

**COIN: COUNTER INSURGENCY BATTLES
(A TEAM YANKEE EXPANSION)**



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With assistance from No Dice, No Glory and Battlefront Miniatures



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For most of humanity's existence, wars have been fought in a typical, traditional manner. Uniformed armies would meet on fields of battle and clash for territory, resources, or some other stated political objective. Objectives were clear, goals were clear, there were clear winners and clear losers. However, about the mid 20th century, a new type of warfare came of age. While it has technically been around for centuries, asymmetric (or guerilla) warfare became a dominant mode of warfare for nearly 70 years to the present day. From the American experience in Vietnam, to the Israelis in Lebanon, to the Soviet Union in Afghanistan wars were no longer being fought simply to gain territory or resources. Frankly speaking, these things were more or less irrelevant and were replaced by notions of stability, security, and leveraging the "hearts and minds" of a populace. The number of men, tanks, planes, or artillery you had was not nearly as relevant to winning or losing an asymmetric fight. Battles were no longer set piece affairs involving hundreds or thousands of men. Rather, they were fought and won at the squad, platoon, and company levels. To complicate matters, the insurgents did not wear uniforms as such nor did they follow conventional norms of warfare. One day a man could be waving and smiling at you, the next could be firing an RPG. The COIN forces thus hardly could tell who was their enemy, and who was not. Soldiers would find themselves in unfamiliar territory as policemen, advisors, and mediators. To this day, COIN (Counter Insurgency) conflicts rage around the world. Warfare, as it has been known, has changed forever.

Why Play COIN?: Unlike typical battles, a COIN fight is up close and personal. One minute things are normal, the next all hell breaks loose. An ambush, a roadside bomb, and typically an enemy that is everywhere and nowhere. Firefights would be over in minutes, or could last for hours. Some areas would be lucky to employ armor, artillery, or airstrikes, but by and large combat actions were decided by small groups of men wielding small arms. On the one hand, you can play the COIN force representing the well

trained and well equipped force of a nation seeking to bring stability to an area or support a faltering government. Or, one can play as the insurgents, maybe not as well trained but extremely motivated and crafty, able to hit and run and negate many of the advantages of the COIN forces as they seek to accomplish their own ends and drive the COIN forces out.

Asymmetric Warfare Comes Of Age: The 1960s

When someone is asked about asymmetric or guerilla warfare, people will invariably mention the United State's involvement in Vietnam. No discussion about guerilla warfare is complete without it. How did the strongest military in the world essentially lose to a bunch of farmers and peasants that relied on old weapons, booby traps, and hit and run tactics? All the firepower and technology in the world, and yet they were defeated. This was one of the early examples of how an asymmetric force could defeat a larger, better trained, and better equipped force. It would be an example of things to come

Middle East Ablaze: The 1980s

In the 1980s, no region was more consumed with Asymmetric Warfare than the Middle East. While the Iran-Iraq War was going, several COIN conflicts were going at the same time. Two of the biggest examples were the Israeli intervention in Lebanon, and the Soviet Invasion of Afghanistan.

Lebanon

For the Israelis, whom had been locked in deadly combat with the Palestinian Liberation Organization nearly from its inception, Lebanon was a security risk. PLO operatives and leaders had moved to Lebanon, and had taken refuge amongst the chaotic internecine fighting that rocked the country. When Syria invaded Lebanon to support Islamic Militias, Israel acted and launched a counter invasion of its own. However, Iran was also active in Lebanon, training and equipping a violent Shia Islamic militia

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known as “Hezbollah” (translated as “party of god”). Trained by the Iranian Revolutionary Guards Corps (IRGC) Hezbollah rapidly rose to be the strongest militia in all of Lebanon numbering over 20,000 combatants. They also used unconventional tactics, employing ambushes, booby traps, and suicide bombings to wreak havoc on other militias and peacekeepers. Notable was the twin bombings of French and US Marine barracks in Beirut, which killed several hundred people. These attacks would result in peacekeepers and the Israelis withdrawing from Lebanon, leaving the country fractured and with Hezbollah as a national force in the country.

Afghanistan

Concurrently, the Soviets had invaded Afghanistan in 1979. That year, the Afghans had overthrown the Afghan king and installed a communist government that brutally suppressed their political opponents. However, the government’s liberal modernisation programme clashed with traditional tribal and religious sensibilities. A popular uprising against the government was imminent, but the Soviet Union acted first overthrowing the Afghan communist government and installing a more malleable one. However, this action would lead to ten years of warfare between the Soviet Union and Afghan National Army allies against numerous Afghan militias known collectively as the “Mujahideen”



(warriors of God or warriors of jihad). The Afghan warlords proved brave and utterly ruthless in battle, but fought amongst themselves nearly as much as they fought the Soviets. Due to the Cold War, many

western nations supported the Mujahideen along with Arab states like Saudi Arabia supplying them with arms and money. Notably, the US provided the mujahideen with Stinger MANPADS systems to combat soviet helicopters and jets. Facing a quagmire in Afghanistan and economic woes at home, the Soviets withdrew from Afghanistan in 1989. It can be said Afghanistan was the “Soviet Vietnam”, and some saw it as payback for Soviet support of the Vietnamese. Tragically, once the Soviets left, so too did the support from Western nations, which would have reverberating consequences just over a decade later.

