

SPECTRE

O P E R A T I O N S

JUNGLE SUPPLEMENT

SPECTRE: OPERATIONS

JUNGLE SUPPLEMENT

OPERATION JUNGLE STORM: PART 1

**WRITTEN BY
MATT ADAMS**

**MINIATURES PAINTED AND PHOTOGRAPHED BY:
STEPHEN MAY**

**DESIGN AND LAYOUT BY:
JESSICA MAY**

COPYRIGHT © 2018 SPECTRE MINIATURES. ALL RIGHTS RESERVED.

WWW.SPECTREMINIATURES.COM

CONTENTS

OPERATION JUNGLE STORM

Background	4
----------------------------	-------------------

FORCES

The Anti-Government Militia	5
Task Force SAKARE	6
NISAF SOF Assault Troop	8
NISAF SOF Rural Team	9
NISAF SOF Urban Team	10

FIGHTING IN THE JUNGLE

Operation Jungle Storm	11
Jungle Rules	12
Additional Equipment	13
Additional Off Table Assets	15

SCENARIOS AND MISSION BOARD SETUPS

Mission 1	16
Mission 2	19
Mission 3A	22
Mission 3B	25
Mission 3C	28
Mission 4	30

OPERATION JUNGLE STORM: PART 1

Operation Jungle Storm is the first in a series of supplements from Spectre Miniatures that will provide theatre specific rules and detailed scenarios for Spectre: Operations.

The supplements will be in the form of mini campaigns and will link to each other as the situation progresses. Part 1 focusses on small scale special operations missions in Nigeria, an African country with valuable natural resources, succumbing to an insurgency from a disaffected population being exploited by anti-government militias.

This scenario deals with an emerging crisis in a future Nigeria and the escalating conflict that ensues. The scenario, forces and personalities described are entirely fictional.



BACKGROUND

The West African country of Nigeria is bordered on the south by the Gulf of Guinea, the east by Cameroon, Niger to the north and Benin to the east. It is a geographically varied country, with lowland to the south, rising to high plateau and mountains in the north. To the south lays rainforest and swamp, tropical rainforest in the centre and savannah in the north.

It has several large urban conurbations in the south and central region as well as settlements throughout, particularly on the coast and central grasslands. Nigeria has large oil reserves and yellow cake deposits throughout the country and has benefited from first world investment, with onshore rigs in the river delta regions and rainforests as well as offshore.

Nigeria has been blighted by instability and corruption throughout its history. The current leadership are a democratically elected pro-western government struggling, with discontent and a growing insurgency in the north of the country. A growing anti-western and anti-government sentiment is product of wealth in the south and urban areas, and underinvestment in the north, exploited by anti-western and criminal groups.

Growing discontent and exploitation by insurgent groups has led to increasing unity of militia groups in the north. More capable increasingly well equipped militia have begun controlling large swathes of land in the north, with increasing attacks against Nigerian Armed Forces (NAF) verging on open conflict. Terrorist attacks against urban centres including international targets and growing disruption to the oil industry has let to increasing international support to the increasingly pressurised Nigerian government and failing NAF.

The UK, Europe and the USA have historic strategic partnerships with the democratic Nigerian government. Nigeria has significant oil and mineral resources, driving international concern about the situation in Nigeria. This is exacerbated by increasing interest in the region and use of soft power by Russia and China to influence Nigeria to be receptive to their interests.

In light of this, the UN Security Council passed resolution 2501 to deploy a peacekeeping force to Nigeria and support the beleaguered NAF. A coalition of western nations including the UK, US, Denmark, Norway, Sweden, France, Germany and Canada has formed the multinational 'Nigerian International Security Assistance Force' (NISAF) which has deployed under UN Security Council resolution 2501 with the mission:

MISSION: NISAF IS TO:

- FIND and UNDERSTAND anti-government militia (AGM) dispositions, network, leadership and structure within boundaries.

- STRIKE AGM HVT.
- Set conditions for follow on NISAF and NAF to DEFEAT AGM forces within boundaries.
- SECURE population centres, energy and uranium mining infrastructure.
- PROTECT international assets.

In order to DEGRADE AGM, SECURE and STABILISE Nigeria.

THE HIDDEN AGENDA

As with all political activity, there is an agenda. The compartmentalised NISAF secret tasks are to:

- SHAPE Nigeria to be pro-western.
- Broad spectrum DEGRADE of Russian and Chinese abilities to influence.

The NISAF campaign in Nigeria has been broken down into phases:

- **Phase 1:** FIND and UNDERSTAND AGM dispositions, capabilities, strengths, weaknesses and network.
- **Phase 2:** STRIKE to SPIKE. Conduct limited STRIKE operations based on phase 1 to SPIKE AGM activity and increase understanding of AGM networks.
- **Phase 3:** STRIKE to DISRUPT. Conduct STRIKE operations on AGM HVT and key assets.
- **Phase 4:** Set conditions for conventional and NAF to engage AGM forces in order to DEGRADE AGM, SECURE and STABILISE Nigeria.
- **Phase 5 (long term):** Conventional forces capacity build NAF, then hand over security responsibility to NAF.

Other International Actors in Nigeria: International interests are shared with many other nations.

- **Russia:** Russia has deployed a small special operations and intelligence element to bolster its so far limited activity in Nigeria.
- **China:** China has also deployed additional special operations elements and some conventional forces to protect key infrastructure. It has several state-funded Private Military Companies on the ground protecting key oil infrastructure and mineral assets. These are used as fronts for Chinese diplomatic and special operations activity in Nigeria and the region and activity has increased in the last 6-months, becoming more assertive.

THE ANTI-GOVERNMENT MILITIA

The Anti-Government Militia (AGM): Dissatisfaction with the economic state of Nigeria has led to anti-government protests and political action against the western-friendly diplomatic government of Nigeria, widely regarded as corrupt and self-serving. The majority of funds generated from oil and minerals are skimmed off by corrupt politicians and invested in the south.

Most Nigerians feel that the government is a puppet of the west, which has been exacerbated by heavy handed tactics by the NAF, who have conducted operations with little oversight and killed thousands of civilians in botched raids or in 'clearance' operations which have exterminated the population in non-government areas.

Various groups have seized on this discontent and banded together to gain support in the north. Their agenda is widely anti-government and anti-western, and increasingly brutal. The largest force is the Peoples Liberation Front for a Free Nigeria (PLFFN) which started out as various small groupings opposing NAF attempts to control illegal smuggling in the north of the country.

PLFFN have now gained control of vast swathes of the country in the north and are exterminating all pro-government elements that oppose them, in a

gradual move south as more groups join them, or die. Their leadership is secretive and NISAF rate gathering intelligence on the PLFFN network as the highest priority.

What is known:

PLFFN: Large militia elements numbering of around 100 moving in a coordinated fashion from ungoverned space in the north, towards valuable mineral and oil production areas. They are armed with a variety of small arms and light weapons, but have also captured NAF bases and are increasingly well armed with technicals and light vehicles, as well as some armour. There have been reports of the use of recoilless rifles, medium and heavy mortars and some outdated multiple launch rocket systems, and in an increasingly coordinated manner.

All anti-government of Nigeria and NAF elements are referred to as Anti-Government Militia (AGM).



TASK FORCE SAKARE

UK SUPPORT TO OPERATION JUNGLE STORM:

A UKSF Squadron (minus) of 46 combat troops plus enabling elements, has been sent to support the initial stages of Jungle Storm. Codenamed Task Force SAKARE (Bulldog) it consists of the following:



Organisation: UKSF operating as part of NISAF SOF TF SAKARE routinely operate in the following groupings and carry the following loadouts:

NISAF SOF Squadron HQ: Deploying for specific operations, the squadron commander and sergeant major lead and coordinate the squadron allowing the Troops and Teams to fight. A SOF TF player may deploy SQH if more than one Troop and one Team is deployed and are considered L12 Elites for the purposes of the game. They can be best represented by Spectre TF Operators, Rangers or similar.

NISAF SOF Rural Recce Team: This specialised patrol is tasked with deploying into the Nigerian jungle and plains areas to locate and identify AGM elements hiding in the ungoverned spaces of Nigeria and the border areas. They operate deep in enemy territory for extended periods with little support, communicating back to SHQ using long range comms and being resupplied by air. They will be supported by an air or ground-based reaction force as well as air and aviation assets for specific operations. They can be represented by Spectre SAS Jungle Operators or similar.

