5   AFV mobility kill, cannot move again in game. Helicopter crash lands and its occupants are suppressed. FW aircraft abandons mission.
4   AFV sight damage, deduct 1 from future shooting dice scores. Soft vehicle/aircraft and occupants destroyed.
Less Vehicle/aircraft and occupants destroyed.

Other dice:
6   No effect on AFV. Soft vehicles must move or occupants dismount.
5-4 No effect on AFV. Soft vehicles must move twice, or halt and occupants dismount.
3   No effect on AFV. Soft vehicle destroyed or helicopter crash landing, occupants suppressed.
Less AFV cannot fire pintle weapons. Soft vehicles, aircraft and any occupants destroyed.

Effect on building structure and occupants or on wall
Red, Black or Purple dice only:
Add 1 if wall or building is hard (of stone, concrete or rammed earth).
7   No effect.
6   No significant structural effect on building, but occupants all suppressed. Wall not sufficiently breached.
5   Building catches fire, occupants must all move out. Wall not sufficiently breached.
4-3 Building or wall breached. Building occupants all suppressed.
Less Building and all occupants destroyed by Big Red or Big Purple, otherwise breached and occupants suppressed. Wall breached.
IMPROVISED LETHAL INSURGENT DEVICES

The current fashionable for of these is the IED (Improvised Explosive Device), but non-explosive devices have also been used in the past in jungle areas, such as punji pits (small pieces of sharpened bamboo smeared with excrement in shallow concealed pits), elephant traps (a larger covered pit on a track able to impale a man or ditch a vehicle) and swing beams (studded with spikes and held back suspended until released by a trip-wire). IED vary greatly in size, type and detonation method. There is a constant evolution of devices and countermeasures. For example radio command using cell phones or garage door openers was popular until the deployment of detectors and jammers (initially by the British army in Northern Ireland), then electric detonation by command wire (countered initially by “rummaging” and visual detection from the air, now supplemented by TI) and most recently detonation by pressure plate (which annoys the local population, who do not like having their tractors and livestock blown-up, and may tip off the security forces).

All insurgent factions can have up to 2 IED or other lethal devices. Up to 6 more can be used if the faction has a resident on-table bomb-maker. IED manufacture is a skill, the lack of which until thoroughly learned often kills the bomb-maker or planter. Bomb-makers tend to specialise in one type of device, but we assume imports from out of area are possible. The more IED are used, the more likely it is that laying parties will have been detected (for example by UAV or aircraft) and traced back to the bomb-maker’s house. When IED are defused, it provides even more information about the bomb-maker. A device is represented by a thin card with the type written underneath placed under a terrain feature.

Minimum score to have detected a device before it was reached (move card into open, keep face down):

Fake (easy to place and causing disruption and delay rather than casualties). 3
Detonated by entry to a building. 5
Radio command detonated by a dicker in line of sight who has not moved. 6
Detonated by such a dicker via a command wire (usually 100-500m long, but record is 2,000m). 3
Detonated by moving across pressure plate, IR beam or trip wire, or if in tree top by rotor downwash). 4

Reduction if IED detonated as any above and instead of small blast device is:
Multiple-blast (typically daisy-chain of artillery shells). -2
Imported EFP (explosive-formed plate device). -1
House prepared for explosive demolition -1
Massive buried blast device (formerly large aircraft bomb, but lately fertilizer). -3
For each IED placed in total over 4. -1
If on route patrolled by aircraft using visual spotting. -1
If on route patrolled by aircraft or UAV using TI -3

Suicide belt. 6
Car bomb detonated by timer or radio-command. 5
Suicide car bomb. 4

The effect of devices undetected until encountered varies according to type and target. Detonation can be in either side’s bound. Place dice as if direct fire shooting dice. If any of these dice score 1, the whole attack has failed due to the device or bomber being detected at the last moment by intended victims, a technical detonation failure, or clumsiness or inattention of a dicker.

