

## About the Escalation Mission Set

This set of cards provides counter-insurgency missions and scenarios from the 1990s up to now. They are drawn up with Iraq and Afghanistan in mind, but could be used and changed for other regions and conflicts. The ideas and scenarios are based on the knowledge and research of their creators and are aimed at a gaming experience. We acknowledge that they cannot come close to the true realities and experiences of the actual conflicts. The scenarios are inspired by phases of rising tensions in an urban or suburban environment. They are in part “outbreak-scenarios” – occasions, when a tense calm explodes into chaos and violence. In such an escalation, counter insurgency forces (COIN) will face insurgency forces (INFO).

There are different types of cards in this deck: Some define rules, missions or scenarios and assets. Together they aim to be a plugin for existing wargame rules.

This deck is designed to play with the Battlefront WW2 ruleset by Fire & Fury Games and its prototype unit cards for modern conflicts. This is by no means an official or licensed product.

Many other modern rulesets may play well with these scenarios. The card deck was designed to suit our favorite rules, miniature collection and understanding of the said conflicts: Feel free to make changes and to make this deck work better with your favorite rules.

Feel free to copy this card set for private use. Copyright lies with “Kriegsspiel mit Stil Berlin”. Critique and ideas go to [escalation4battlefront@gmail.com](mailto:escalation4battlefront@gmail.com).

## Design Notes

Counter-insurgency operations are often arduous and monotone. For your entertainment this scenario retains typical day-to-day COIN missions while focusing on those occasions, when dangerous drudgery is interrupted by even more dangerous outbreaks of violence.

COIN commanders will have to protect their forces and to try to destroy insurgent elements when they show themselves. As in real life, few things warrant a casualty. Therefore, COIN objectives are usually not too important for a victory. INFO commanders will have to lay traps, strike quick and hard and retreat when winning.

## What you need to play

Apart from your usual wargaming equipment like dice, miniatures and terrain we suggest you print and cut out these cards and form them in their respective COIN and INFO asset decks. It might be wise to use plastic card sleeves to avoid wear and tear and give a better playing experience. You will need so called Covert Markers as a stand in for assets on the battlefield that have not yet been identified or uncovered. These markers move at the basic infantry rate but may be exchanged for several types of units once they are spotted. We suggest pairs of markers with numbers on the underside. Thus, two markers would bear a “1” underneath, one pair a “2” and so on. One marker of each pair can represent the movement of a hidden unit on the battlefield, while the other is placed on the

asset card.

Furthermore, you will need casualty markers representing COIN equipment and casualties. In most COIN operations it is unthinkable to leave trophies to insurgents much less allowing them to capture COIN personnel. The COIN player will have to secure and evacuate casualties and spent equipment off-table.

You will need basic tokens for Intelligence points. This resource is kept off the battlefield and represents the extend of the insurgent activities. It increases as the INFO attacks openly or as COIN forces raid hideouts. As intelligence points increase, the COIN player will gain access to additional assets.

The above is explained in more detail on the respective rules cards.

## Rules: Casualty Markers

*Casualty Markers represent incapacitated COIN personnel or materiel.*

Everytime a COIN element is destroyed or suffers a disordered result by fire or close combat, place a Casualty Marker on it (or in base contact). Markers can be freely dropped or passed to other elements in base contact. Dropped Markers can be picked up with a Breaching Check. Every Marker gives a -1 penalty on movement and every dice roll for any infantry element carrying it. If an INFO element picks up a Casualty, roll a D10:

- 1-5: Trophy - INFO player takes this marker for 2 VP
- 6-10: The INFO player may choose to activate the Mission „One of our own“ or take the Casualty Marker from the field for 2 VP

## Rules: Covert Markers

*Covert Markers create the fog of war.* After choosing his assets, the INFO player places the asset cards face down.

For every Asset (and physical Infrastructure Asset) he gains a pair of Covert Markers (CMs) one marker is placed on the card, the other can be deployed on the battlefield. For every infrastructure asset he gains one blank CM to be placed on the map. CMs for actual units and blank CMs move like infantry. Infrastructure Asset are immobile.

Immobile CMs are revealed when COIN elements move on them (or into the respective building). Mobile CMs are revealed when they are spotted or the INFO player decides to do so (e.g. to fire). More details on “Rules: Deployment and Retreat”.

## Rules: End of Game

*Feel free to agree on ending the game when you both agree on a stalemate, overwhelming victory or merely when dinner is ready. Otherwise the game ends at these events:*

- One side has retreated all mobile elements from the table and declares retreat. The opposing side gains 1 VP
- The COIN Asset Card „Quick Reaction Force“ ends the game

After the game has ended count victory points (VP) and determine the victor.

## Rules: Game Set-Up

*Players can decide on forces, mission, table layout and deployment together or according to this list:*

1. INFO player chooses assets
2. Terrain is set up
3. COIN player selects mission and his deployment zone
4. INFO player deploys Covert Markers and/or miniatures
5. COIN player reveals his mission, deploys his initial troops and starts with his first turn.

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## How to play Escalation with other rulesets

In the very probable case that you will not be trying Escalation with Fire & Fury Games' Battlefront WW2, but a more skirmish oriented ruleset, we suggest some adjustments.

In regards to units (and intelligence points) divide or multiply by three, i.e.: A platoon may become a squad, a single technical may have its intelligence points multiplied.

For air or artillery assets use equivalent firepower in your rulebook. Feel free to add or leave out certain assets.