After the Cold War: The 1990s

As the final decade of the 20th Century came about, asymmetric conflicts were still going strong. The Soviet Union no longer existed, and the United States could declare victory in the Cold War. However, this does not necessarily mean the world was a safer, more peaceful place. Hot on the heels of it’s triumph in Kuwait during Desert Storm, the US found itself dragged into Operation Restore Hope in Somalia. Warlords in that nation had weaponized famine, prompting the UN to send food and aid (and troops) to the Horn of Africa. However, a humanitarian mission quickly devolved into a military one as militiamen under Mohammad Farah Aidid targeted UN Peacekeepers and Red Cross workers. In response, President Clinton tasked a force of US Army Rangers and Delta Force to apprehend or kill Aidid. This new mission proved elusive, and



tragically culminated in the famous “Black Hawk Down” battle of October 1993.

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Checking in with Chechnya

In the Caucasus, the province of Chechnya moved to declare independence from the newly formed Russian Federation. Democracy was new in the former Soviet republics, and many wanted to test the limits of what it could do. The Chechen people had been at odds with the Russians for several centuries, and used this as a reason to declare independence. President Boris Yeltsin had other ideas, and sent Russian troops in to stop the secession of the self-declared Republic of Ichkeria. War would rage for two years, with heavy-handed Russian tactics causing a massive insurgency. The Russian Army was in a pitiful state at this time, led by corrupt or inept leaders and many soldiers not being paid. These factors culminated in the 1996 Battle of Grozny, where Chechen insurgents spectacularly defeated the Russian Forces and their supporters. The Republic of Ichkeria had won de facto independence. But it was not to last.



In 1999, 3 years later, quite a bit has changed in Russia. Vladimir Putin rose to power, and looked to consolidate his hold on it. Meanwhile, in Chechnya, the government was unable to maintain order in the region with many militias fighting each other. Notably, many were Islamic jihadist in outlook. When this fighting resulted in raids on Russian outposts and killing of Russian civilians, Putin chose to once again invade Chechnya and return it back to the Federation.

The Second Chechen War, which began in 1999, was far bloodier than the first. The Russian Army had gotten more proficient, and more ruthless. Whole towns were shelled or bombed, and firefights were fought with no quarter asked or given. The Chechens

fought back with typical guerilla tactics, but also started to employ suicide attacks and bombing of Russian apartment buildings. However, the Russian military prevailed, recapturing Grozny and driving the insurgents into the mountains. Chechnya was returned to the Federation, but an insurgency still exists in the Caucasus and carries out attacks, including the Beslan School Massacre of 2004.

9/11 and beyond: The 2000s.

The dawn of the 21st Century was punctuated by arguably the most famous terror attack in history. On September 11, 2001, 4 planes were hijacked by terrorists owing allegiance to the jihadist group Al-Qaeda. 2 crashed into the World Trade Center, 1 into the Pentagon, and 1 crashed in Pennsylvania. The death toll was in excess of 3,000. Founded by Osama Bin Laden, Al Qaeda was already known for the suicide bombing of the USS Cole in Yemen, and the bombings of US Embassies in Tanzania and Nigeria. They had taken shelter and trained in Afghanistan, now ruled by the Islamic fundamentalist Taliban. As a result, President George W. Bush of the United States declared a Global War On Terror and gave the Taliban an ultimatum to hand over Bin Laden and expel Al Qaeda. When the Taliban refused, the US and NATO launched Operation Enduring Freedom, and invaded Afghanistan. While the Taliban toppled quickly, the tribal politics and rugged terrain in Afghanistan made security and stability very difficult, and forces are still present in the country fighting the remnants of the Taliban as well as several other groups (many of which fought the Soviets in the 1980s) nearly 20 years later. Even the assassination of Bin Laden has not stopped the conflict.

However, the US did not set its sights solely on Afghanistan. Amid controversy, and for dubious reasons, the United States and United Kingdom launched Operation Iraqi Freedom in 2003, overrunning the Iraqi forces and toppling Saddam Hussein in 3 weeks. However, the Pentagon and State Department did not have a plan nor the forces to transition to Security & Stability Operations (SASO). After several critical decisions, namely disbanding the Iraqi Army and outlawing Baathists from holding

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any sort of political or municipal office, the country exploded in an insurgency against coalition forces and the Iraqi interim government. To exacerbate matters, Shia Muslims who are the majority in Iraq yet were marginalized by the Sunni Ba'athists under Saddam Hussein, began to take revenge on Sunni Muslims sparking a sectarian conflict on a huge scale. Coalition forces surged into the country to placate the violence, and had combat troops committed until 2012. However, violence still rages in Iraq, with the rise of the Islamic State and continuing sectarian strife



Today, many COIN Conflicts still rage around the world. In 2013, the French launched Operation Serval in the African country of Mali to assist the Mali government against Al Qaeda/Islamic State affiliated insurgents and is still conducting operations. In Yemen, the Saudi backed Yemeni Government are fighting Iranian backed Houthi rebels. In Syria, well, lets just say EVERYONE is fighting there. As the 21st century completes its second decade of existence, COIN operations and conflicts aren't going to be done any time soon.