<table>
<thead>
<tr>
<th>Device</th>
<th>Dice Placed:</th>
<th>If target is Easy:</th>
<th>Normal:</th>
<th>Wary:</th>
<th>Fast:</th>
<th>Small:</th>
<th>Solid:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punji pit</td>
<td>1 White</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Elephant trap</td>
<td>1 Purple</td>
<td></td>
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<tr>
<td>Swing beam</td>
<td>1 Black</td>
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<tr>
<td>IED if:</td>
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<tr>
<td>Small blast</td>
<td>3 Red</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Small EFP</td>
<td>2 Purple</td>
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<tr>
<td>Multiple blast.</td>
<td>5 Red</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>-</td>
<td>5</td>
</tr>
<tr>
<td>Massive blast.</td>
<td>3 Big Red</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>-</td>
<td>5</td>
</tr>
<tr>
<td>Car bomb</td>
<td>3 Big Red</td>
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<tr>
<td>Suicide belt</td>
<td>3 Red</td>
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VICTORY CONDITIONS

The best method of winning a local population’s hearts and minds is by being obviously the winning side. Fence sitters may start to offer information, hostile elements tend to keep quiet and bide their time, and western media will lose interest in the absence of disaster or even offer a little praise. Being a kindly gentle loser is not a path to success. At the same time, hearts and minds are easy to lose by perceptions of insensitive behaviour “own goals”. Own goals dry up local intelligence sources, lose soldiers of a nation with a free media political support at home, provide excuses for doubtful allies and aid enemy recruiting. Even militarily justifiable actions such as killing large numbers of excitable youths who are shooting at you can be counter-productive. Better to take out their leaders, paymasters or foreign advisers, or the limited number of competent specialists such as mortar men.

Accordingly, a soldier side receives credit “brownie points” for eliminating insurgent leaders or specialists (or better still capturing them for interrogation) but not for killing lesser insurgents, and has its score reduced if it causes civilian casualties or destroys buildings, or uses cluster weapons. An insurgent side receives credit for eliminating any soldier element and greatly increased credit for destroying aircraft or heavy AFV.

The side finishing with a higher total of “brownie points” less “own” goals wins.

**Soldier Brownie Points:**
- Capture insurgent IFL or bomb-maker. +8
- Rescue hostages. +6
- Destroy IFL, support or heavy weapon or sniper. +5
- Neutralise IFL. +4
- Destroy other insurgent element. 0
- CC or JC drinking tea with tribal elders +2
- Male talking to male civilian or female to female. +1
- Maintain VCP for 6 bounds. +1
- Run logistics truck short edge to short edge. +1

**Insurgent Brownie Points:**
- Retain hostages at end of game. +6
- Destroy aircraft. +5
- Destroy heavy AFV or tank. +4
- Destroy other soldier vehicle. +2
- Destroy soldier element. +2
- Explode SB or CSB within 50m of target. +2
- Maintain road block until game end. +2
- Destroy police station. +2
- Intimidate house occupants. +1
- Organising 1 or more demonstrations. +1
- Breaking up hostile demonstration. +1
- Fire a bombardment rocket to off-table. +1
- Steal cattle (per element). +1

**Soldier Own Goals:**
- Destroying a civilian element or vehicle. -1
- A traffic collision involving a military vehicle -1
- Destroy camels. -2
- Male soldier talking to female civilian. -2
- Firing CE from a tank main gun. -2
- Using cluster bombs in an urban area. -2
- Bombing a house containing insurgents. -2
- Bombing a house not containing insurgents. -3
- Shooting at, near or over, or searching women. -2
- Destroy sheep and/or goats. -2
- Destroy camels or cattle. -3
- Damage or enter mosque, temple or church. -3
- Shoot at a peace activist. -3
- Destroy UN observers. -4
- Shooting at a TV crew. -5
- Shoot at or over children. -6

**Insurgent Own Goals:**
- Destroy flock of sheep and/or goats. -1
- Destroy children. -2
- Destroy camels. -3
- Damage mosque/church/temple of own sect. -5
- Use any pressure plate IED. -1

Double cost of soldier own goal if there is a TV crew or UN observers within 300m.
## GLOSSARY