NISAF SOF Urban Recce/Strike Team: This specialised team are tasked with operating in the urban areas of Nigeria – the developed cities of the south, the slums and shanties surrounding them and the increasingly dangerous settlements of the centre and north. They are equipped and trained to operate covertly for urban recce and infiltration and strike operations, supported by the Assault Troops. Depending on the operation they will be wearing local garb, civilian dress or an assault loadout. When on a recce task, overt body armour and larger weapons may be left in vehicles. The Urban Recce/Strike team can be represented by Spectre TF Nomad, Tier 1 Operators or similar.

NISAF SOF Assault Troops: The Assault Troops are configured for STRIKE operations once the Recce Teams have located and identified the enemy. They are heavily armed and deploy in support of the Recce Teams as a Quick Reaction Force (QRF) or in planned more 'deliberate' operations to DISRUPT AGM forces. They can be best represented by Spectre TF Operators, Rangers or similar.

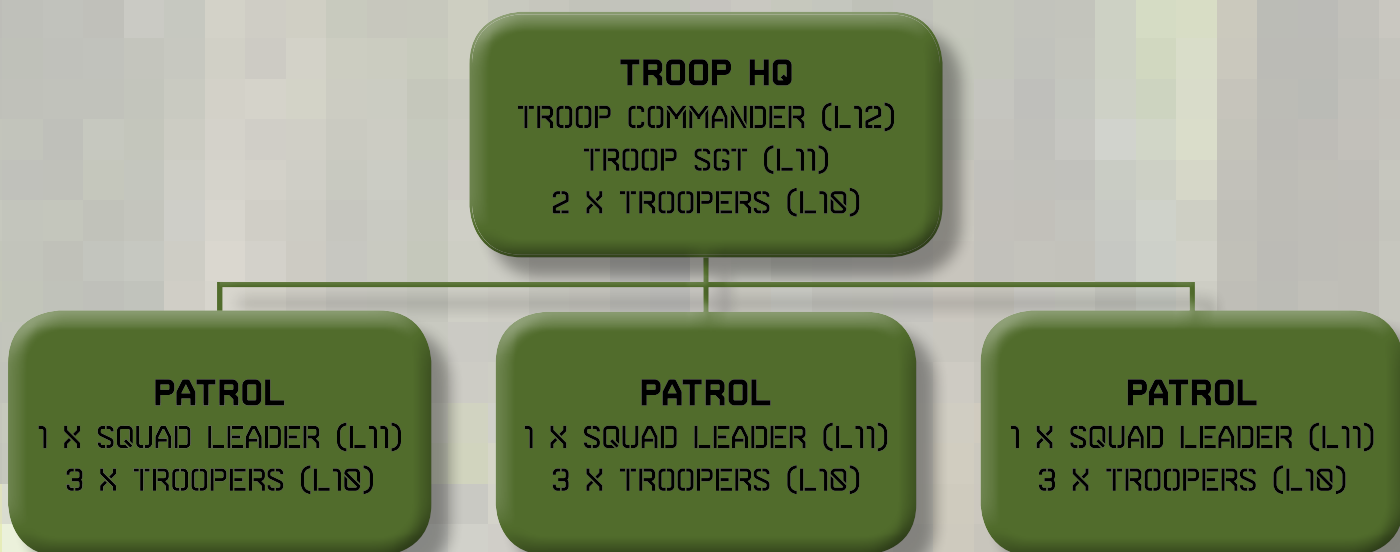
TF SAKARE Enablers: The Ops, Intel and Tech components of SHQ conduct liaison, intelligence gathering, planning and logistics with commanders for TF SAKARE operations.

TF SAKARE Aviation Elements: The RAF support TF SAKARE with the following elements:

- **CHINOOK - Support Helicopters (SH):** 2 x RAF CH-47 SF Chinooks are available to insert and extract patrols and reaction forces. These will operate in pairs of SH or with a Puma escort, and are armed for self-protection and limited support to ground forces. They are able to operate from Forward Arming Refuelling Points (FARPs) established temporarily to support ground operations and as staging points for air reaction forces (ARF – usually a Troop (+)). They are armed with 3 x 7.62mm miniguns.
- **PUMA- SH and Gunship Support:** 2 x RAF Puma HC2 aircraft are used to insert and extract small patrols as well as provide offensive support of troops on the ground. They are able to support heli-sniper operations and are equipped with a defensive aid suite and an M3M .50 high rate of fire heavy machine gun (rules covered later).

TROOPS	PROFILE						RULES	PV
	LV	CD	AG	SG	DC	ME		
SAS Commander This level represents SHQ and Troop Commanders	12	6	5	6	3	6	Elite	30
SAS Squad/Patrol Leader This level represents Troop Sergeants and Squad Leaders.	11	5	5	6	3	6	Elite	20
SAS Trooper	10	5	5	6	3	6	Elite	20

NISAF SOF ASSAULT TROOP



Troop Commander: Responsible for command and control of the troop, coordinating with other Troops, as well as calling in OTAs.

Troop Sergeant: Responsible for supporting the Troop Commander and leading the Troop HQ when the Troop Commander is focussing on wider issues. He will also move independently to support the other patrols, or divide the HQ patrol into a commander's and sergeants group.

Patrols: Organised traditionally as 4 x four man teams, but also reorganised to whatever suits the operation. Each patrol is led by a squad leader.

LOADOUT:

WEAPONS & ATTACHMENTS						GRENADES (L&N/L)		EQUIPMENT		TOTAL PV
Primary	PV	Secondary	PV	CCW	PV	Grenades	PV	Equip	PV	
Carbine	8	Pistol	2	Specialist	2	Frag	5	NVGs	10	
Laser	3					Smoke	5	Body Armour	10	
Red Dot	3					Stun	5	Trauma Kit	5	
Torch	1							Comms	5	
										64

LOADOUT OPTIONS:

All Assault Troop members may optionally equip for additional points:

- Suppressors (all weapons as the player chooses)
- Phosphorous grenades
- UGL if equipped with a carbine
- One LAW per 3 Troopers.
- One Breaching charge per 2 Troopers.

The Troop Commander may optionally equip for additional points:

- Long Range Comms
- Binos
- HIITS

All Squad Leaders may optionally equip for additional points:

- Long Range Comms
- Binos

Troopers may exchange their carbine for additional points:

- A compact or standard LMG
- An SMG
- A combat or auto shotgun

Troopers may be equipped with for additional points:

- A combat or auto shotgun

NISAF SOF RURAL TEAM

- 1 x Squad Leader
- 5 x Troopers

WEAPONS & ATTACHMENTS						GRENADES (L&N/L)		EQUIPMENT		TOTAL PV
Primary	PV	Secondary	PV	CCW	PV	Grenades	PV	Equip	PV	
Carbine	8			CCW	1	Frag	5	NVGs	10	
Laser	3					Smoke	5	Trauma Kit	5	
Suppressor	5							Comms	5	
										47

Points for Squad: Operators x 6 (20 + 47) x 6 = **417**

Rural Team Leader must carry Long Range Comms (15 points) and may optionally equip for additional points:

- Binos
- HIITS

All Rural Team may optionally equip for additional points:

- Phosphorous grenades
- UGL if equipped with a carbine
- Ghillie Suits
- One team member may be equipped with a LAW
- One team member may be equipped with an MGL, airburst grenade launcher or a pirate gun.
- Two team members may be equipped with claymore mines with trip wires and a remote detonator

Rural Team Troopers may exchange their carbine for:

- A compact or standard LMG
- An SMG
- A combat or auto shotgun
- A Battle Rifle
- A DMR + Scope

Troopers may be equipped with for additional points:

- A combat or auto shotgun



NISAF SOF URBAN TEAM

- 1 x Squad Leader
- 5 x Troopers
- Urban Teams are adept at blending in with the situation and may use the Covert Rule.