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How To Use This Guide

COIN is an expansion to the Battlefront game *Team Yankee*. As such, most of the rules apply. However, there are many key changes to certain things to better reflect the unique nature of counter insurgency fighting, missions, and tactics. For example, most insurgents aren't trying to capture and hold ground. Sometimes, the objective is to kill a few soldiers of the COIN forces then go home. On the COIN side, sometimes the mission is simply to go walk a beat much like a police officer does. While not an exact simulation of such (games would be over in literal minutes), the abstractness is designed to bring enough of the "flavor" of COIN ops to the tabletop.

A note on common sense: . If you can't do it for real, then you can't do it in the game. if a ruling is needed, I will be happy to provide it (via a Facebook message), but use common sense in games.

WWIII - Team Yankee

You will need a copy of *WWIII - Team Yankee*, wargames rules by Battlefront Miniatures to use this expansion. Unless otherwise stated, the rules of *WWIII - Team Yankee* apply.

Tables and Terrain

COIN is played on a 4x4 Table, to better reflect the close nature of firefights during COIN operations. Typical ranges during this sort of fighting is well under 300 meters, and only in rare cases are firefights going to happen at ranges at that range or beyond.

Terrain should be dense. Terrain dense tables give a feel of the unknowns of COIN fighting. Missions were suspenseful affairs, knowing all hell could break loose at any time. Your table should convey that sort of feeling.

Waterways

Most waterways in the Middle East are canals, so are Impassable terrain.

Terrain Rules

All terrain rules outlined in the Team Yankee rulebook are in effect, with the following modifications.

Shooting Out of Buildings

Units do not need a window or door to shoot out of a building. Whether insurgents or COIN forces, any length of time spent in a building and the occupiers will modify/fortify it to fit their needs.

Unit Structure

Units will be organized as stated in the COIN supplements, and at points cost listed. If an entry says *As Per TY Supplement* then use rules and points as stated for the unit in the appropriate book (*Stripes, Red Thunder, etc.*)

Game Size

COIN Warfare is played with small units. The team, squad, platoon, and company. It is very rare to have direct actions that involve full battalions or higher, and even in battalion-level operations the units in contact are rarely larger than a platoon. Armoured support and other high-tech gear is not in abundance.

Most games should be played with 30 to 60 points with a maximum of 75 points.



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Staying In Command

In addition to the normal rules, a team is In Command if it is within 6"/15cm of another team from the same unit. If a team that is not within 6"/15cm of another team, it must move towards the unit leader any time it moves.

COIN SPECIAL RULES

COIN uses the following special rules:

Civilians On The Battlefield (COBs)

Civilian considerations are the center of gravity in a counter-insurgency conflict. At the start of the game, each player places one COB team, alternating their placement, on the table for every 10 points or part thereof in their force. COB teams are mounted on large bases and must be deployed at least 8"/20cm from the table edges and not within 8"/20cm of another COB team.

Players may not call airstrikes or artillery while COBs are on the table. Of any kind, even if on table

COB teams grant Concealment to Teams shooting through them as if they were Short Terrain. In addition, when a Team shoots through a COB team, roll a die: on 1-3, that side loses one victory point and their opponent gains one victory point for civilian casualties.

Whenever either combatant side begins shooting, all COBs must move (6"/15 cm) towards the nearest table edge, , and in each subsequent turn (COIN or INSURGENT) continue to move that direction until successfully off-table.

Improvised Explosive Devices (IEDs)

In recent COIN conflicts, the insurgent weapon of choice was the improvised explosive device, or IED. These range from crude roadside bombs, to sophisticated arrays, to huge deeply-Buried munitions able to flip a tank.

Placing IEDs

You may place any or all of your IEDs at the same time that you place Units from Ambush in your Starting Step.

IEDs may be placed anywhere in your Deployment Area and No Man's Land, but not in the enemy Deployment Area. IEDs cannot be placed under Teams in Foxholes.

Detecting IEDs

immediately before IED detonation is resolved, the team may make a skill check to detect the IED, with a -1 modifier (skill 3 needs a 4+) to the roll. if successful, the IED does not go off, however the unit is now pinned. remove the IED marker once the unit successfully unpins. note: this rule is an abstraction to factor in seeing a wire, a shell, or anything else "out of the ordinary" that can tip off coin forces of the presence of an IED. this also simulates a unit calling eod to come remove/disarm the IED. this process in reality tended to take hours, so its compressed for gameplay purposes. also note, this rule applies to ghost IED markers as well to reflect the caution coin forces would have in a high IED area. while this can conserve forces, it is meant to be weighed against the time for the mission.