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
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<tbody>
<tr>
<td>AA</td>
<td>Anti-Aircraft.</td>
</tr>
<tr>
<td>AC</td>
<td>Automatic Carbines. Firing low-power carbine ammunition, such as M2, or AR ammunition through excessively shortened barrel, such as M4.</td>
</tr>
<tr>
<td>AESD</td>
<td>Arms and Explosives Search Dogs. Labrador or Springer Spaniel “sniffer” dogs used by a handler to search vehicles or buildings, or search an area of ground for IED much faster and more reliably than men or machines.</td>
</tr>
<tr>
<td>AGL</td>
<td>Automatic Grenade Launcher. Firing bursts of 25-40mm low velocity grenades from tripod or vehicle pintle or AFV or helicopter turret mounting, such as 30mm Plamya or British 40mm GMG.</td>
</tr>
<tr>
<td>AMR</td>
<td>Anti-Material Rifle. Despite its name, a heavy sniper rifle firing HMG ammunition, such as Barrett 50 or AS/AW50. More difficult to conceal than normal sniper rifles.</td>
</tr>
<tr>
<td>APFSDS</td>
<td>Armour Piercing Fin Stabilised Discarding Sabot. The main contemporary nature of armour defeating KE shot.</td>
</tr>
<tr>
<td>APS</td>
<td>Hard kill active protection system such as Drozd, Arena, AWISS, Spatem, Trophy or Iron Fist, automatically detecting a directly approaching missile or projectile by means of passive UV or IR and active radar, then engaging it with an explosive grenade to damage or divert it. Costs roughly as much as 3 tonnes of tank. Weighs ½ tonne.</td>
</tr>
<tr>
<td>AR</td>
<td>Assault Rifles. Firing reduced power ammunition and capable of effective burst fire, such as AK, M16, FAMAS, Galil, Steyr or SA.80</td>
</tr>
<tr>
<td>ASM</td>
<td>Anti-Structure Munition. Disposable shoulder-fired rocket used to make an entry into, or destroy the occupants of, a building, such as SMAAW, RPO-A, RShG or Bunkerfaust. See BB.</td>
</tr>
<tr>
<td>ATGM</td>
<td>Anti-Tank Guided Missile, such as Milan, Javelin, Spike, TOW, Sagger, Kornet, Hellfire or Brimstone. Usually now used against non-AFV targets; which is expensive, but not as expensive as maintaining a B-1 overhead with JDAMs.</td>
</tr>
<tr>
<td>Bangalore torpedo: Explosive-filled tube or connected tubes pushed into barbed-wire entanglement and detonated to create a 1 man wide gap through the obstacle.</td>
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<tr>
<td>Barbed wire entanglement: of vertical “cattle-wire” fence on metal stanchions, Dannert rolls or (most effective) in an ankle-high network possibly concealed by long grass or crops, to hinder passage by men.</td>
<td></td>
</tr>
<tr>
<td>BB</td>
<td>Bunker-Buster. More popular name for ASM.</td>
</tr>
<tr>
<td>CB</td>
<td>Stationary Car Bomb with radio command or timer detonation.</td>
</tr>
<tr>
<td>CBA</td>
<td>Combat body armour. Greatly reduces casualties, but in conjunction with the weight of electronics, batteries, extra ammunition and water slows movement in difficult going.</td>
</tr>
<tr>
<td>CBR</td>
<td>Citizens Band Radio (still in use where PCP have not yet reached).</td>
</tr>
<tr>
<td>CE</td>
<td>Chemical energy, as in HEAT, HESH, HEP or HEDP armour-defeating munitions.</td>
</tr>
<tr>
<td>CNR</td>
<td>Combat Net Radio. Provides communication between command groups. Range 30 kilometres if HF using ground wave whip aerial, 300km if using air wave dipole aerial, and 2km+ if using VHF.</td>
</tr>
<tr>
<td>CQB</td>
<td>Close Quarter Battle.</td>
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</tbody>
</table>
DAS Soft kill defensive aids system, such as Shtora, Eirel or Zenit, using passive UV, IR or LWR to automatically detect ATGM or IAT and to trigger multi-spectral smoke or water mist projectors or to direct IR jammer.