LOADOUT:

WEAPONS & ATTACHMENTS						GRENADES (L&N/L)		EQUIPMENT		TOTAL PV
Primary	PV	Secondary	PV	CCW	PV	Grenades	PV	Equip	PV	
Carbine	8	Pistol	2	Specialist	2	Frag	5	NVGs	10	
Laser	3					Smoke	5	Body Armour	10	
Red Dot	3					Stun	5	Trauma Kit	5	
Suppressor	5							Comms	5	
Torch	1									
										72

Urban Team Leader must carry Long Range Comms and may optionally equip for additional points:

- Binos
- HIITS

All Urban Team members may optionally equip for additional points:

- Phosphorous, Thermite and Thermobaric grenades
- UGL if equipped with a carbine or battle rifle
- Body Armour

Urban Team Troopers may exchange their carbine for additional points:

- A compact LMG
- An SMG
- A combat or auto shotgun
- A Battle Rifle
- A DMR + Scope

One Urban Team Trooper per squad may exchange their pistol for additional points:

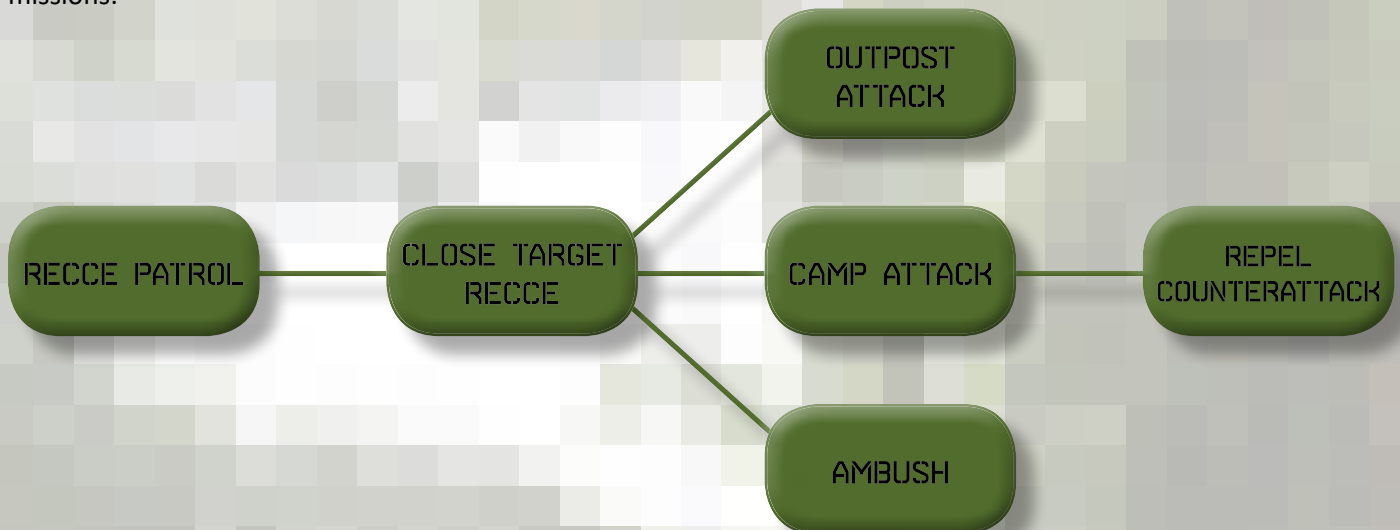
- An MGL
- An airburst grenade launcher
- A pirate gun
- A combat or auto shotgun



OPERATION JUNGLE STORM

The Spectre: Operations campaign plan has been written to reflect the UKSF contribution to the Operation Jungle Storm, but can be played as any SOF and Militia force the players choose. The missions mirror the phases of the campaign plan set out in the background section.

Mission Map: The mission map is used to dictate progress in the Operation Jungle Storm campaign. The meeting of victory conditions in certain missions indicates progress in the campaign to different missions. Covered in Part 1 are 6 missions:



See individual mission packs for details.

Points and Scenarios: Where points are spent by the TF SAKARE player, the AGM player is awarded double the value and can spend them on additional troops as per the Spectre: Operations rulebook.



JUNGLE RULES

Jungle and rainforest terrain exists on the continents of Africa, Central and South America, Southern Asia and Australasia. These rules are suitable for playing Spectre: Operations in any jungle or rainforest terrain. The terrain in 'jungle' areas is a mixture of jungle, rainforest, grassland and cleared farmland as well as urban areas.

The 'Jungle' area can be indicated on the game board using green mats, ribbon or model trees. Non-jungle open spaces are considered 'clearings' and are treated as normal in Spectre: Operations.

Under the Canopy

The terrain under the jungle canopy is wet, hot and dark. It is close terrain, cut with rivers and streams, large trees and patches of sunlight causing the foliage to grow fiercely.

To simulate this, designate an area of the game board to be used as 'jungle' and use the detection ranges as per the table below:

DESCRIPTION	RANGE	ELITE	PROFESSIONAL	TRAINED	MILITIA	UNTRAINED
Jungle: Day	0-2	AUTOMATIC, INCLUDING HIDDEN				
	2-12	1+	2+	2+	3+	3+
	12+	Undetected				
Jungle: Night	0-6	3+	4+	4+	5+	5+
	6-12	Undetected				

In addition, Scanning may only be conducted under the canopy as follows:

SCALE RANGE	MODIFIER
0-12"	-1

If a model is within 1" of the edge of the jungle and looking into a 'clearing', the normal rules for Detection and Scanning can be used.

Models looking from a 'clearing' into the jungle use the Under the Canopy rules as above.

Moving under the canopy at night is extremely difficult:

- Models with no viewing aids can only move at 1" Under the Canopy and can only see 2".
- Models with torches may move at 2" Under the Canopy.
- Models with NVGs may move at their Agility rate Under the Canopy. Only Professional and Elite models may do this, as it requires a high degree of training.
- Light from illum shells does not penetrate the canopy.
- Vehicles may not move Under the Canopy.

OTAS IN THE JUNGLE

As airborne platforms cannot see the target, and the difficulty in navigating, using GPS and indicating targets in the jungle, all OTA ordinance as an automatic additional probability error of D6" in a random direction under the canopy, even if the attack would normally be considered a 'hit'. This includes air delivered munitions, artillery and mortars, including illum.

If the ordinance misses, the 'miss' deviation is calculated, then the additional D6" in a random direction is calculated, which may bring the ordinance back on target in rare circumstances. In the case of Multi Blast weapons, the deviations are worked out for the first hit and the remainder of the ordinance lands in relation to the first, in the normal manner for the weapon.

- The D6 deviation is calculated in the normal manner.
- UAVs and other surveillance assets cannot see through the jungle canopy, as a result, surveillance OTAs cannot penetrate the jungle.
- Heli-Snipers, AH: Miniguns and CAS: Laser Guided Bomb cannot be used under the canopy as the targets cannot be seen by the aircraft
- SIGINT works as normal with regard to jamming.

ADDITIONAL EQUIPMENT

The additional equipment covered below may be used in Jungle Storm missions, or any of those the players consider appropriate for their own scenarios and should be considered additional to those in Spectre: Operations.

PUNJI STAKE TRAPS

These are traps used in the jungle to capture animals and are used to impede the movement of troops. They are pits or trip wires with sharpened stakes and are placed on animal trails or choke points in close terrain. They are cheap, easy to make and effective. They are played exactly the same as Individual IEDs in the rules.

CLASS	HIT	LETHALITY	AOE	SPECIAL RULES	PV
Punji Trap	3+	Special	1"	If hit, automatically causes bleedout for D3 +1 turns, then death.	1

JINGLE WIRE

Jingle Wires are trip wires with noise makers attached. They can be in the form of tin cans with rocks inside or pyrotechnics. They attach to a Trip Wire (up to 6") and then lead off in a straight line for up to another 12". At this point is the noisemaker. If a model hits a Trip or Jungle Wire, the noisemaker functions and any model within 6" of the noisemaker will hear it and be alerted to the noise (12" diameter).

CLASS	HIT	LETHALITY	AOE	SPECIAL RULES	PV
Jingle Wire	2+	Special	N/A	Noisemaker 6"	1

TRIP FLARES

Trip Flares are ordinance attached to Trip Wires. Trip flares are instantaneous ground-based flares that light immediately. Trip Illum fires an illumination rocket that bursts above the point of launch at the start of the next turn.

CLASS	HIT	LETHALITY	AOE	SPECIAL RULES	PV
Trip Flare	2+	N/A	12"	Light Well (as per rules) in a 6" radius. Can be heard in a 12" radius.	1
Trip Illum	2+	N/A		Same effect as an Illumination Mission 24" radius directly above the point of origin for D2 turns, starting at the beginning of the next turn.	3

HYENA OR MILITIA ATTACK DOG

A Hyenas and Militia Attack Dogs can only be equipped by Militia forces. They are brutally trained and are bred only for killing. These dogs are faster than trained and bred military working dogs, but not as controllable. As a result, the following rules are followed:

CLASS	MOVE	ME	DC	PV	REMARKS
Hyena/Militia Attack Dog	11"	5	2	8	Roll on the Wild Dog table when attacking

The dog can accompany and move with its handler as normal. In a turn that the player wishes to use the dog to attack, at the player should declare his intent to attack and move the dog to base to base contact with the target model. The player should then roll on the table below:

D6 ROLL	EFFECT
1-2	Own goal! The dog attacks the handler and a normal roll of close combat is played. If the handler wins, the dog is subdued and an attack can be attempted next turn. If the dog wins, it kills the handler and runs away. Both models are removed.
3-5	Dog attack! The dog attacks the target model as normal.
6	Savage instant kill! The dog attacks the target model and kills it instantly. Remove the target model.