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Types of IED

The design and employment of IEDs are limited only by the insurgents' imagination, but for our purposes are divided into the following types:

- Victim-Operated IED (VOIED)
- Radio-Controlled IED (RCIED)
- Vehicle-Borne IED (VBIED)
- Deep-Buried IED (DBIED)
- Explosively-Formed Projectile (EFP)

Each type of IED has its own special rules for placement and detection, as well as its own effect.

Each type of IED has its own strengths and weaknesses, so choosing the right type for each situation is important. You must indicate the type of IED when you place it.

Victim-Operated IED

Victim-operated IEDs (VOIED) are basically booby traps waiting for someone to blunder into them and set them off. They are the most basic type of IED, and hardest to avoid.

A VOIED cannot be placed under a Team in Foxholes, but otherwise can be placed anywhere, even under enemy Teams. They cannot be Detected, and are triggered by the next Team to move over them (which could be an Infantry Team assigned the job of clearing it rather than the Team starting on it). The moving Team takes a Skill test (with the -1 modifier for IEDs). If they pass, the VOIED has no effect. If they fail, they are hit by a weapon with Anti-tank 3 and Firepower 1+. Either way, the VOIED is removed.

Deep-Buried IED

Deep-Buried IEDs (DBIED) are buried under the ground or in a sewer and consist of hundreds of pounds of explosives, usually meant to destroy armored vehicles.

A DBIED is the same as a VOIED with the following exceptions. A DBIED cannot be placed within 4"/10cm of an enemy Infantry team. It is triggered by a Tank team moving within 2"/5cm of it.

An enemy Unit can search for a DBIED instead of Shooting in the Shooting Step. Roll a modified Skill test for each Infantry Team from the Unit that is within 2"/5cm of the DBIED. If passed, they have found and disarmed the DBIED, otherwise they have triggered it instead.

A triggered DBIED makes an Artillery Bombardment centered in itself that is automatically Ranged In and hits all teams under the Template. It has an Anti-tank rating of 6 and a Firepower of 1+. Any Infantry teams hit by a DBIED must reroll successful Saves.

Radio-Controlled IED

Radio-controlled IEDs (RCIED) are VOIEDs or DBIEDs triggered by an insurgent overwatching the IED equipped with a cell phone, key fob, or other mechanism that sends a signal. They can be used more selectively than a VOIED, but are more easily countered.

An RCIED works the same as a VOIED or DBIED, with the following exceptions. An RCIED only triggers if you have an Infantry Team or COB within 20"/50cm and in line of sight of the RCIED when an enemy team moves over it or within 2"/5cm of it, unless the moving Team is an Infantry Team and deliberately triggering it to clear it. You may choose not to trigger an RCIED, saving it for a better target, unless the enemy deliberately triggers it.

Vehicle-borne IEDs

Vehicle-borne IEDs (VBIED) are cars jammed with explosives and are overwhelmingly deadly. They rely on surprise for their effect as they need to get close to the target, and are vulnerable to shooting until they do.

A VBIED must be placed on a road, parking area, or similar terrain where a civilian vehicle might be found. It cannot be placed within 12"/30cm of an enemy Infantry Team that can see it. VBIEDs are car models and should be modeled.

In the Movement Step roll a die to see how far the VBIED can move. It can only move on a road or similar surface.

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Score	Movement Distance
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

At the start of the Assault Step, the enemy player attempts to detect the VBIED with any Units in line of sight. Roll a die for each Unit. If they are within the Detection Distance, they take a Skill test. If passed, they detect the VBIED and can attempt to destroy it. If they fail, they do not detect the VBIED. Re-roll successful Skill tests if the VBIED is within 12"/30cm of a COB.

Score	Detection Distance
1	2"/5cm
2	4"/10cm
3	6"/15cm
4	8"/20cm
5	10"/25cm
6	12"/30cm

A Unit that detects a VBIED can immediately Shoot at the VBIED with Teams within their Detection Distance. They use their Halted ROF (unless Pinned Down, in which case they use their Moving ROF). The VBIED is hit on 3+ with the normal shooting modifiers, and has a Save of 4+. A VBIED cannot be Pinned Down. If the VBIED is Destroyed, the owning player rolls a die on a roll of 5 or 6, it is immediately triggered.

If the VBIED is not triggered, it may move up to 4"/10cm, even if this takes it within 2"/5cm of (or even through) an enemy Infantry team, and trigger.

A triggered VBIED makes an Artillery Bombardment centered in itself that is automatically Ranged In and hits all teams under the Template. It has an Anti-tank rating of 4 and a Firepower of 1+.