84 Carl Gustav 84mm infantry anti-tank weapon.

EMA Electro-Magnetic Armour. Momentarily electrifies outer skin of metal AFV to dissipate HEAT jet and greatly reduce its penetration.

ERA Explosive Reactive Armour. Responds to a hit on the AFV by violently projecting an extra armour plate at an oblique angle to disrupt a HEAT jet or (if advanced) damage or partly divert a KE projectile.

ESW Explosives Sniffer Wand. Indicates if man or vehicle has had contact with explosives.

EODR Explosive Ordnance Disposal Robot, such as Wheel Barrow or Talon.

FAC Forward Air Controller. Old name for TAC.

FAO. Forward Artillery Observer, in direct radio contact with battery.

FF Foreign Fighters. Arab and/or Chechen jihadists interfering in someone else’s war, and not worried by harm to the local population nor popular with them. Afghan mujahideen have been known to slander them as more interested in producing heroic videos of themselves than in fighting.

GL Grenade launcher. Either one of fire team with launcher or (now more usually) under-slung attachment to AR, firing single 25-40mm low velocity grenades, or each man with 2 bullet-trap grenades fired from AR muzzle.

GMTI Ground moving target indicator. Software for helicopter or fixed wing aircraft radar separating moving vehicles from background clutter and recording and rewinding to show vehicle origin.

GMLRS Guided version of the area bombardment MLRS rocket. In British service as GMLRS-UMR, uses unitary HE warhead instead of normal bomblet warhead.

GPMG General purpose machine gun “Gimpy”. With crew of 2 and belt-fed bipod or vehicle pintle-mount gun firing bursts of full power ammunition, such as MG.42, MAG, L7, PK, M60 or M64. Concentrated bursts will chew through light buildings.

GPS Device giving instant accurate position co-ordinates by interrogating Global Positioning Satellites. Either hand-held or built into CNR to automatically give location to recipient. Mitigates the effect of the traditionally most serious danger on a battlefield “an officer with a map”

HASD High Assurance Search Dogs. Malinois/Belgian Sheepdogs used by a handler to detect IED. More disciplined and focussed than other breeds and less likely to make precipitate moves that might set off triggers.

HE High Explosive shell or bomb, producing anti-personnel fragmentation and blast.

HEAT High Explosive Anti-Tank. Form of CE attack using an explosive charge with a metal lined conical indentation to form a super dense jet to penetrate armour and produce damage behind. Secondary use as an inefficient substitute for HE.

HEDP High Explosive Dual Purpose. Compromise between HEAT and HE with reduced penetration but greater fragmentation.

HEP High Explosive Plastic. American renaming of British HESH.

HESH High Explosive Squash Head. CE anti-tank projectile deforming on impact to spread pat of explosive over armour, which then detonates creating shock waves spalling large flying pieces of the inside face of thick metal armour or creating large hole in or destroying light AFV or building. Fragmentation nearly as good as HE.
HMG  Heavy machine gun. Firing 12.7mm to 15mm ammunition from vehicle pintle or turret mount or from tripod. Makes dispiriting noise and fist-size holes in light buildings, a concentrated burst making an entry hole.

HKDAS  Hard kill defensive aid system. British name for APS, which see.

HM  Heavy (4.2”or 100-120mm) mortar.

IAT  One-man Infantry Anti-Tank weapon, such as 66, RPG or AT4.

IED  Improvised Explosive Device. Concealed roadside or culvert bomb detonated by radio or wire command, or automatically by pressure plate, trip-wire or similar, analogous to Claymore mine.

KE  Kinetic Energy, as in APFSDS and earlier armour-defeating shot

LAW80  British 90mm disposable IAT weapon with ranging gun.

LMG  Light Machine Gun. Currently, one of fire team with belt-fed gun firing bursts of reduced-power ammunition, such as Minimi or Negev. Good for suppression, but will not penetrate buildings.

LM  Light (2” or 51-60mm) mortar.

LRF  Laser Range Finder.