In regards to vital game elements:

- Breaching: Successful breach on a 3+ on a D6, uses up half move
- Leave out „Rules of Engagement“

- Covert Markers: Use your rules' movement rate
- Getting Casualty Markers: Gaining one marker for each miniature lost may be too realistic. Maybe one marker max per round?
- Impact of Casualty Markers: Have the first marker impede movement, the next morale, the next firing and then start over. With 4 markers a squad should barely hold its ground.
- Spotting: Spot at your short range
- Rip this thing apart! There are several blank cards in here. Feel free to adjust cards and make new ones. You know your rules best.

## Troop Quality

For games with Battlefront WW2 we suggest the following troop qualities:

- All (incl. vehicles) are experienced, Fighter Cells are irregulars/militia type
- Foreign fighters are irregulars/militia type (veteran)
- All COIN forces are regular infantry/vehicles (veteran). SecOps are elite, local allies may be trained or experienced.

With other rulesets make sure, that INFO forces less capable as COIN in regards to equipment, combat effectiveness and morale, but should be more numerous.

## Rules: Deployment and Retreat

COIN Deployment: During game set-up the COIN player designates a point at the table edge (e.g. at a road exit) with a radius of 3 inch to be the COIN deployment zone all for his (future) assets. No INFO unit may enter it. Initially, the INFO player may not place any assets/markers closer than 6 inch of it.

INFO deployment: During game set-up the INFO player may deploy units openly or as a single Covert Marker for each unit.

After the game starts, the INFO player may deploy a single unit (openly or as a CM) per turn on a Hideout or Command Center or on the table

edge opposite the COIN deployment zone.

Revealing a Covert Marker: When spotted, firing or by tactical decision, INFO units are deployed on their Covert Marker. Place one base on the marker and the rest in 3" radius, but no closer to the enemy than the first.

Retreat: COIN elements may only retreat at the table edge of their deployment zone. INFO elements may only exit through every other table edge and only if out of LOS of enemy.

## Rules: The COIN Deck

*As the insurgents show their hand, reinforcements are deployed to the scene*

Before the game form the COIN Asset Deck face up according to the asset numbers: Asset № 1 is on top, followed by № 2 and so on.

In round 1 the COIN player has the first two assets in play (i.e. his initial force and the rules of engagement). All further assets come in play tapped (sideways). At the start of his round he can either untap or bring into play a single untapped card. Some assets are tapped again after use. He will draw further cards when:

- Spending a number of intelligence points that have come into play.
- An IED attack inflicts a casualty marker.
- When a card dictates it.

## Rules: Breaching

*While insurgents roam about freely, COIN forces have to be more careful.*

To enter a building all infantry have to spend one action. Additionally, COIN forces have to roll a successful bog-down check to enter and secure it. They can then place their units inside. Failing the roll ends their movement in base contact with the building.

In some scenarios, COIN forces randomly breaching houses will give Victory Points to the INFO player. To raid an INFO infrastructure asset other terrain, COIN forces only need to roll to breach to find and neutralise it.

## Rules: The INFO Deck

*The insurgents dictate the time and place to strike.*

During game set-up, the INFO player chooses his assets freely: How large his force will be, is limited only by his ambitions and his miniature collection. As stated in the INFO Asset Deck, some assets have prerequisites. A small force may strike and retreat to the shadows quickly, while a large assault might give the counter-insurgency just the targets they were waiting for. Infrastructure Assets raided by COIN forces are out of play.

## Rules: Intelligence Markers

*These Markers depict the extend of the escalation.*

Many INFO assets come with a number of Intelligence Points (IP). Whenever an INFO asset is revealed, the correspondent amount of IP is brought into play. With enough IP in-game, the COIN player can "buy" his next asset: He places the tapped asset card in front of him and takes the number of IP on it out of play.

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## Asset № 1

### The Platoon

*"This is Dagger One Actual, enroute to objective."*

Place your initial force: An infantry platoon with a command element. It may be on foot or in light transport vehicles (e.g. Humvees) as fitting the map, scenario and setting.

Draw the next asset now.

## Asset № 2

### Rules of Engagement

*Insurgents try to pose as civilians for concealment and to provoke civilian casualties.*

You may not open fire until fired upon or after spotting, i.e. positively identifying hostile elements. After this happened once, you may fire at will.

To draw and tap the next asset: Shots are fired or INFO elements identified

## Asset № 3

### Backup

*"This is Dagger One Actual, we are under fire, need reinforcements!"*

Place a second platoon or an IFV (e.g. a Bradley AFV) with an infantry squad on the table. This is a second maneuver element.

To draw and tap the next asset: 4 Intelligence points.

## Asset № 4

### Reinforcements

*"We read you, Dagger One, ETA 10 Minutes."*

Place a tank or another platoon on the table as a third maneuver element. The platoon may be on foot, in Humvees or deployed via helicopter (place bases 12" from the enemy).

You may draw the next asset instead and put this Asset on top of the deck. To draw and tap the next asset: 4 Intelligence points.

## Asset № 5

### Aerial Recon

*"Sky Eye 4-7 on station, tracking hostiles, over."*

Choose an INFO covert marker. If the marker is a blank it is taken from the field. If it is an INFO unit, it is deployed instantly. Then tap this card.

To draw and tap the next asset: 3 intelligence points.