The enemy player can attempt to Detect and Shoot at a VBIED in their own Shooting Step. If a Unit is attempting to detect VBIEDs, it cannot Shoot at any other target. If a team capable of Spotting for an Artillery Bombardment Detects a VBIED, it can be hit by that Artillery Bombardment as normal in the Shooting Step, otherwise it cannot.

Armoured VBIEDs

Vehicle-borne IEDs (VBIED) can be armoured to increase their survivability, at the cost of making them easier to detect.

Units attempting to Detect an Armoured VBIED re-rolls failed Skill tests unless their is a COB within 12"/30cm of the VBIED, in which case they do not re-roll successful Skill tests. An Armoured VBIED does not have a Save. Instead it has an Armour rating of 0, but cannot be Bailed Out.

Tracked VBIEDs

Insurgents have attempted to create even better Vehicle-borne IEDs (VBIED) using turretless BMP armoured personnel carriers. These are easy to detect, but hard to stop.

A Tracked VBIED is not limited to being placed on roads, but must be placed using the rules for placing an Ambush. It is not limited to moving on roads, but cannot move more than 16"/40cm through Terrain, and has a Cross rating of 3+ for Difficult Terrain.

A Tracked VBIED is always successfully Detected by any enemy within line of sight. An Armoured VBIED does not have a Save. Instead it has an Armour rating of 2 on the Front and Side, and 1 on the Top, but cannot be Bailed Out.

Explosively Formed Penetrator (EFP) array the deadliest type of IED, these were designed to kill and maim armored vehicle crews and disable their vehicles. when detonated, the EFP forms a super

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molten copper slug that can penetrate the side of a tank. unlike most IEDs, the EFP array can be aimed to cause maximum damage, and were usually triggered by passive infrared sensors that did not require overwatch.

As such resolve an EFP array as a VOIED that can only target vehicles with the following changes: normal shooting attack (ROF 4), range 6", AT 20 to side armor, hitting on base to hit with no modifiers of any kind. if the vehicle is a transport, teams inside are subject to the brutal rule. EFPs can be negated by CIED gear.

Electronic Countermeasures (ECM) and Counter IED (CIED) Equipment

this consists of different countermeasures coin forces employed to the IED threat such as ECM systems, metal detectors, ground penetrating radar, or such. CIED gear has the following types and rules:

- **ECM:** Units detecting an RCIED do not have a penalty to their skill roll.
- **CIED:** As per ECM, but applies to VOIEDs of all types.

ECM and CIED can be dismounted or mounted on vehicles. however, understand that each type only works with that specific IED type. so if a player wants both, they will have to pay for both.

SNIPER: COIN conflicts are a playground for snipers, and both sides used them extensively. Snipers have the following rules:

SNIPER HIDE: Snipers are independant teams, and deploy anywhere on the table within concealing terrain. They are always gone to ground and in bulletproof cover, even if they fire.

LETHAL: Sniper Rifles have a range of 20" (or 24" if .50 cal), with no to hit modifier for range. Concealment applies as normal. Hits taken from a sniper are Brutal and Pinning.

RELOCATE: At end of turn, the controlling player may remove their sniper and place them in reserve (even in missions that don't have it), and may roll to bring their sniper back in on their following turn. Snipers arrive in this manner on a roll of 4+

OFF TABLE ARTILLERY: in coin conflicts, artillery wasn't nearly as employed due to cob considerations, and was usually concentrated in firebases spread around the battlespace. off table artillery consists of the following rules:

- Any artillery 120mm or larger falls under the off table artillery rule
- Players must roll to receive off table artillery before any ranging in attempt is made. this roll is successful on a 4+, and simulates either a request being denIED (coin forces) or dud munitions (insurgents)
- No model is needed for off table artillery. it is purchased with an observer team for points cost listed.

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AIR STRIKE: Air strikes in a COIN environment are very powerful, but also are only used in the most dire circumstances due to the risk of collateral damage and civilian casualties.

- Airstrikes in COIN follow all rules for Off Table Artillery. In addition, they are One Shot weapons.
- Air Strikes target buildings, not units or teams
- Resolve the air strike with one (1) die roll using the observer's skill. Modify the die roll by -1 if friendly teams are within 10"/25cm of the building. If they are 8"/20cm from the building or closer the air strike waives off. The player may try again in their next shooting step (and must re-roll their request)
- If the die roll succeeds, ALL enemy teams inside and within 2" of the building are hit. Resolve each hit as a Brutal, AT- FP AUTO hit.

SPEC OPS: this is a new unit type listed in respective force books. regardless of all special rules listed with the unit, all spec ops units have the following abilities: spearhead, scout, observer (this is in addition to any purchased observer team, but does not count for purchasing artillery), and assault 2+/3+

GUERRILLA WARFARE: insurgents don't fight along frontlines like conventional forces, blending in with the population until they strike, then melting away to attack from a different quarter.

