

## Royal Marines: Afghanistan, 2006

<b>Troops</b>	<b>Arm</b>	<b>Move</b>	<b>Attacks</b>	<b>Assault</b>	<b>Hits</b>	<b>Save</b>	<b>Notes</b>
CO [Lieutenant] (Command Value 10)	Command	20F	3/60*	4	4	4	#1
HQ[Sergeant] (Command Value 9)	Command	20F	3/60*	5	4	4	#1
HQ [Corporal] (Command Value 8)	Command	20F	3/60*	4	4	5	#1
HQ [Lance Corporal] (Command Value 8)	Command	20F	3/60*	4	4	5	#1
Recce Unit (Scimitar)	Recce	30T	4/150	4	6	4T	#2
Infantryman (Marine)	Infantry	20F	3/60*	4	4	5	#1
Infantryman (Marine, UGL)	Infantry	20F	3/60*	4	4	5	#3
Infantryman (Marine, SAW)	Infantry	20F	4/80	4	4	5	#1
Infantryman (Marine, Sniper)	Infantry	30F	1/100*	2	4	6	#4
Infantryman (SBS)	Infantry	20F	3/60*	5	4	5	#1, #5
Infantryman (SBS, UGL)	Infantry	20F	3/60*	5	4	5	#3, #5
Infantryman (SBS, SAW)	Infantry	20F	4/80*	5	4	5	#1, #5
Transport Unit (Land Rover WMIK)	Transport	30W	4/120*	3	6	6	#6
<b>Special Rules</b>							
Flexible tactical doctrine							
Contemporary tech level							
				<b>Assets</b>			
				2 x Preliminary Bombardment			8 Attacks
				6 x Light Bombardment			4 Attacks
				3 x Heavy Bombardment			8 Attacks

## Notes

### **Flexible tactical doctrine**

Initiative distance is 25cm

### **Contemporary tech level**

Command radius is 20cm

Roll one die per 30cm when testing for artillery or aircraft deviation

### **1: Infantryman (Marine / SBS)**

Secondary weapon: 6/20\* attacks (Grenades)

### **2: Scimitar**

Primary weapon: 30mm L21 RARDEN

Save value of target is reduced by 1

Area Weapon: total attacks v small template; half attacks v average template

Secondary weapon: 6/120\* attacks (7.62mm) Simultaneous Fire

### **3. Infantryman (Marine / SBS)**

Secondary weapon: 6/30\* attacks (UGL)

### **4: Sniper**

Sniper rifle: Save value of target is reduced by 1

Stealth: Place in reserve pool as action

### **5. Infantryman (Marine / SBS)**

Medic: Remove d6 hits from any units within 5cm in a turn

### **6: Land Rover WMIK**

Secondary weapon: 6/120\* attacks (7.62mm) Simultaneous Fire