## Asset № 6

### Rotary Wing CAS

*"This is Crazy Horse One Zero, engaging with 30 Mike Mike."*

A helicopter gunship enters the airspace for close air support. Every turn you can fire at a single INFO element (V +4; TG +2). On a natural „1“ the chopper is low on fuel and returns to base.

To draw and tap the next asset: 4 intelligence points.

## Asset № 7

### Show of Force

*To the cheer of COIN forces, a fighter jet comes in low, fast and loud.*

With the low fly-by over the battlefield, INFO fighters realise the awesome firepower of their enemy. This round, and the next, they suffer -1 to their command (or morale) roll.

To draw and tap the next asset: 2 intelligence points.

## Asset № 8

### Airstrike

*"This is Hammer Two Five, ready for gun run."*

COIN jets attack. Tap the card on first use, discard it on the second. Place this card as a template in LOS of friendlies and make attack rolls (V,TG +5). Skip this asset in urban areas.

To draw and tap the next asset: 4 intelligence points.

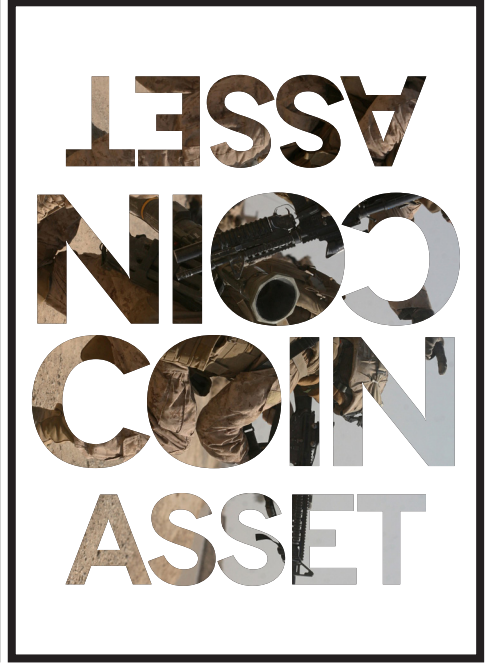
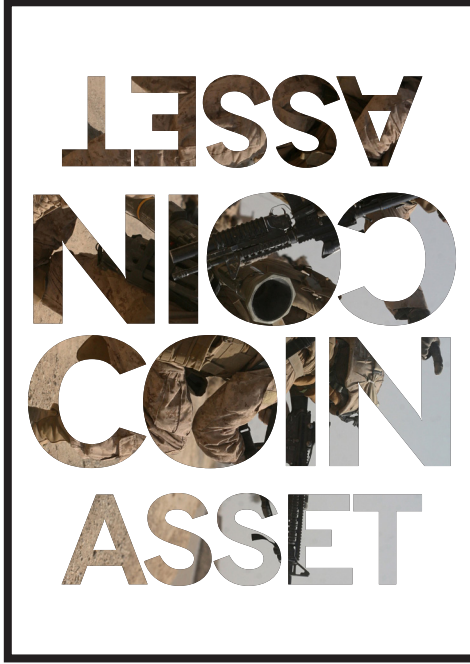
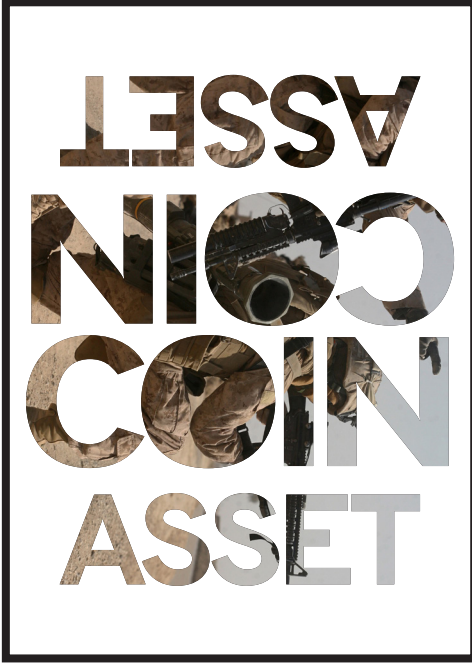
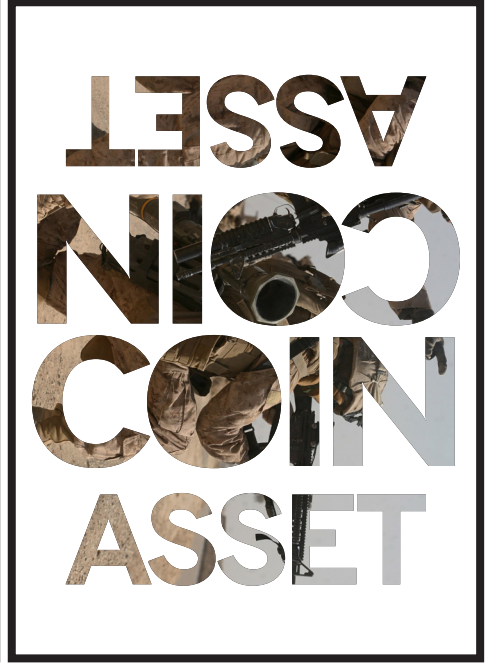
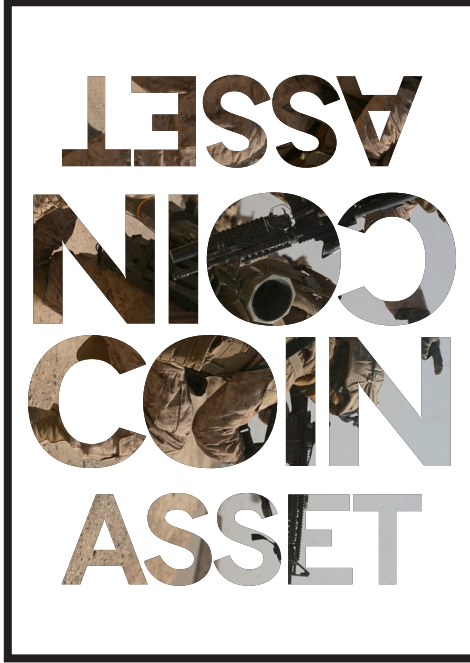
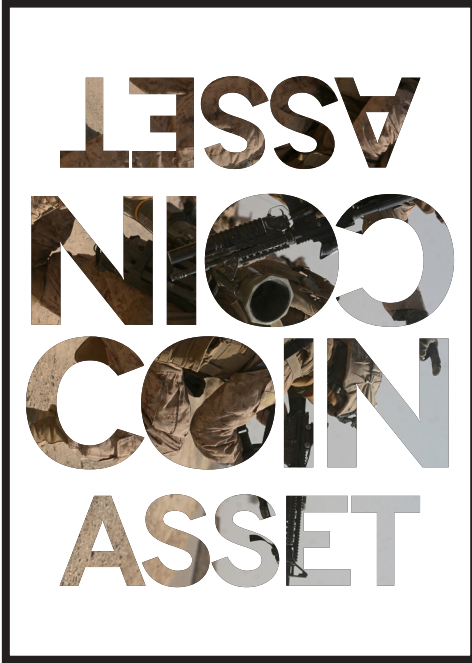
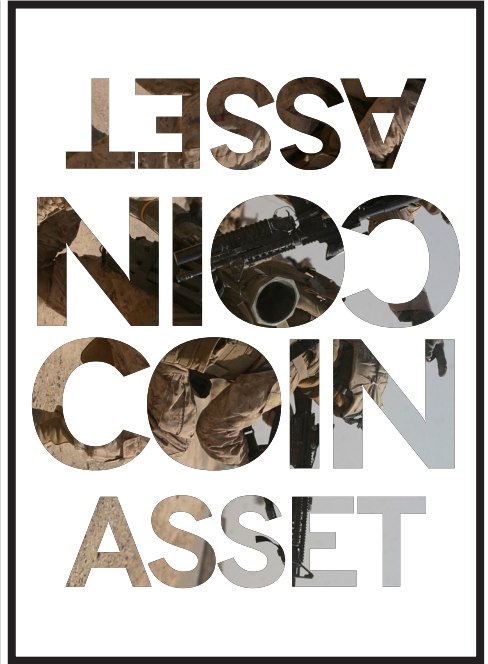
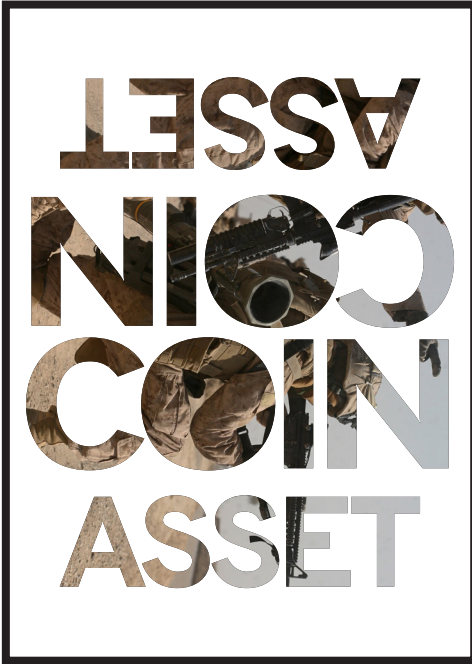
## Asset № 9

