



Introduction

Exercise Aldershot Skirmish is a two sided adversarial wargame set in the Caesar's Camp area of Camberley. The wargame pits two OCdts (or teams thereof) against one another to **DEFEAT** the other. One side plays BLUE representing a Rifle Platoon and Fire Support Group (FSG) from 1st Sandhurst Rifles (1SR) Battle Group (BG) whilst the other plays RED representing a reinforced Motor Rifle Platoon of COEFOR. The battle is fought on a hexagonally gridded map representing roughly 1x1km² with varying terrain features such as roads, hills and woods. The sides play in a turn based sequence with the actions of both sides able to affect those of the other. The wargame is played out over a number of turns with the winner being the side who achieves their mission.

Situation General Outline

1SR are poised to launch a BG attack onto the COEFOR Main Defensive Position North of Rte Christopher. BG Recce elements have identified a covering force of Motorised Infantry screening the approach to the MDP from the South. This screen consists of 2x Sects dug in at GR B2 and 2x Sects dug in at GR G5, in addition 1x vehicle engine (assessed to be a VAB) have been heard running to the rear of each position. 1SR is preparing to move up and occupy a Line of Departure (LD) from GR D1 to GR J4 from where it can launch a BG deliberate attack. A Rifle Platoon and FSG Platoon from the Advance Guard have been tasked to push aside this enemy covering force in time for 1SR Main Body to move down Rte Benjamin and Rte David to occupy the LD.

BLUEFOR Mission

ATTACK. Advance to CLEAR enemy forces from Cheese Hill (Obj Bronze) and Jubilee Hill (Obj Silver) not allow the BG to occupy the LD in time for H Hour (turn 20).

BLUEFOR Task Org

A Rifle Platoon consisting of: 3x Rifle Sects with 1x FST attached
An FSG Platoon consisting of: 1x Javelin (Anti-Tank) Sect and 2x GPMG SF Sects

BLUEFOR Offensive Support

3 mins (turns) of 81mm HE/Smk from BG Mortars. Note mortars require 1 turn to adjust on to targets.

REDFOR Mission

GUARD. DELAY enemy forces from advancing North towards Rte Christopher not allow the establishment of the MDP.

REDFOR Taskorg

A Reinforced Motor Rifle Platoon of 4x Motor Rifle Sects and 2x VAB APCs.

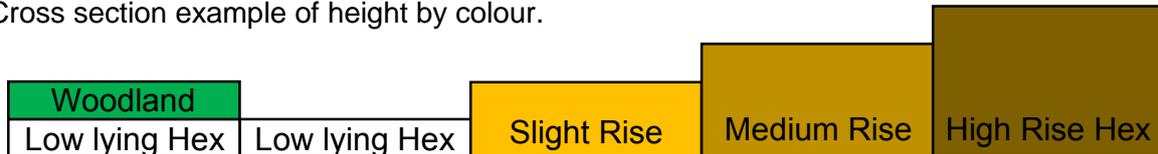
REDFOR Offensive Support

3 mins (turns) of 120mm HE/Smk from MDP Mortars. Note mortars are pre-adjusted.

RULES

Game Board

- Each hex represents 100m.
- Green hexes contain woods.
- Grey lines represent roads and tracks which can be transited by vehicles.
- Height is represented by colour in the following order; white, yellow, light brown, dark brown.
- Some hexes have shading to represent that they are high ground and wooded.
- Cross section example of height by colour.



Elements

- Each counter is considered an element. **It may either move, fire, call in indirect fire or assault** (only infantry) in each turn **if it is active**. All elements start the game active but **become suppressed as they perform an action or as a result of being fired upon**.
- Elements are turned over as they become suppressed.
- Suppressed elements **may not perform actions**.
- More than one element may occupy the same hex.



Turn Sequence

1. BLUE Force moves, fires, calls in indirect fire or assaults with **each active element**.
2. BLUE Force **turns all their elements** on to active side.
3. RED Force moves, fires, calls in indirect fire or assaults with **each active element**.
4. RED Force **turns all their elements** on to active side.
5. Record the turn, then start the sequence again.