TREE CUTTING CHARGE

A tree cutting charge is a small remote detonated charge designed to cut through trees and have them fall in a desired direction. They can be prepared pre-game or in-game, taking 1 turn to apply and set. They can be daisy chained and are set off using a Remote Trigger.

They are fired in the Combat Phase and the effect is instant. The statistics and PV for a Tree Cutting Charge are as an individual IED. On firing a Tree Cutting Charge, the following table should be consulted:

D6 ROLL	EFFECT
1-2	Tree jumps D3" in a random direction, lands then and falls in a random direction (use drift rules for both).
3-6	Tree jumps 1" and falls in the desired direction as per the firing player's wishes. The cut base of the tree will fall 1" from the stump and then lay for 6" as per the firing player's wishes.

DEMO CHARGE

A demo charge represents a medium size (around 1 - 5kg) high-explosive or satchel charge with detonator. It can be fused to go off on a timer (number of turns nominated by the firing player), detonated remotely or attached to a trip wire.

CLASS	RG INTERVAL	ARC	HIT	LETHALITY	SPECIAL RULES	PV
Demo Charge	12"	360D	3+	3+	Timer, Remote Detonator or Trip Wire	35
	12-24"		4+	4+		



ADDITIONAL OFF TABLE ASSETS

OFF TABLE ASSETS - HELI - RAPID HMG

The SF Pumas have an M3M .50 machine gun with a high rate of fire mounted for support of ground troops. It is employed as an off table asset in the following manner:

- It is fired as if a professional firer is shooting at an inanimate object on the tabletop (8+).
- If shooting at a vehicle, modifiers for vehicle speed still apply.
- A 'hit' means the firing player places a 2" template on the tabletop where they choose to represent the 'beaten zone of the HMG.
- D6+2 shots from a 2+ Lethality HMG land in the 2" template to be distributed as the player sees fit.

ASSET	LTY	FIRE CONSIDERATION	SPECIAL RULES	PV
Heli Rapid HMG	2+	Professional Firer, RI 36"	Armour Piercing	50

OFF TABLE ASSETS - COMPASS CALL

Compass Call is an airborne electronic warfare platform based on the C-130. It aggressively jams all communications in an area. It can only be used by Elite and Professional troops. Compass Call can be requested as a Command Action as normal during the Command Phase. If successfully called, it comes into play immediately.

ASSET	LTY	FIRE CONSIDERATION	SPECIAL RULES	PV
Compass Call	NA	Jams enemy communications on the tabletop.	Compass Call can be initiated in any command phase by the owning player. Once started, Compass Call jams all enemy tabletop communications for the rest of the game, and enemy Long Range Comms on a roll of 3+ every turn. Compass Call prevents any Remote Detonators from working on a roll of 3+. Jammed enemies may work out what's going on. On the first term of jamming, roll D6. For each squad.	50

Jammed enemies will eventually work out what is going on. In each command phase the turn after jamming starts, roll D6 for each jammed group of enemies - this can be individual solo models. On a successful roll, that group becomes Alert if it is not already:

TURN	ROLL
1	6
2	5+
3	4+
4	3+
5	2+
6 onwards	Automatic

SCENARIOS: MISSION 1

MISSION CARD 1: RECCE PATROL

This initial mission follows Task Force SAKARE as they deploy into Nigeria. As Squadron HQ set up in Abuja International Airport, forward recce teams are deployed forward to begin the FIND and UNDERSTAND phase of the operation, based on intelligence.

The Anti-government Militia (AGM) have increased their activity in the north of the country and gained significant ground heading south in the central region and along the ungoverned area of the eastern border with Cameroon. This area is remote, very heavily foliated and as a result the jungle is a very difficult environment for the poorly trained, badly led and lightly equipped Nigerian Armed Forces (NAF) to operate. The AGM frequently cross the border and raid settlements in Cameroon as well as train and equip their own militias for raids into Nigeria. This AGM 'safe-haven' has been designated a priority target for NISAF and has been allocated to TF SAKARE to prosecute.

A more detailed technical intelligence gathering 'soak' has indicated several command and control nodes of the AGM in the jungle region of Eastern Nigeria south of the town of Tungo, long lost to AGM forces. Due to the remote location and terrain, little is known about the area but SIGINT indicates a large rebel/AGM presence. It is thought that senior members of the AGM control operations from here in Nigeria and the Sahel more widely, including colluding with Al Qaeda in the Islamic Maghreb (AQIM) and Ansar Dine (AD).

In a separate but related incident, a Peoples Liberation Front for a Free Nigeria (PLFFN) senior leader has been broken out of prison in Lagos with some assistance from infiltrators posing as NAF and security forces. He has been spirited away by agents loyal to him, using smuggling routes and Tuareg connections to get him to a safe area. Unbeknownst to the AGM, this senior leader is a double agent and has allowed himself to be tracked. It is believed that he will be moved back to link up with the senior leadership, allowing NISAF to locate them and strike. He has been codenamed Objective SHADY.

TF SAKARE have begun working up a plan to neutralise and remove the safe-haven from the AGM on a physical and psychological level. The plan involves FIND and UNDERSTAND operations, then a follow-on STRIKE to DISRUPT the AGM activity. This is hoped to have a three-fold effect; temporarily disrupt AGM operations, unmask AGM elements in the area for follow on operations that can be handed off to the NAF to build their confidence, and lastly to remove the notion of AGM impunity in the area.

FORCES

TF SAKARE

1 x 6 man Rural Team.

AGM

3 x 10-man militia patrols:

1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades.

2 x 4-man militia observation and listening posts: 4

militia with ARs and grenades

2 x 6" Jingle Wires placed as the player sees fit.

OFF TABLE ASSETS

TF SAKARE

COMPASS CALL

AGM

Nil - Jammed

MISSION/SCENARIO SPECIFICS

A 6-man TF SAKARE recce team have been flown forward and dropped off at a remote offset landing site to the target area. They have patrolled in to the objective area over two days and are now in ops box CAPONE – the area where SIGINT has indicated an enemy command and control node is located, confirmed by the presence of Obj SHADY.

TF SAKARE's initial objective is to confirm the location, dispositions and strengths of the enemy command and control node in ops box CAPONE. Mission 1 in this campaign is the insertion of the Rural Team deeper into ops box CAPONE, while avoiding enemy patrols.

- Rural Team must move from the friendly table edge to the enemy table edge.
- COMPASS CALL is jamming all AGM comms in the area.
- If the TF SAKARE team are compromised (defined as: in LOS of an Alert enemy model) they must kill all members of the enemy squad.

GM CONTROLLED ASSETS

Nil. GM may preside over Just Following Orders rules.

MISSION SPECIFIC RULES

Game Area	4 x 3' gaming table recommended.
Setup	¾ jungle (and Under the Canopy), remainder small clearings and tracks.
Visibility	Day, Under the Canopy rules in play. The entire mission area is Under the Canopy less any clearings, paths or jungle fringes as designated by the players or GM.
Alertness	Rural Team Alert. AGM are Unalert.
Initiative	Rural Team have the initial initiative.
Game Length	As many turns as required
Other	

DEPLOYMENT

TF SAKARE

Rural Team start at friendly short table edge.

AGM

The AGM player may place his two OPs (4 men) anywhere on the table, with soldiers cohesive and facing any direction he chooses.

Two AGM 10-man patrols start at the AGM player's table edge. One AGM 10-man patrol starts in the centre of the table. He deploys the two patrols using the Just Following Orders rule. Militia player decides his Just Following Orders routes before the Rural Team player places his troops on the table.

VICTORY CONDITIONS

TF SAKARE

All surviving Rural Team models make it to the enemy table edge.