### Artillery Support

*"Four Rounds, HE, fire for effect!"*

You gain artillery support on every turn. To fire: Choose an enemy element and another one up to 1 inch from it (V +0, TGsv +1)

To draw and tap the next asset: 4 intelligence points.



## Mission

### Knock and Talk

*The general populace may be afraid or stubborn. But asking around may bring up a name of interest.*

COIN Forces gain 1 VP for:

- every eliminated INFO base
- every conquered infrastructure asset

INFO Forces gain 1 VP for:

- every COIN casualty marker
- every compound or house without a Covert Marker or revealed Asset, the COIN Forces enter

## Mission

### The Incident

*A broken Humvee, a traffic accident or a bomb builder who blew himself up. We got to get there and clean up.*

Place a scenic terrain piece or select a building close to the table center.

COIN Forces gain 1 VP for every eliminated INFO base and 3VP for holding the objective for 6 rounds.

INFO Forces gain 1 VP for:

- every COIN casualty marker
- every compound or house without a revealed INFO unit or Asset, the COIN Forces enter

## Mission

### Meet the Locals

*A date with village elders, local Sheiks or businessmen: We are the strongest tribe, but we have to talk and listen.*

COIN deploy in/around a yard, compound or building close to the table center. No COIN element may deploy closer than 3" of a covert marker.