- For insurgent deployment, divide the table into quarters. each quarter has a corresponding die number of 1-4. for each insurgent unit roll a die, and deploy it in command within the corresponding quarter. on a roll of 5 or 6, the insurgent player may choose which quarter to deploy in. all teams must be outside of 12" from any enemy team.
- When an insurgent unit is destroyed, roll a die. if the roll meets or exceeds the unit morale rating, it may be placed in reserve and come on the table as a new unit. destroyed units utilizing this rule still grant victory points.
- alternatively, the insurgent player may voluntarily destroy the unit at the beginning of their starting step to place them in reserve. this still grants their opponent victory points.

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COIN MISSIONS

COIN warfare is a very different animal to conventional warfare. There are no front lines, and most of the time objectives are vague and hard to define. Where COIN forces may seek to secure and protect the populace, capture insurgent leaders, or destroy arms caches, the insurgents simply wish to inflict casualties to intimidate the populace and undermine the COIN war effort. These diverging agendas present a unique set up for tabletop battles.

Victory Conditions For The Insurgent Player: As it is very rare for insurgents to want to achieve a tangible objective, most of the time success is measured in how many coin forces they kill or vehicles they destroy. as such, insurgent victory conditions are set by the following rules:

Insurgent Propaganda Victory: As insurgents wage war in the propaganda arena as much as the combat, inflicting casualties is the surest way to change public opinion. As such, Insurgents gain battle points during the battle for units they destroy. Battle Points are earned Thus:

- Infantry or Unarmored Unit Destroyed (not counting independent teams)= 1 BP

- Helicopter Shot Down= 1 BP
- Every 3 Light Armored or unarmored Vehicles destroyed (FA 5 or less)= 1 BP
- Main Battle Tank (FA 5 or Higher) Destroyed= 1 BP

At the end of each game turn, count the number of Insurgent BPs earned and apply the following modifiers:

0-2 BPs: No effect

3-5 BPs: Insurgents gain 1 VPs

6-7: BPs: Insurgents gain 2 VPs

8+ BPs: Automatic Insurgent Victory (Coin Forces don't like that many casualties!!)

RANDOM MISSION GENERATION:
Players can agree on a mission, or use a die roll to determine mission below:

- 1) Presence Patrol
- 2) Key Leader Engagement
- 3) COP Defense
- 4) Cordon And Search
- 5) Traffic Control Point
- 6) Hvt Raid

ALL MISSION SPECIAL RULES SUCH AS AMBUSH, RESERVES, SCATTERED RESERVES, ETC ARE AS PER THE TY RULEBOOK

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PRESENCE
PATROL

SITUATION: COIN FORCES CONDUCT A PATROL TO REASSURE THE POPULACE AND PROVIDE LOCAL SECURITY. INSURGENTS, HOWEVER, SEE AN OPPORTUNITY TO STRIKE



Mission Special Rules:

Guerilla warfare

Ambush (insurgents)

Delayed reserves (insurgents)

Deep delayed reserves (coin)

Meeting engagement

Cobs

Off table artillery

Setup

Both players place required forces in delayed reserves. Coin forces reserves will arrive from their table edge, insurgent reserves will arrive from the opposite table edge.

After placing their forces in reserve, both players starting with the coin player place cobs. The coin player then deploys within 8” of their chosen table edge.

The insurgent player deploys utilizing the guerilla warfare rules.

The coin player has the first turn.

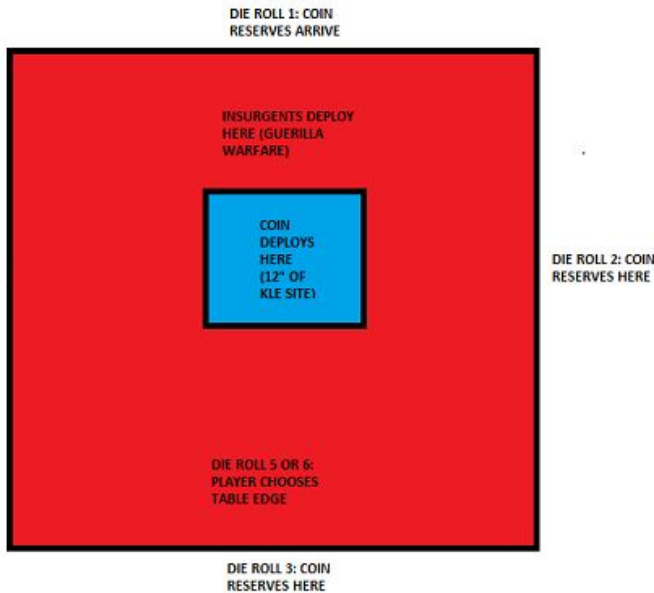
Victory:

The game lasts until one force or the other is broken. Note this does not use the insurgent propaganda victory rules!

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KEY LEADER
ENGAGEMENT
(KLE)

SITUATION: COIN forces are to meet with a local civic leader or tribal elder to discuss the people's needs and possibly establish a working relationship. The insurgency wishes to disrupt this.