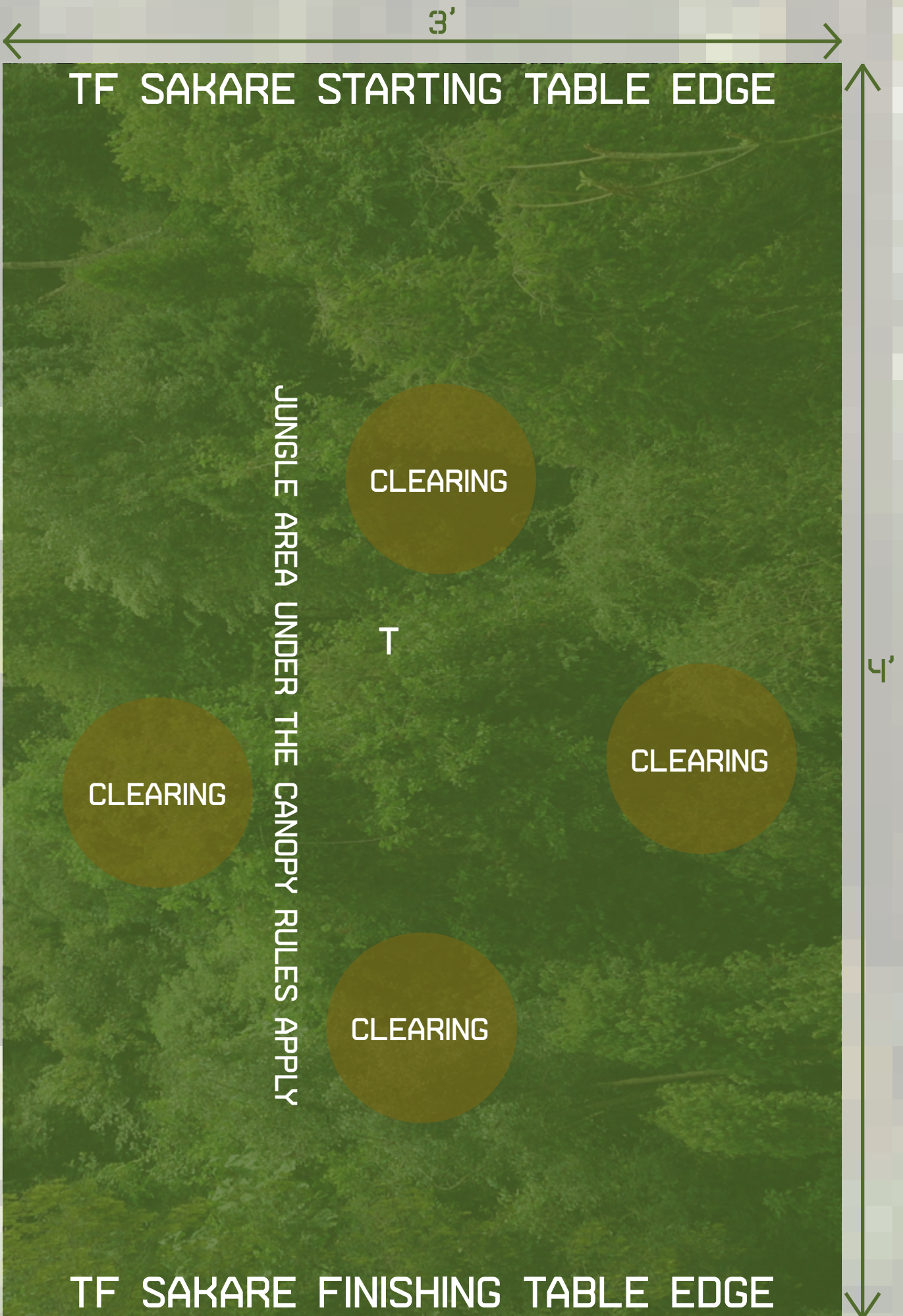
AGM

All the Rural Team are killed.

NOTES

If the Rural Team are successful, move on to Mission 2.

If the Rural Team are unsuccessful play again but conditions are now night. AGM player now has 3 x additional Trip Flares on 6" trip wires to place.



SCENARIOS: MISSION 2

MISSION CARD 2: CLOSE TARGET RECCE

The TF SAKARE recce team have now snuck or fought their way in to Ops Box CAPONE and are now tasked with confirming which HVTs are present and to set up ready to lead an assault force in for a decisive strike.

FORCES

TF SAKARE

1 x 6 man NISAF SOF rural recce patrol team.

AGM

1 x 10-man militia patrol:

1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades.

1 x 10-man militia QRF patrol:

1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades.

4 x 2-man militia observation and listening posts:

4 militia with ARs and grenades.

2 x 6" Jingle Wires placed as the player sees fit.

6 x Punji Stake Traps to place as the player sees fit.

OFF TABLE ASSETS

TF SAKARE

1 X ISTAR UAV

AGM

Mortars

MISSION/SCENARIO SPECIFICS

The AGM command and control camp consists of 3 – 4 buildings and is guarded by a four 2-man lookouts. Located in one of the buildings is a 10-man QRF that will deploy if the Rural Team are compromised. In the other 2 - 3 buildings and camp area are several militia high value targets.

The Rural Team will now break down into two or three elements, depending on the choice of the player. 2 men will occupy an overwatch position on high ground with the patrol's longer range weapons (see **Forces**). The remainder will then move forward in either one 4-man group or two 2-man groups to conduct forward reconnaissance as the player sees fit.

In the camp area will be 4 AGM HVTs. The militia player selects 4 models and marks the underside of the base to determine that it is an HVT. When the TF SAKARE player scans the model using the **Scanning** rule, the identity of the model is revealed. These are:

Obj SHADY

Obj TURBINE

Obj BUZZSAW

Obj CLINKER

These should all be in the open to allow them to be identified by the Rural Team. One HVT may spend one turn inside a building, per turn.

GM CONTROLLED ASSETS

Nil. GM may preside over Just Following Orders and Scanning rules.

MISSION SPECIFIC RULES

Game Area	4 x 3' gaming table recommended.
Setup	Small camp setup of 3-4 buildings in the centre of the game board. $\frac{3}{4}$ jungle (and Under the Canopy), clearing around camp and tracks. Small hill nearby to the camp.
Visibility	Day, Under the Canopy rules in play. The entire mission area is Under the Canopy less camp clearing, paths or jungle fringes as designated by the players or GM.
Alertness	Rural Team Alert. AGM are Unalert.
Initiative	Rural Team have the initial initiative.
Game Length	As many turns as required
Other	

DEPLOYMENT

TF SAKARE

Rural Team start in the Final Rendezvous point (FRV) at the rear of the hill near the camp. Overwatch team break off and occupy a hide on high ground, recce team commence CTR in one 4-man or two 2-man groups.

AGM

The AGM player may place his four OPs (8 men) on the camp perimeter in sensible all-round defence, with soldiers cohesive and facing any direction he chooses.

One AGM 10-man patrol start at the AGM player's table edge. He deploys the two patrols using the **Just Following Orders** rule. The AGM player decides his Just Following Orders routes before the Rural Team moves.

One AGM 10-man patrol starts in the QRF hut. And will become alert and deploy if any of the Rural Team are spotted.

VICTORY CONDITIONS

TF SAKARE

3+ HVTs are identified and the surviving patrol members make it to a table edge.

AGM

Only 2 HVTs are identified.

OR

All of the Rural Team are killed.

NOTES

If the Rural Team are compromised, they must extract back to the FRV under the cover of the overwatch team, then move to any table edge to escape.

If only two HVTs are identified, move to Mission 3A.