COIN Forces gain 1 VP for:

- every eliminated INFO base
- holding the building for 6 rounds

INFO Forces gain 1 VP for:

- every COIN casualty marker
- every compound or house without an (infrastructure) Asset, the COIN Forces enter

## Mission

### QRF

*Our operators are doing some operating. Things went sideways.*

When revealing your mission select a terrain piece in the far table half from your deployment zone. This objective may be no closer than 3" from any Covert Marker and counts as an asset. Place two elite SecOps Squads in base contact with it. Each round roll a 4+ (D6) to breach the objective. Once breached, COIN elements gain 3 VP for successful breach, 1 VP for holding the objective (3 VP max.) and 1 VP per 2 destroyed INFO bases. INFO forces gain 1 VP for every COIN casualty marker and every compound or house without a covert marker or revealed Asset the COIN Forces enter.

## Mission

### One of our own

*"They got one of us. We cannot allow that."*

INFO Forces have captured COIN personel (a Casualty Marker). Penalties for carrying casualty markers apply. If the carrying element is destroyed, the Casualty Marker is left on the respective spot. The original mission is disregarded for the game and the COIN player draws two asset cards from his deck. If INFO Forces manage to transport the Marker off the table, they automatically score a glorious victory. If COIN Forces reclaim the Marker, they gain 5 VP.