SPECIAL RULES:

GUERRILLA WARFARE

OFF TABLE ARTILLERY

AMBUSH (COIN)

IMMEDIATE DEEP SCATTERED RESERVES (COIN FORCES)

COBs

INSURGENT PROPAGANDA VICTORY

Setup: the coin player places one objective in the center of the table. This is the location of the KLE. Then, starting with the coin player, each player takes turns placing cobs on the table.

The coin player then places the required amount of forces in reserves, then deploys the remainder anywhere within 12" of the KLE site. They may hold one unit in ambush that can deploy within 16" of the KLE site.

Insurgents deploy utilizing the guerilla warfare rules.

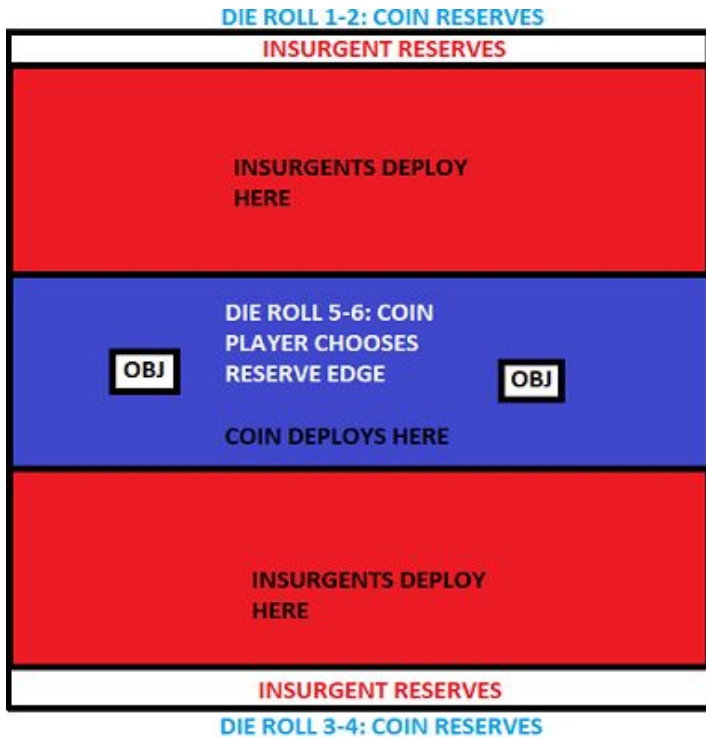
Insurgents have the first turn.

Victory conditions: at the end of the 6th game turn, the insurgents win a victory if they have a team within 6" of the KLE objective, or secured the KLE site altogether (ie, holding the objective). Any other result is a coin victory.

**COIN: COUNTER INSURGENCY BATTLES
(A TEAM YANKEE EXPANSION)**

COP DEFENSE

SITUATION: INSURGENTS ARE HOPING TO OVERRUN A COMBAT OUTPOST IN THE AREA IN HOPES TO USE IT FOR PROPAGANDA PURPOSES. TO THE COIN FORCES, THIS OUTPOST IS VITAL AND MUST BE HELD AT ALL COSTS.



SPECIAL RULES:

IMMEDIATE RESERVES (INSURGENTS)

DEEP IMMEDIATE RESERVES (COIN)

AMBUSH (COIN)

OFF TABLE ARTILLERY

INSURGENT PROPAGANDA VICTORY

BROKEN ARROW (SEE RULE BELOW)

Setup:

Insurgents place two objectives within the coin deployment zone at least 8” from the table edges and 6” back from the deployment zone edges.

The coin forces deploy all their forces within a band 48” wide by 16” deep. Only infantry and gun teams may be deployed in this area, along with vehicles not affected by deep reserves. All others go into deep immediate reserves, and table edge will be determined by die roll.

Insurgents place the required part of their forces in immediate reserves, then can deploy the remainder anywhere within the remaining table areas, at least 12” from the coin deployment zone. Their forces can be divided any way they choose, and reserves can come in from either table edge

Insurgents have the first turn

Victory: insurgents win if they end their turn holding an objective. Coin forces win if after 6 turns insurgents have no teams within 6” of an objective.

Mission special rule “broken arrow”: at any point, the coin player may take a 1 vp penalty to declare broken arrow. If they do so, they no longer have to roll to receive off table artillery.

**COIN: COUNTER INSURGENCY BATTLES
(A TEAM YANKEE EXPANSION)**

**CORDON &
SEARCH**

SITUATION: COIN FORCES HAVE INTELLIGENCE THAT AN INSURGENT WEAPONS CACHE OR SUPPLY HOUSE IS LOCATED WITHIN THIS NEIGHBORHOOD. COMMAND HAS ORDERED A SEARCH OPERATION TO DISCOVER IT.