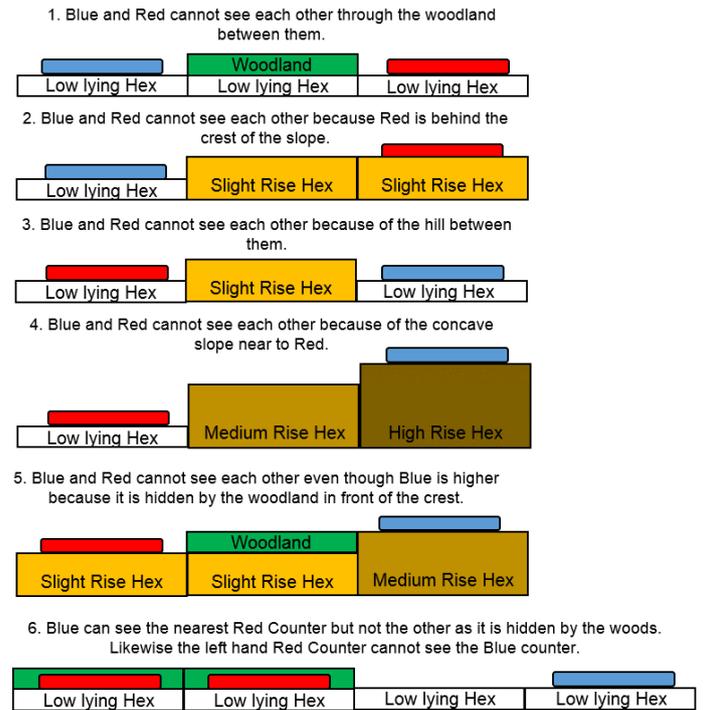
Movement

- Infantry elements may move one hex. Terrain has no effect on their movement.
- Vehicle elements may move up to 3 hexes and only on roads or tracks.

Firing

- An element may only fire at one target element, but more than one element may fire at the same target.
- To fire, an element must be in range of its weapon system in use and have a clear Line of Sight (LOS) to the target.
- Ranges:
 - Small Arms (Infantry Sections) - 600m
 - GPMG SF - 1800m
 - Javelin - 2500m (but not closer than 100m – i.e.: cannot attack an adjacent hex).
 - VAB 14.5mm HMG - 2000m
 - NLAW (held at scaling of 2 per Infantry Sect) - 600m

- Targets in the open (not dug-in) may be destroyed if fired on by two elements. Dug-In targets may not be destroyed other than by an assault.
- Vehicles can only be fired upon by Javelin or NLAW. One Javelin element will destroy a vehicle. NLAWs operate as described above (one element firing to cause 'suppressed', two to destroy).
- A single element firing **will always cause** the target element to become suppressed.
- Line of Sight (LOS)
 - Woods and hills block LOS.
 - An element in a wood line (i.e wood hex adjacent to a clear hex) can be seen from outside.
 - Elements on hills can see over woods.
 - Elements cannot fire through a hex occupied by a friendly element.
 - Examples of LOS are to the right.



Indirect Fire

- An infantry element or FST can call in indirect fire. The target must be in LOS to the element calling for fire. If called in by an infantry element, the indirect fire will arrive on the following turn. If called in by the FST it arrives immediately.
- BLUE indirect fire must adjust on to target. Therefore the first round is an adjusting round and will not have effect on the target.
- RED indirect fire does not need to adjust as it is assumed that targets have been registered in advance.
- An IDF marker is placed on the target hex, indirect fire causes all elements in the target hex to become suppressed.
- Indirect Fire may include smoke. The IDF counter is flipped on to the smoke side, smoke blocks LOS for one additional turn to the IDF.



Assault

- An infantry element may assault another in an adjacent hex. An assault causes the destruction of the target element. The **assaulting element becomes permanently 'suppressed' until a reorg action.**

Reorg

- A reorg may be called by the BLUE player when they have all three sections (or all remaining sections) on the same hex and not under fire.
- The reorg removes permanent suppressed status.