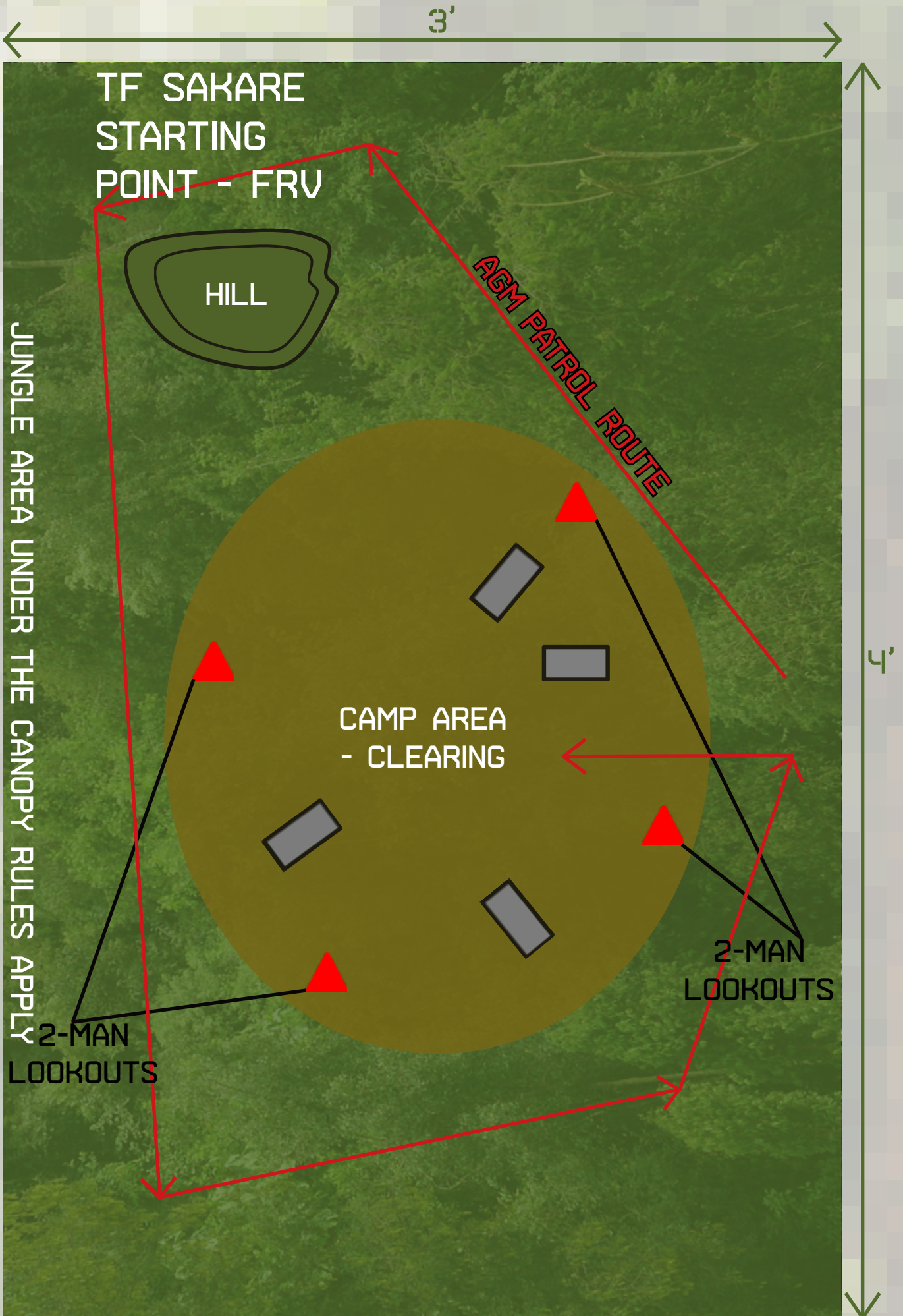
If three HVTs are identified – additional intelligence gained by TF SAKARE - unlock Mission 3A and 3B.

If four HVTs are identified – further intelligence gained by TF SAKARE - unlock Mission 3A, 3 B and 3C.

When unlocked, Missions 3B and C may be played before Mission 3A (the main mission).

Rewards earned for completing 3B and 3C are used in completing Mission 3A.

MISSION BOARD SETUP EXAMPLE: MISSION 2 - CTR PATROL



SCENARIOS: MISSION 3A

MISSION CARD 3A: CAMP ATTACK

The TF SAKARE recce team have confirmed the presence of AGM HVTs in the command and control camp in ops box CAPONE, now designated objective CADDILAC. At first light, the Rural Team now link in up and lead in a strike force to kill/capture the HVTs.

FORCES

TF SAKARE

1 x 6 man NISAF SOF rural recce patrol team.

NISAF SOF Assault Troop (12 men).

Troop Commander has Long Range Comms.

3 Troopers have exchanged Carbines for Compact LMGs

1 Trooper has an MGL.

1 Trooper has a Combat Shotgun.

AGM

1 x 10-man militia patrol:

1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades. 1 x Hyena.

1 x 10-man militia QRF patrol:

1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades. 1 x Hyena.

4 x 2-man militia observation and listening posts:

4 militia with ARs and grenades.

2 x 10-man Trained patrols:

Each with: 1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades.

OFF TABLE ASSETS

TF SAKARE

1 x Precision Artillery Strike

1 x Heli Rapid HMG

1 x Heli Snipers

AGM

Mortars

MISSION/SCENARIO SPECIFICS

The AGM player sets up his forces with camp sentry positions in the original places as per Mission 2. The 10-man militia QRF patrol is assumed to be in the QRF hut. A 10-man militia patrol can be placed on the game board on the AGM player's table edge.

The TF SAKARE player sets up with a 2-man overwatch patrol observing the camp and the remainder 16 models linking up in the FRV behind them.

The game begins with TF SAKARE forces moving out of the FRV. The TF player may choose to augment forces on the overwatch position while concurrently moving his assault force in to attack the camp.

GM CONTROLLED ASSETS

Nil. GM may preside over Just Following Orders and Scanning rules.

MISSION SPECIFIC RULES

Game Area	4 x 3' gaming table recommended.
Setup	Small camp setup of 3-4 buildings in the centre of the game board. $\frac{3}{4}$ jungle (and Under the Canopy), clearing around camp and tracks. Small hill nearby to the camp.
Visibility	Day, Under the Canopy rules in play. The entire mission area is Under the Canopy less camp clearing, paths or jungle fringes as designated by the players or GM.
Alertness	Rural Team Alert. AGM are Unalert.
Initiative	Rural Team have the initial initiative.
Game Length	As many turns as required
Other	

DEPLOYMENT

TF SAKARE

Rural Team start in the Final Rendezvous point (FRV) at the rear of the hill near the camp. Overwatch team break off and occupy a hide on high ground, recce team commence CTR in one 4-man or two 2-man groups.

AGM

The AGM player may place his four OPs (8 men) on the camp perimeter in sensible all-round defence, with soldiers cohesive and facing any direction he chooses.

One AGM 10-man patrol start at the AGM player's table edge. He deploys the two patrols using the Just Following Orders rule. The AGM player decides his Just Following Orders routes before the Rural Team moves.

One AGM 10-man patrol starts in the QRF hut. And will become alert and deploy if any of the Rural Team are spotted.

The remaining two Trained militia patrols start off table and can be brought on to the table from the AGM player edge as soon as it 'goes noisy'.

VICTORY CONDITIONS

TF SAKARE

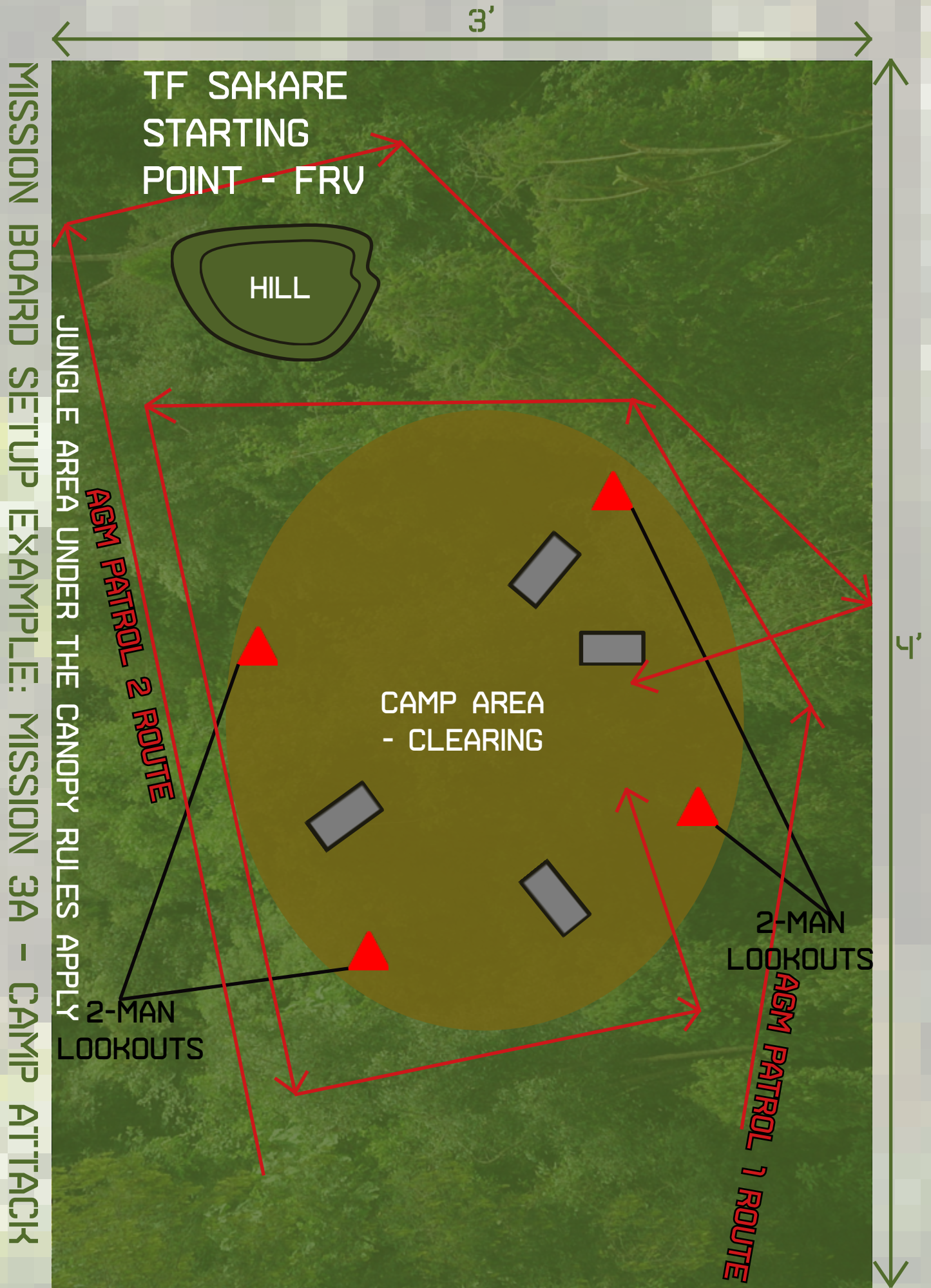
3 HVTs are killed. Obj SHADY captured.