## Mission

## Mission

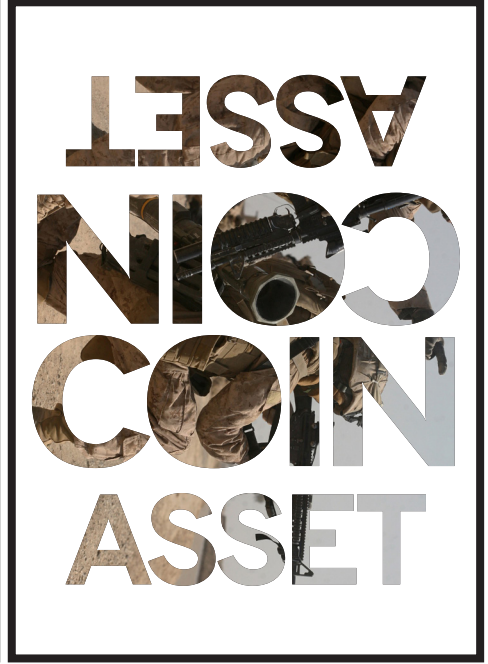
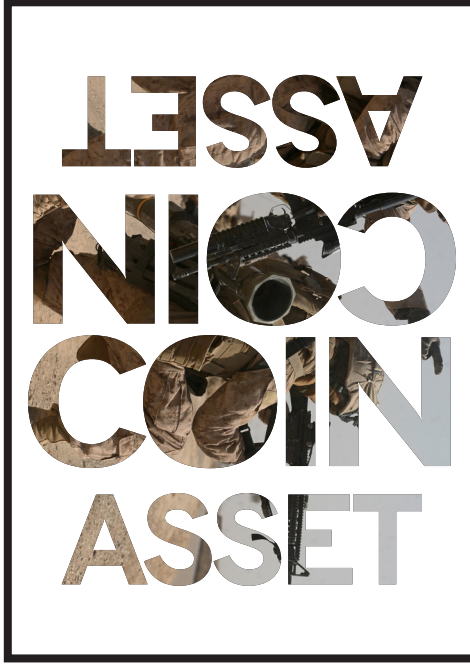
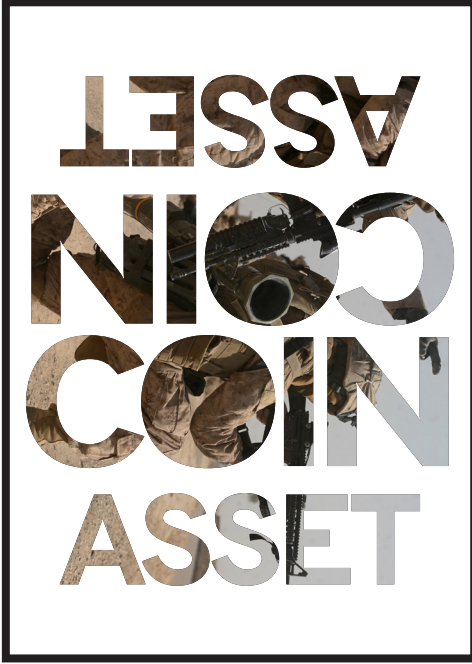
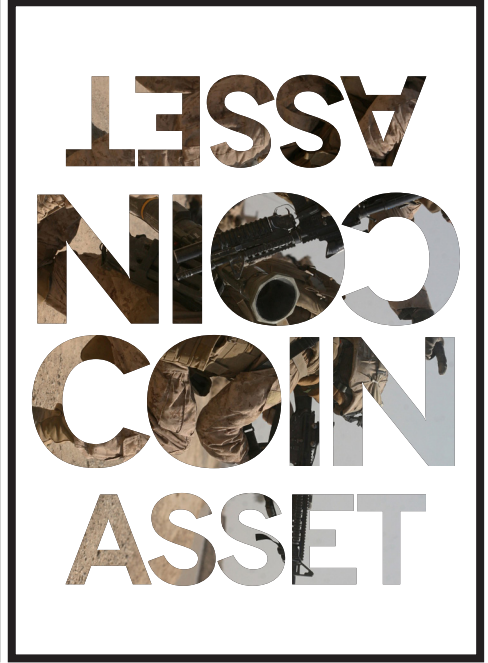
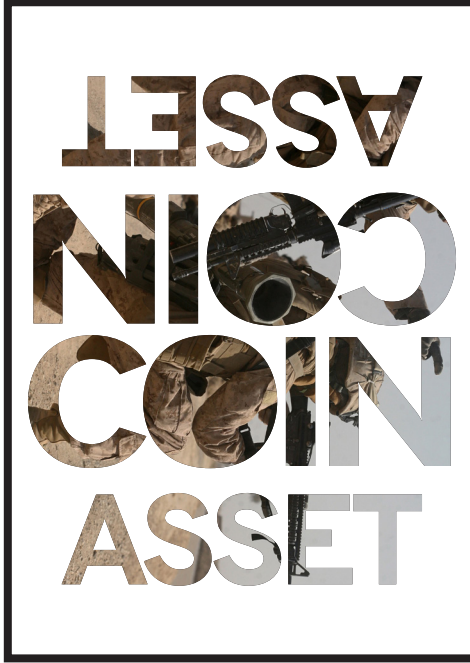
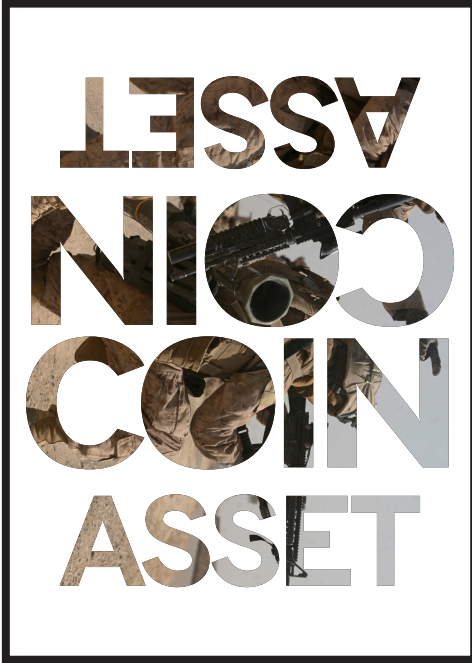
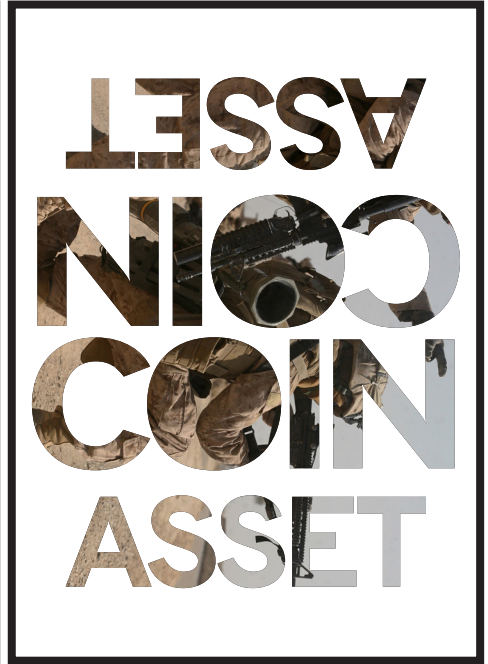
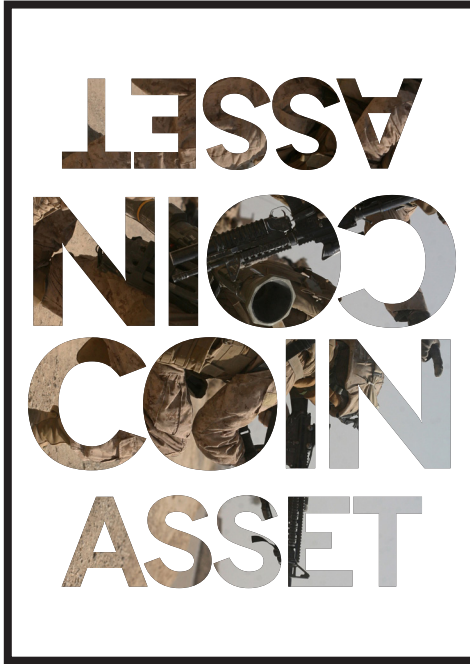
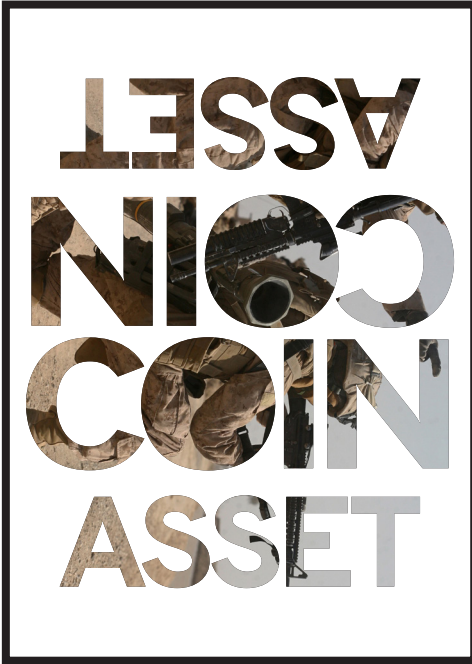
## Asset №

## Asset № 10

### Quick Reaction Force

*"We are two blocks out, hang in there!" Insurgent elements are wise to retreat as massive COIN reinforcements surge into the area.*

When this card comes into play: The game ends after the next INFO player's turn.