LSW  As assault rifle, but with longer barrel and bipod, such as UK LSW, Al-Quds or Galil ARM. More accurate at long range than AR and (doubtfully) LMG. Also obsolete magazine-fed LMG firing short bursts of full power ammunition, such as Bren or BAR

LWR  Laser warning receiver. Passive detector warning of illumination by laser range finder or laser designator, but insufficiently sensitive to detect laser beam-riding missile.

MPAD  (or MANPAD) Man-portable point defence AA missile, such as Stinger.

MBT-LAW  Guided replacement for horrible LAW80 IAT.

Men  Armed combatants (soldiers, police and insurgents) or civilians of any sex or age, on foot.

MFC  Mortar Fire Controller and assistant with Morzen or equivalent fire control computer and dedicated data transmitter, or better still GPS and LRF.

MM  Medium (3” or 81-82mm) Mortar.

Murphy’s Law: The assumption that anything that can go wrong will go wrong (and thus that a plan with many elements has many more things to go wrong and will go wrong sooner).

MWD  Military Working Dogs. See PD, AESD, HASD.

NEC  Network Enabled Capability. Data fusion from multiple sources for central analysis, sadly often hoarded at higher command levels rather than passed on in time to soldiers who need it NOW. Users are in danger of being swamped with information telling them more and more about themselves but little of value about informally organised and often largely invisible enemy. “Situational awareness should not be confused with knowing what is actually going on”.

O’Shaughnessy’s Corollary: That on the rare occasions when Murphy’s Law does not apply and something that could have gone wrong goes right, it will subsequently transpire that things would have been better had it gone wrong.

OWS  Overhead Weapon System with all round traverse, enabling cannon or machine gun to be fired by man inside vehicle who is fully protected by armour.
PAD Passive Antenna Detector, such as Joker, for detecting but not locating radio or PCP aerials switched on but not transmitting (as in IED detonators).

PCP Personal Cell Phone (or in UK, mobile phone). Used by insurgents in urban terrain to communicate or to detonate IED. Liable to intercept, so frequently changed by theft from civilians.

PD Protection Dogs. Alsatians or Rottweilers trained to attack on command and used by MWD handlers used to guard base installations.

PRR Personal Role Radio. Provides hands-free radio short range voice communication between individual soldiers of the same platoon and with their vehicle.

RFJ Radio Frequency Jammer, such as Sifter. Prevents IED detonation/communication by radio or PCP.

Rifles. Bolt-action rifles, typically Lee-Enfield used by tribal marksmen in Afghanistan before the universal availability of captured AK.

RR Recoilless Rifle. Shoulder or tripod mounted gun firing CE anti-tank round which cancels recoil by venting gas to its rear, such as Chinese 57mm and 75mm, US 90mm, or Russian 73mm SPG-9 and obsolete 82mm.

RPG Rocket Propelled Grenade. Russian-designation for IAT weapons.

SB Suicide Bomber on foot. Typically bearded but with bare shaven head, acting strangely, sweating profusely and not halting when challenged.

SCB Suicide Car Bomber.

SF Special forces recce team. Two SAS or similar soldiers inserted covertly and hidden observing, with AC and CNR.

SFMG Sustained Fire Machine Gun, such as L7 GPMG fired from stabilised tripod in MG platoon of British support company, or SG.

SFP Self-Forming Projectile. Type of IED (largely supplied by Iran) in which, if correctly made, a thick metal plate is deformed by explosion into a single large slug capable of penetrating light vehicle armour.

U.S M72 66mm (or RPG.18/27) disposable personal anti-tank weapon.

SLR Self-loading rifles. Firing full-power 7.62mm ammunition, so without effective burst fire, such as M1, FN or M14.

SMG Sub-Machine Guns using pistol ammunition, such as PPSh, Sten or Sterling or P90.

Snatch Very lightly armoured Land Rover with fire team firing mounted or dismounting.

SnP Sniper Pair of 2 men in gillie suits, one with unusually accurate long range full power rifle, the other acting as observer and protector with AR and CNR.