AGM

All of the TF SAKARE force are killed.

NOTES

As soon as the first unsuppressed shot is fired, 2 x Trained militia squads can be brought into play and appear on the board at the AMG table edge. They may act as normal the following turn.



SCENARIOS: MISSION 3B

MISSION CARD 3B: OUTPOST ATTACK

The TF SAKARE recce team have confirmed the presence of AGM HVTs in the command and control camp in ops box CAPONE. They have gained intelligence indicating the presence of an AGM outpost that could interfere with an attack on the main camp. They have decided to destroy the outpost.

FORCES

TF SAKARE

1 x 6 man NISAF SOF rural recce patrol team.

Patrol Commander has Long Range Comms.

2 team members have Demo Charges.

1 Team member has a LAW.

1 Team member has an MGL with Frag and Smoke ammo.

AGM

3 x 2-man militia LMG nests:

2 x 2 militia. One with AR, one with LMG.

One 2-man command and control bunker in the centre of the clearing with a mast.

Up to 4 Punji Stake Traps may be placed on the board.

2 x Militia Technicals with HMGs as reinforcements. These appear on an AGM table 2 turns after the Recce Team are compromised.

OFF TABLE ASSETS

TF SAKARE

1 x Heli Rapid HMG

AGM

Mortars x 1

MISSION/SCENARIO SPECIFICS

The AGM player sets up his forces with camp sentry positions in mutually supporting positions in a clearing.

TF SAKARE

GM CONTROLLED ASSETS

Nil. GM may preside over Just Following Orders and Scanning rules.

MISSION SPECIFIC RULES

Game Area	4 x 3' gaming table recommended.
Setup	Small camp setup of 3 bunkers, one larger bunker with mast in the centre of the game board. $\frac{3}{4}$ jungle (and Under the Canopy), clearing around camp and tracks.
Visibility	Day, Under the Canopy rules in play. The entire mission area is Under the Canopy less camp clearing, paths or jungle fringes as designated by the players or GM.
Alertness	Rural Team Alert. AGM are Unalert.
Initiative	Rural Team have the initial initiative.
Game Length	As many turns as required
Other	

DEPLOYMENT

TF SAKARE

Rural Team start at their table edge.

AGM

The AGM player may place his 3 LMG nests on the camp perimeter in sensible all-round defence, with soldiers cohesive and facing any direction he chooses. They would be covering each other and the command and control bunker for mutual support.

4 Punji Stake Traps may be placed anywhere on the board, known only to the AGM player and GM if used.

CONDITIONS

TF SAKARE

All AGM killed.

Demo charge placed on command and control bunker.

AGM

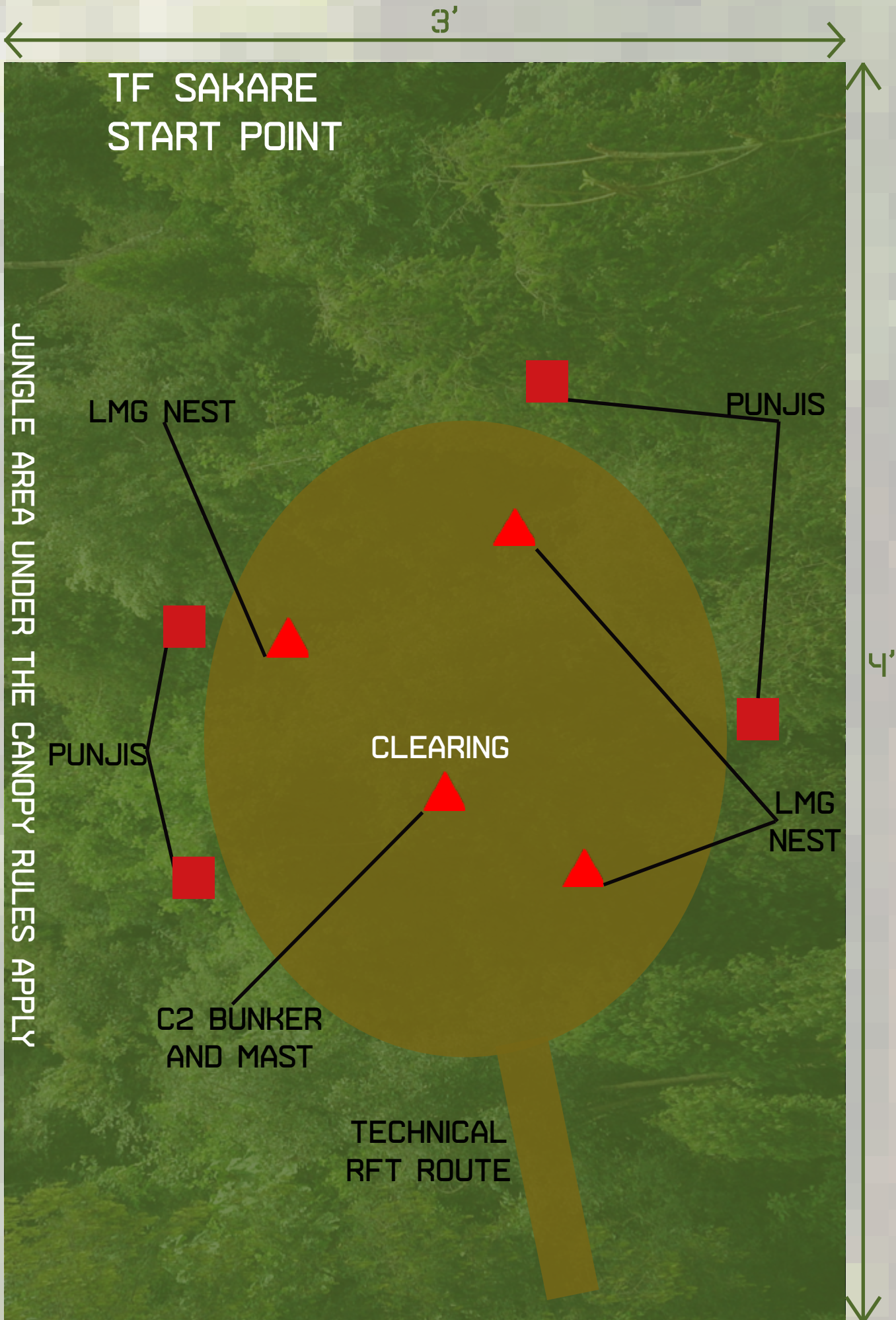
All of the TF SAKARE force are killed.

NOTES

As soon as the first unsuppressed shot is fired, AGM reinforcements are triggered. They may act as normal appearing on the AGM table edge after 2 turns.