## Asset

### RPGs

*Many INFO forces use RPG-7 launchers or derivatives firing a variety of warheads.*

Add a single base of RPG-armed irregulars to up to three maneuver elements.

1 intelligence point

Prerequisite: Weapons Cache

## Asset

### Recoilless Rifle

*This light artillery is highly mobile and destructive in direct fire.*

Add a single recoilless rifle to your force. It may be either immobile and emplaced or be added to a technical you chose as an asset.

1 intelligence point

Prerequisite: Weapons Cache

## Asset

### HMG

*DshK or ZSU cannons provide heavy automatic fire support.*

Add a single heavy machine gun to your force. It may be either immobile and emplaced or be added to a technical you chose as an asset.

1 intelligence point

Prerequisite: Weapons Cache

## Asset

### Technical

*Since the Toyota Wars many forces value commercial pickups trucks with heavy guns.*

Add a single technical to your force. It is armed with a machine gun fitting the scenario.

1 intelligence point

Prerequisite:  
Insurgent Workshop

## Asset

### Technical

*Since the Toyota Wars many forces value commercial pickups trucks with heavy guns.*

Add a single technical to your force. It is armed with a machine gun fitting the scenario.

1 intelligence point

Prerequisite:  
Insurgent Workshop

## Asset

### ATGM

*Guided anti-tank missiles like the Kornet or Javelin in insurgent hands are rare but very dangerous.*

Add one ATGM team to your force. The team is usually stationary and emplaced.

3 intelligence points

Prerequisite: Weapons Cache

## Asset

### IED

*These improvised explosive devices are the scourge of COIN operations around the world.*

Before the game sketch a quick map where it is hidden. It has a range of 1 inch. It can be set off per cable (with 1 friendly base within 3 inch) or remotely. When detonating the charge against one or more units, define a target unit and make attack roll (V,T+5). Modifiers:

-1 remote detonation

-1 target did move less than 8" or more than 20"

Every unit in 2" of the target is hit as well (V,T -1).

2 intelligence point

Prerequisite: Insurgent Workshop

## Asset

### VBIED

*Often armoured, certain terrorist groups value vehicle-borne IEDs - in essence bombs on wheels.*

Add a single civilian vehicle (average quality) to your force. It can be lightly armoured (+0). You can detonate it at any point during your or the enemy's movement. The target unit is attacked with V,T+5. Any unit in 3 inches of the VBIED or the target is hit as well (V,T +0). If the VBIED is attacked, every natural 9 or 10 detonates the explosives.

3 intelligence point (5 for the armoured variant)

Prerequisite: Insurgent Workshop

## Asset

### EFP (IED)

*Usually deployed by state-sponsored terrorists, these explosively formed penetrators are a threat to armour.*

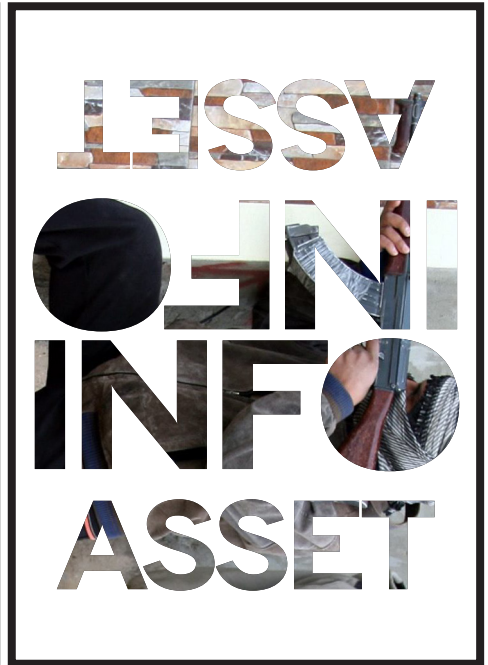
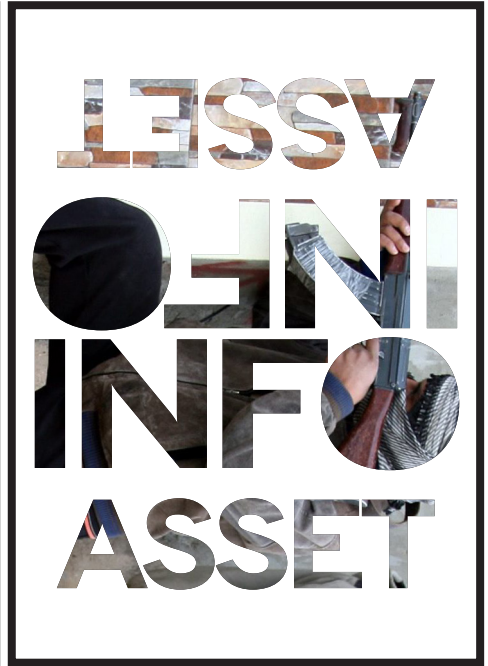
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-1 remote detonation

-1 target did move less than 8" or more than 20"

4 intelligence point

Prerequisite: Insurgent Workshop



## Asset

### Fighter Cell

*What they lack in training and equipment, these zealots, thugs or mercenaries make up for with resolve.*  
Add 4 irregular/militia (average quality) bases to your force. They are equipped with rifles and LMGs. Multiple Fighter Cells can group as a single maneuver element.  
For every 8 bases you add a command stand.