TAC Tactical Air Control party, of 1-2 FAC, communicating by HF with TARN, UHF with aircraft overhead, VHF vehicle and manpack with supported unit.

TARN Tactical Air Request Net.

UAV Unmanned aerial vehicle (recce drone). Range from large UAV operated by air forces capable for staying up for half a day and controlled via satellite from a distant location (such as Predator), though medium-sized UAV operated by a specialised army (usually artillery) unit providing more focussed support, to hand-launched man-portable Micro UAV/S (such as Raven).
VMG  Vehicle machine gun in AFV turret with all round traverse but limited depression and elevation, such as L.94 chain gun.

WMIK  Unarmoured Land Rover with GPMG beside driver and HMG or AGL/GMG on ring mount behind.
CONFRONTATION IN BORNEO 1963-66

TERRAIN
Heavily wooded steep hills, impenetrable bamboo thickets, fast-flowing rivers. Most meeting engagements at 20m or less.

POPULATION
Friendly to Brits. Some Dyaks collect Indonesian shrunken heads.

BRITISH INFANTRY
Rifle platoon of about 20. Section ea with 1x7.62mm Bren, 6?x SLR (1 per section with Energa grenade launcher), NCO with Sterling SMG, section scout with shotgun, 2 x Claymore. Some SLR replaced by M-16 from 64. 1x 2”LM in platoon HQ.
Iban scouts with shotgun and parang.
Coy HQ has 2 x GPMG (bipod), 2 x 3.5” RL (replaced from 1964 by 84).
Forward Locality Bases triangular with bunkers linked by communication trenches and protected with Dannert wire. 4 or 5 man SAS patrols.

BRITISH FIRE SUPPORT
Can be from 2 x 3” MM (replaced from 1964 by 81mm).
2x Vickers (replaced from 1964 by SFMG).
1 x 105mm pack how, or 1 x 4.2” HM, or 1 x 5.5” gun.

BRITISH ARMOUR
Ferret, Saladin, Saracen. Used only on road patrols, only allowed to use MG. No actual firing occurred during campaign.

BRITISH AIR SUPPORT.
Wessex transport helicopter.
Scout helicopter with 2 stretcher panniers and 2 fixed MG.
Auster AOP
Hunter with 16 3” rockets, 4 x 30mm cannon. No bombs.

COMMUNICATIONS
A.41 VHF CNR with range restricted by terrain, HF for longer range.
FAO A.41 CNR on infantry net, A.42 from FAO to guns.

INDONESIAN INFANTRY
Regulars after 1” year including marines and paratroopers. Mostly with old American weapons - BAR, Browning .30 MG, M1 carbine, M3 SMG, P for officer. Also pairs of 2” mortars, RPG, later some AK, Bangalore torpedos, punji sticks, tripwire grenades.

INDONESIAN FIRE SUPPORT FROM ACROSS BORDER
1 x 105 field gun, 57mm and 40mm flak, Stuart, DSHKA HMG.

INDONESIAN AIR SUPPORT
Strafing from B-25 and B-26 solid noses.
DHOFAR INSURGENCY 1965-76

TERRAIN
Southern province of Oman. Jagged mountains and gorges down to sea or narrow cultivated coastal strip. Mountains desert for 9 months of the year, then mid-June to September thick drizzly mist up to 2,000 feet with visibility quickly variable between 25-300m, then green to end of October and visibility blocked by foliage of Frankincense trees. No hard-top roads until 70s, but main roads graded. Villages with many shade trees - date palms, acacia, tamarinds, fringed by cultivated fields and orchards. Irrigation by underground channels following contours, with occasional vertical shafts for access, fed by wells up to 180 feet deep. A 5 klick march including climbing down and up a 4,000 foot ravine took half a day.

POPULATION

SOLDIER INFANTRY
Sultan of Oman’s army (recruited from Omanis, Baluchis, Indians, Pakistanis, Iranians, Jordanians and Egyptians), stiffened initially by seconded British officers (predominantly marines). Light olive uniforms and darker green shemaagh worn in various styles. Platoons 15 or more men, typically with 20 SLR and 2 GPMG. II night vision. Claymores. Some HMG in defended posts. Sangars (but beware of re-using enemy sangars, often mined. Posts generally around 3,000 feet. Most casualties in sangars from air-burst RPG. SAS.