MISSION BOARD SETUP EXAMPLE: MISSION 3B - OUTPOST ATTACK



SCENARIOS: MISSION 3C

MISSION CARD 3C: AMBUSH OBJ BUZZSAW

The TF SAKARE Recce team have identified an HVT with links to militant groups in the North of Nigeria and the Sahel region (Obj BUZZSAW). Capturing him has been deemed a priority to disrupt AGM operations in the North and in the Sahel region. SIGINT has indicated he will leave for the north in the next 24 hours in a small armed convoy. TF SAKARE have mounted an ambush, triggered by UAV feed of the command and control camp indicating the departure of Obj BUZZSAW. They will ambush the convoy and attempt to capture Obj BUZZSAW for questioning.

FORCES

TF SAKARE

6-man Recce Team
Claymores
Tree Cutting Charge x 2

AGM

4 x SUV containing:
1 x Professional Commander (Obj BUZZSAW)
• Pistol, body armour
16 x Trained Militia
• AKS-74 compact carbines
• Grenades

2 x 10 man QRF patrols appearing on the 2nd and 3rd turns after the ambush is sprung on the table edge from where the convoy started the game.

OFF TABLE ASSETS

TF SAKARE

Nil.

AGM

1 x Mortars available from the start of turn 3.

MISSION/SCENARIO SPECIFICS

The Rural Recce Team must capture Obj BUZZSAW and evade the QRF.

GM CONTROLLED ASSETS

Nil.

MISSION SPECIFIC RULES

TF SAKARE

The Rural Recce team may place up to 4 x Claymore mines pre-game.

The Rural Recce team may place up to two Tree Cutting Charges pre-game.

AGM

AGM may not kill Obj BUZZSAW and must protect him at all costs.

DEPLOYMENT

TF SAKARE

The Rural Recce team begin the game set up in an L-shaped ambush on a track in the jungle as per the diagram.

AGM

At the start of the game, the AGM militia move in their 4-vehicle convoy towards the ambush site.

Obj BUZZSAW must be in one of the centre two vehicles but which should not be communicated to the TF player. The underside of the vehicle can be marked pre-game.

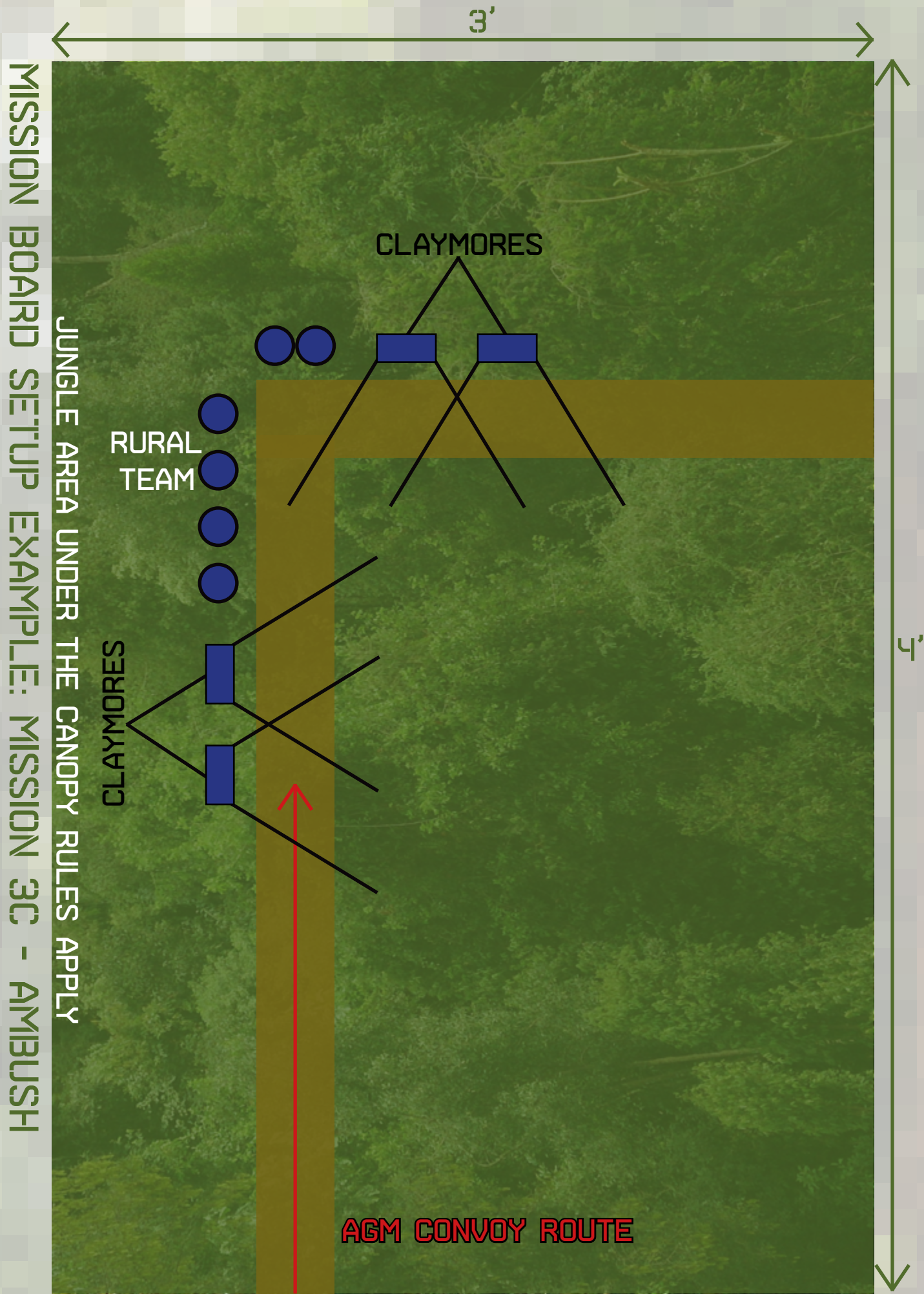
VICTORY CONDITIONS

TF SAKARE

The Rural Recce team successfully capture Obj BUZZSAW and extract to a table edge.

AGM

The AGM prevent Obj BUZZSAW being captured and extracted to a table edge.



SCENARIOS: MISSION 4

MISSION CARD 4: REPEL COUNTERATTACK

The combined TF SAKARE force from Mission 3A – Camp Attack have completed sensitive site exploitation and are now ready to extract.

FORCES

TF SAKARE

1 x 6 man NISAF SOF rural recce patrol team.

NISAF SOF Assault Troop (12 men).

Troop Commander has Long Range Comms.

3 Troopers have exchanged Carbines for Compact LMGs

1 Trooper has an MGL.

1 Trooper has a Combat Shotgun.

AGM

3 x 10-man militia QRF patrol:

1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades.

1 x 10-man Trained patrol:

Each with: 1 x Squad leader, 9 x militiamen all with assault rifles, one man has an additional RPG, one man replaces his AR with an LMG, two men per squad have grenades.

OFF TABLE ASSETS

TF SAKARE

1 x Precision Artillery Strike

2 x Rapid HMG

AGM

1 x Mortars

MISSION/SCENARIO SPECIFICS

TF SAKARE begin with models grouped around the camp buildings and 2 men of the players' choice on the hill providing security.

At the start of the first turn, SF SAKARE get word that a militia counterattack force are much closer than expected. The player begins to move his TF into a hasty defence, just as the first of three QRF patrols appears on the AGM table edge. Every turn, for the next 2 turns an additional QRF patrol arrives on the board. At the start of the 4th turn, a trained militia patrol arrives.

GM CONTROLLED ASSETS

Nil. GM may preside over Just Following Orders and Scanning rules.

MISSION SPECIFIC RULES

Game Area	4 x 3' gaming table recommended.
Setup	Small camp setup of 3 -4 buildings in the centre of the game board. $\frac{3}{4}$ jungle (and Under the Canopy), clearing around camp and tracks. Small hill nearby to the camp.
Visibility	Day, Under the Canopy rules in play. The entire mission area is Under the Canopy less camp clearing, paths or jungle fringes as designated by the players or GM.
Alertness	TF SAKARE Alert. AGM are Unalert.
Initiative	TR SAKARE have the initial initiative.
Game Length	As many turns as required
Other	

DEPLOYMENT

TF SAKARE

TF SAKARE begin with models grouped around the camp buildings and 2 men of the players' choice on the hill providing security.

AGM

The AGM player places his first patrol on the board at the start of his turn phase in the first turn.

VICTORY CONDITIONS

TF SAKARE

All of the AGM force are killed.

AGM

All of the TF SAKARE force are killed.