1 intelligence point  
Prerequisite: Hideout

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1 intelligence point  
Prerequisite: Hideout

## Asset

## Asset

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### Mortar Team

*Cheap and easy to transport, insurgent mortars have a psychological and sometimes all too real impact.*  
Add a mortar squad (below average) to your force.  
If on-table: Deploy and use as usual.  
If off-table: Tap this card when firing.  
On a natural 1 on the attack roll the team runs out of ammo or is dispersed.  
On first successful barrage: COIN player draws 1 card from COIN asset deck.

1 intelligence point  
Prerequisite: Weapons Cache

## Asset

### AT Grenades

*Armour-piercing hand grenades like the soviet RKG-3 are anachronistic - but still dangerous.*

All irregular/militia elements and their command elements are equipped with these AT-grenades. These provide a +1 close combat bonus against vehicles.

2 intelligence points  
Prerequisite: Weapons Cache

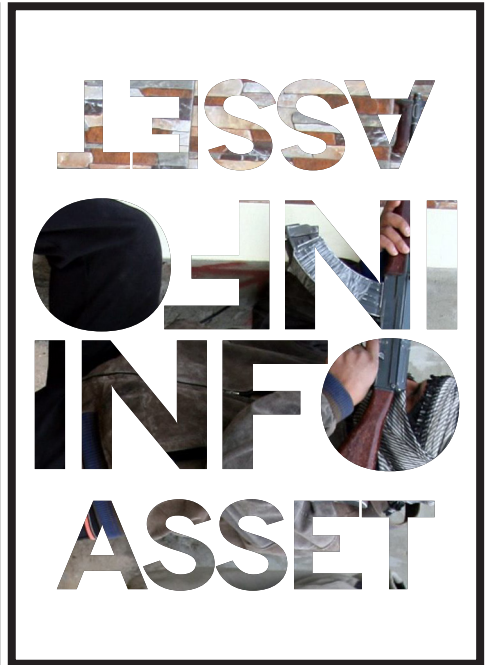
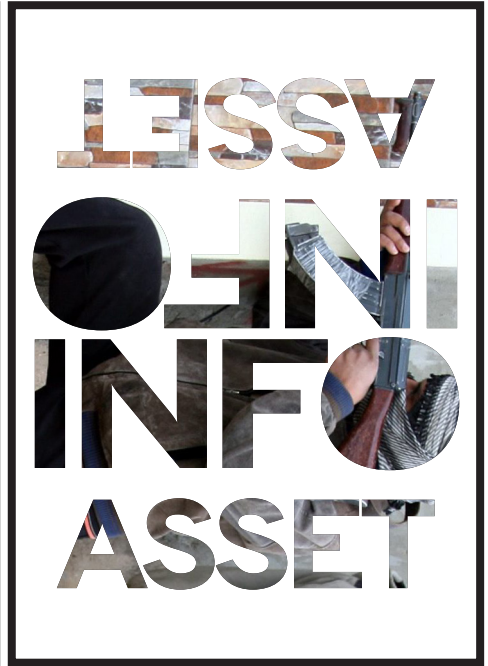
## Asset

### Foreign Fighters

*Training, experience and equipment make these battle-hardened Jihadis a dangerous foe.*

Add four bases of foreign fighters (irregular/militia, veteran) to your force. They constitute their own maneuver element.

2 intelligence points  
Prerequisite: Hideout



## Infrastructure Asset

### Hideout

*A flat, hut or simply a hole in the ground: This is the place where insurgent elements rally to attack.*

You gain a hideout for every Fighter Cell asset.

Mark it on the battlefield with a covert marker during deployment.

Each turn you can deploy one unit on it (openly or with a covert marker) if no enemy is able to instantly spot it.

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Each turn you can deploy one unit on it (openly or with a covert marker) if no enemy is able to instantly spot it.

## Infrastructure Asset

### Hideout

*A flat, hut or simply a hole in the ground: This is the place where insurgent elements rally to attack.*

You gain a hideout for every Fighter Cell asset.

Mark it on the battlefield with a covert marker during deployment.

Each turn you can deploy one unit on it (openly or with a covert marker) if no enemy is able to instantly spot it.

## Infrastructure Asset

### Prepared Position

*Some holes in the walls, lots of ammunition and prepared fields of fire make an apartment a fortress.*

Select a building or small area terrain. INFO elements occupying it count as dug-in/are in improved hard cover.

Mark it on the battlefield with a covert marker or slide this card under another infrastructure asset.

2 intelligence points

## Infrastructure Asset

### Intimidation and violence

*Through murder and threats, INFO thugs have dissuaded informants and bystanders from cooperation with*

During deployment place two additional dummy covert markers on the battlefield. Reveal this card after deployment.

2 intelligence points

## Infrastructure Asset

### Insurgent Workshop

*In this stuffy garage or forrest hideout the bomb maker follows his trade.*

You gain a single Insurgent Workshop if any of your units has it as its prerequisite.

Mark it on the battlefield with a covert marker during deployment.

## Infrastructure Asset

### Command Center

*An urban flat with TV and too many cellphones or a dim dugout with a diesel generator.*

You can choose to add a Command Center for your force. This HQ gives a +1 command bonus to all INFO units within 12 inch. Mark it on the battlefield with a covert marker during deployment.

1 intelligence point

## Infrastructure Asset

### Weapons Cache

*Arms and ammunition can be hidden anywhere: In an apartment, ditch or cave.*

You gain a single Weapons Cache if any of your units has it as its prerequisite.

Mark it on the battlefield with a covert marker during deployment.