Special Rules

- BLUE has only 3 turns of indirect fire (BG mortars) of which the first is an adjusting round.
- BLUE has only 9 turns of GPMG SF fire. The GPMG SF tracker is lowered by 1 for every GPMF element that fires.
- RED has only 3 turns of indirect fire (MDP mortars).
- RED may not move their forces until they have seen a BLUEFOR element.
- RED may move an infantry section by VAB as long as it starts in the same hex as the VAB and both elements are not suppressed. The Section is considered dismounted once it moves out of

the same hex as the VAB. If the VAB is destroyed with a section on board the section is also destroyed. The Section cannot perform any fire attacks whilst it is in transit in the VAB.

Initial Set Up

- RED starts the game with 2 dug-in elements on Cheese Hill and 2 on Jubilee Hill. They also have a VAB behind Cheese Hill and one behind Jubilee Hill (pick an adjacent hex).
- BLUE starts with all elements off the board and must move on to it on turn 1.
- BLUE may choose a LD of 2 hexes in length to enter at the bottom of the board.

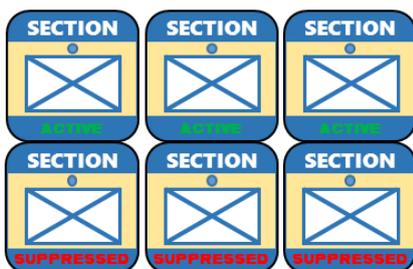
Victory Conditions

- The BLUEFOR Player wins an **outright victory** if they:
 - Destroy all the REDFOR elements
 - Deny REDFOR possession of the area between Rte Adam and Rte David up to Rte Christopher inclusive by the end of Turn 20
- The REDFOR Player wins an **outright victory** if they:
 - Destroy all the BLUFOR Infantry Sections.
 - Retain possession of Cheese Hill **and** Jubilee Hill at the end of turn 20.
- If no outright winner is obvious then the following points are awarded for:
 - Destroying a VAB 2pts.
 - Destroying each infantry section 1pt.
 - Destroying each FSG element 2pts.
 - Holding Cheese Hill (RED) 2pts or Clearing Cheese Hill of RED (BLUE) 2pts.
 - Holding Jubilee Hill (RED) 1pt or Clearing Jubilee Hill of RED (BLUE) 1pt.
- The winner is the side with the most number of points.

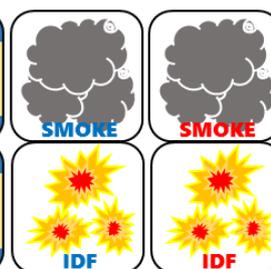
Game Counters

Print on to hard card and mount back to back.