SOLDIER FIRE SUPPORT
Mortars. 75mm mountain howitzer, 25pdr and 5.5” directed by officers firing at grid reference, then adjusting.

AIR SUPPORT
Strikemaster from 1970 with 2 x 7.62 MG, 2 x 500 pound bombs, 4 x 80mm SURA rockets or 16 or 24 other rockets. Hunters at 15 minutes notice. Shackleton. Wessex and Belvidere (like Chinook) transport helicopters, later Bell 205 (like Huey).

COMMUNICATIONS
VHF ineffective in mountains, so relied on HF. HF bad at night, but could often get through using morse.

ENEMY
Called “Adoo” (Omani for “enemy”). Armed with AK, RPG and DShKA (which could destroy a sangar).
Supplied from Yemen by camel trains limited to 1,000 foot altitude and vulnerable to harassing mortar fire on waterholes or supply routes. Shells and mortars from across border, 122mm rockets, 75mm RR. Strela from 1975
PALESTINE 1945-48

TERRAIN
Villages (both Arab and Jewish, not mixed), arable and orchards, or modern urban. Sea coast, steep hills inland with narrow winding roads, otherwise hard-top roads, railway to Egypt.

POPULATION
Arab (generally nervous and inactive). Jewish (non-cooperative and generally hostile). Subject to night curfew.

SOLDIER INFANTRY
1945 pattern British infantry with section of 1 Bren, 1 Sten SMG, 6-8 Lee Enfield. 2” mortar in platoon HQ.
Palestine Police - English, efficient, ruthless (originally recruited from ex- Black & Tans).
Nervous and excitable Arab police guarding railway (either trigger happy or heads under blanket).
Arab Legion providing efficient static guards on civilian installations.

SOLDIER VEHICLES
Soft 15 cwt trucks and 3-ton lorries.
Armoured cars - mostly US Staghound with 37mm and White scout car (like wheeled version of US ½ track). Possibly Daimlers, since 2pdr mentioned, but could be mistake for 37mm.
Later (at least in 1948), Comets - generally restricted to replying only to MG and with MG, but if hint not taken 77mm HE at 20m (to prevent collateral damage).

SOLDIER AIR SUPPORT
Auster AOP (frequently hit by SA).
Dakota transports - made only one Para drop of 108 men, resulting in 4 serious and many light drop casualties.
Spitfires used for show of force against incursions from Syria.

INSURGENTS
Arabs quiet until 1948, with only occasional sniping (often mistaken) or incompetent attacks on Jewish villages. Arab village watchmen had Lee Enfields.
Jewish, of which: Hagganah mostly organised to defend Jewish villages (often dug-in) with Brens, various bolt-action rifles and home-made mortars equivalent to 2”, their Palmach elite offensive sub-group which generally avoided attacking soldiers, but sabotaged oil pipelines and storage tanks and coastal radars as diversion to cover landing of immigrant ships (both respected by soldiers); and Irgun and Stern Gang, murderous but inefficient terrorist thugs (a view shared by soldiers and Hagganah) - specialising in bombings, blowing up railway trains and government buildings, attacks on Arab villages and military posts, assassination, kidnappings and executions, IED disguised as white-painted kerb stones usually wire-command detonated (Arabs also tried this but usually failed through making excessive allowance for vehicle movement). Had high proportion of automatic weapons, mainly SMG, and grenades, but poor field craft.
Arab or Jewish rioters armed with stones and clubs. Usually dispersed easily by being blocked by soldiers who fired warning shots.
One search operation in 1946 found 33 caches totalling 600 weapons, 500,000 rounds and 500 pounds of HE. In 1948, 2 Shermans and a Cromwell were obtained by seducing drivers with girls and huge amounts of cash!

From surrender of the Mandate in 1948, Arab irregulars from Syria (groups of 50-80, with military weapons, reasonably trained) attacking Jewish villages.