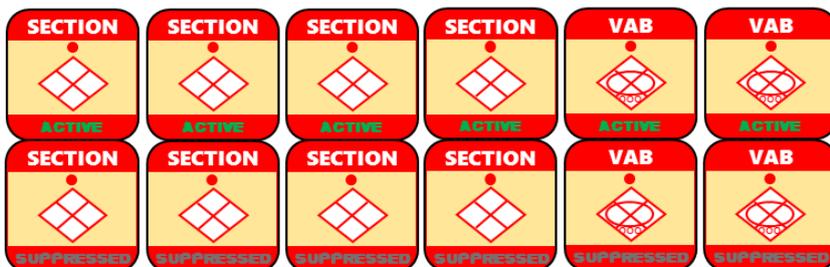
BLUE Counters



IDF Counters



RED Counters



OS Tracker Counters



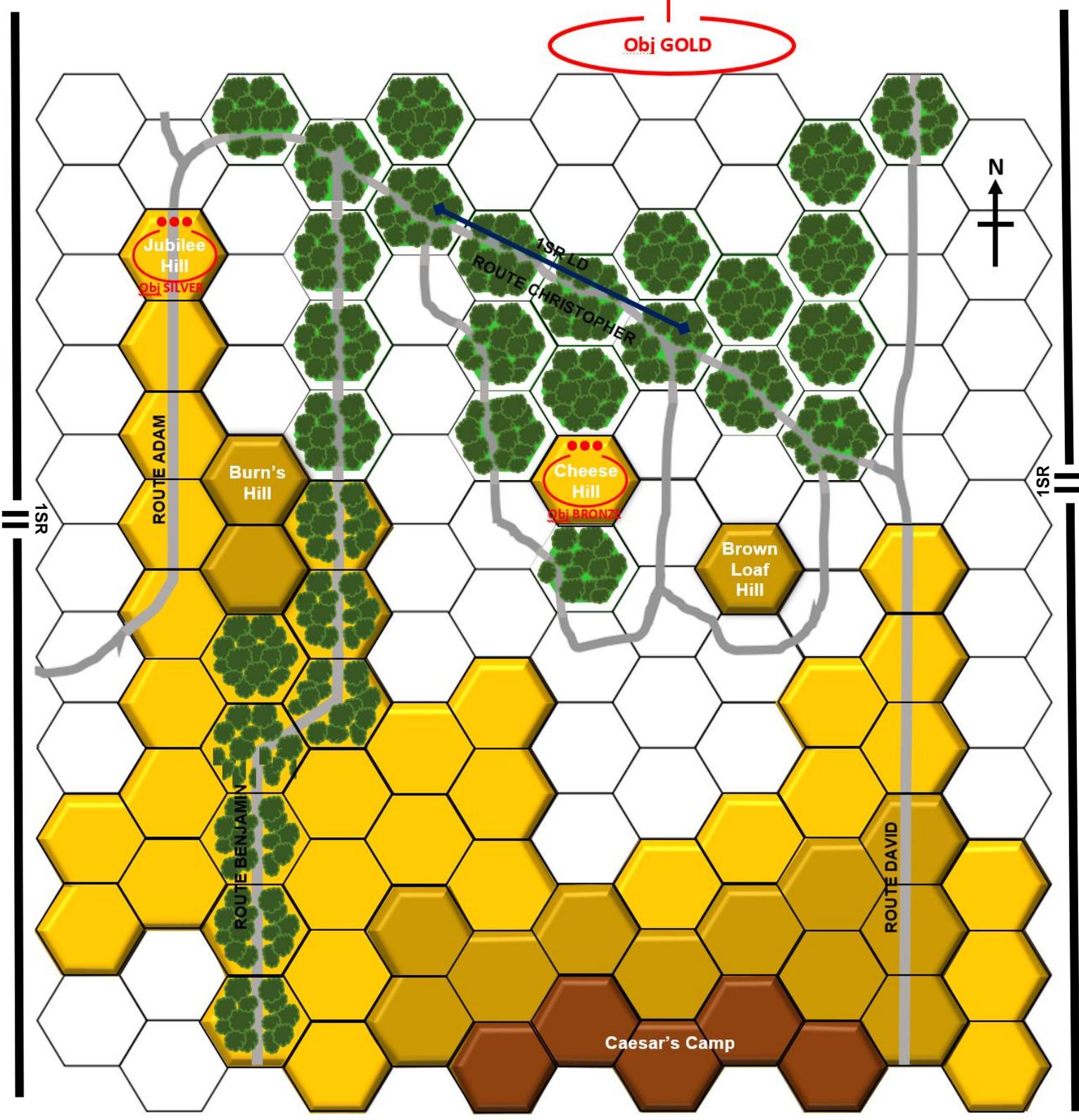
Print Map overleaf on A3 size and mount on hard card.

EXERCISE ALDERSHOT SKIRMISH

RMAS WARGAME MAP



BLUE MORTARS	Adjusting	2	1							
BLUE GPMG		9	8	7	6	5	4	3	2	1
RED MORTARS		3	2	1						



Player Aid Sheets

BLUE FORCES



Infantry Platoon of three identical sections.

Small arms Range – 6 hexes

NLAW Range – 6 hexes

Versatile manoeuvre units capable of assaulting enemy positions. Must reorg once an assault has taken place. Lacks stand-off direct fire capability and hence vulnerable to longer ranged opponents. Can call for fire from BG Mortars; rounds land next turn.



Fire Support Team of trained observers to call in indirect fire.

Small arms Small Arms Range – 6 hexes

Call for fire from BG Mors; rounds land on the same turn.

Should be sighted where it can see most of the battlefield.

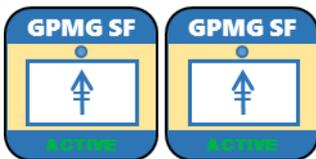


Javelin Anti Tank Section with ATGM launchers.

Small Arms Range – 6 hexes

Javelin Range – 2- 25 hexes

A hit from a javelin will destroy any armoured vehicle outright. Should be sighted where it can cover the most likely vehicle routes. Can also be used on infantry with reduced effect.



GPMG Sustained Fire (SF) MMG Sections

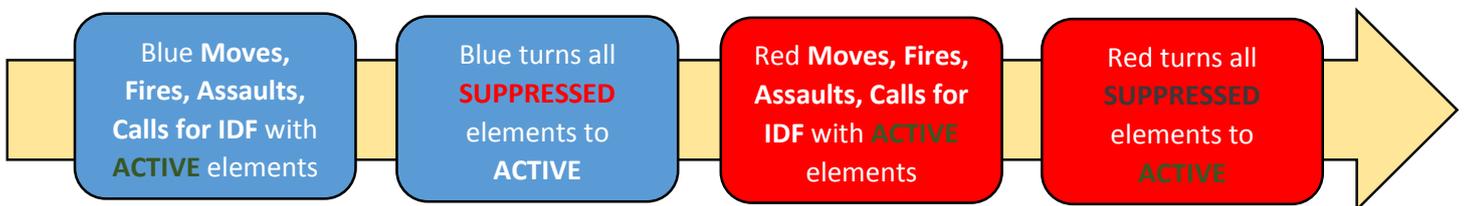
Machine Gun Range – 18 hexes

Ammunition – 9 between both sections

These sections can cover most of the battlefield and suppress enemy forces even in dug in positions. They have a high usage of ammunition which is limited so there fire support should be carefully planned.

TURNS

Each turn is played in the following manner:



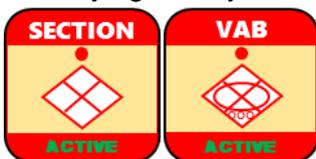
Victory Conditions

The BLUEFOR Player wins **an outright victory** if they:

- Destroy all the REDFOR elements
- Deny REDFOR possession of the area between Rte Adam of Turn 20

If no outright victory is possible then accumulated points are scored for:

Destroying enemy forces:



1Pt

2Pts

Capturing Objectives:



1Pt

2Pts

Player Aid Sheets

RED FORCES



Infantry Platoon of four identical sections.

Small arms Range – 6 hexes

Dismounted Infantry that begin the game in prepared defences. Lacks stand-off direct fire capability and hence vulnerable to longer ranged opponents. Can call for fire from MDP Mortars; rounds land next turn.



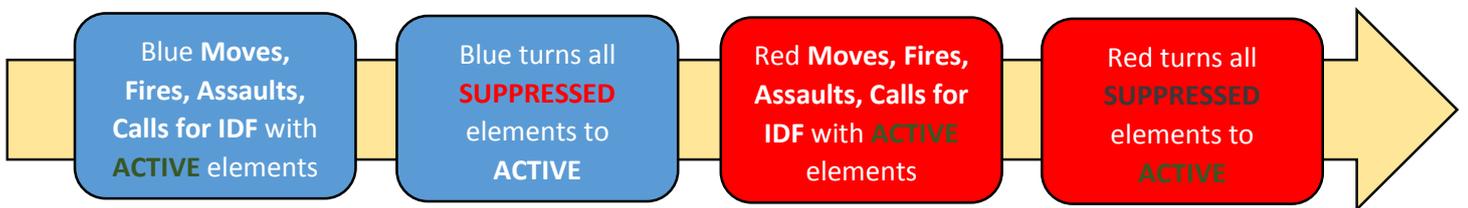
VAB Armoured Personnel Carrier.

HMG Range – 20 hexes

Capable of fast road movement between threatened locations but limited to roads/tracks. Long stand off weapon system capable of suppressing the enemy outside of their own machine gun range. Can transport a section of infantry.

URNS

Each turn is played in the following manner:



Victory Conditions

The REDFOR Player wins **an outright victory** if they:

- Destroy all the BLUFOR Infantry Sections.
- Retain possession of Cheese Hill **and** Jubilee Hill at the end of turn 20.

If no outright victory is possible then accumulated points are scored for:

Destroying enemy forces:



1Pt



2Pts



2Pts



2Pts

Holding Objectives:



1Pt



2Pts