SETUP:

THE COIN PLAYER PLACES 3 OBJECTIVES WITHIN THE INSURGENT DEPLOYMENT AREA, AT LEAST 16" FROM THEIR DEPLOYMENT AREA AND NO CLOSER THAN 8" TO EACH OTHER. STARTING WITH THE COIN PLAYER, EACH PLAYER ALTERNATES PLACING COBs ON THE TABLE

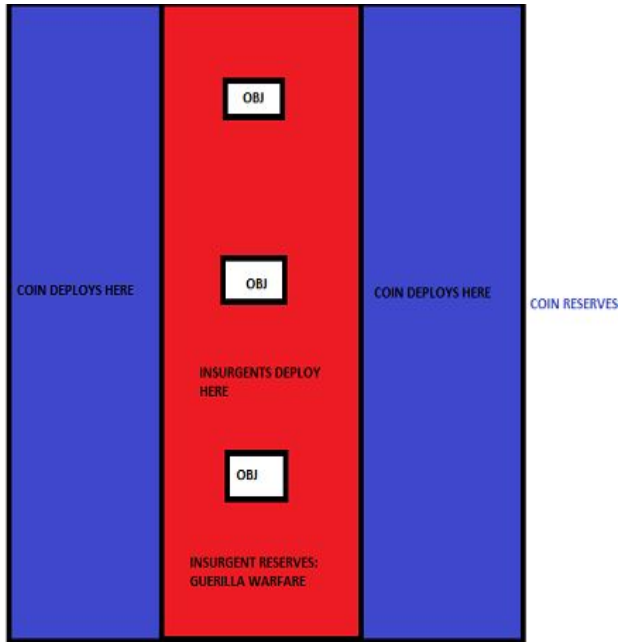
AFTER PLACING THE REQUIRED AMOUNT OF THEIR FORCE IN RESERVE, THE COIN PLAYER THEN DEPLOYS THEIR FORCES DIVIDED EVENLY AS THEY CAN BETWEEN THE TWO HALVES OF THEIR DEPLOYMENT ZONE WITHIN 16" OF TABLE EDGES. RESERVES ARRIVE FROM EITHER TABLE EDGE OF THEIR DEPLOYMENT ZONE

THE INSURGENT PLAYER THEN DEPLOYS THEIR FORCES IN THEIR DEPLOYMENT AREA. RESERVES ARRIVE USING GUERILLA WARFARE DEPLOYMENT.

THE COIN PLAYER HAS THE FIRST TURN

VICTORY: THE COIN PLAYER WINS IF THEY SECURE THE CACHE ON ANY OF THEIR TURNS. HOWEVER, OBJECTIVES ARE SUBJECT TO THE "DRY HOLE" RULE BELOW. IF, AFTER TURN 6, THE COIN PLAYER HAS NOT SECURED AN OBJECTIVE, THE INSURGENT PLAYER WINS.

MISSION SPECIAL RULE: "DRY HOLE"- ONCE AN OBJECTIVE IS SEIZED, THE COIN PLAYER ROLLS A DIE. ON A 1-3, THE OBJECTIVE IS A DRY HOLE AND IS REMOVED. ON A 4-6, THE CACHE IS SEIZED AND THE GAME ENDS. IF THERE IS ONLY ONE OBJ REMAINING, IT IS THE CACHE BY DEFAULT.



SPECIAL RULES

OFF TABLE ARTILLERY

INSURGENT PROPAGANDA VICTORY

AMBUSH (INSURGENTS)

COBs

IMMEDIATE RESERVES (INSURGENTS)

DEEP IMMEDIATE RESERVES (COIN)

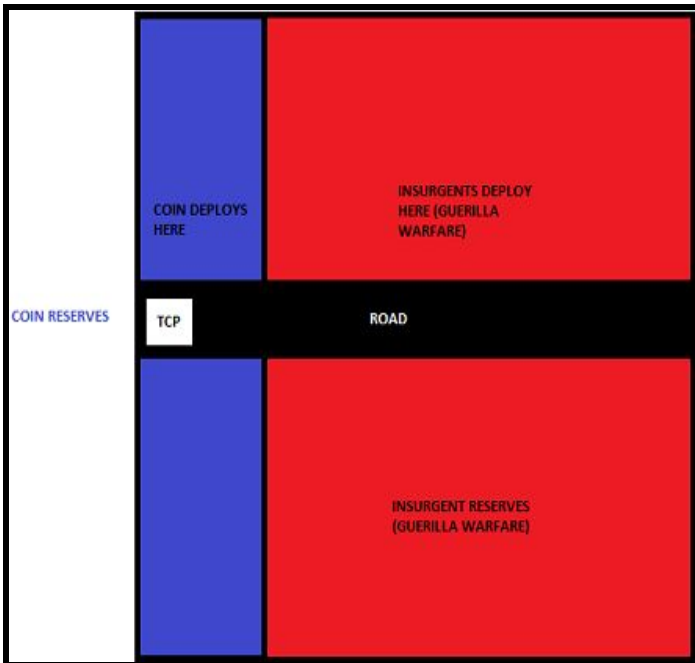
GUERILLA WARFARE

DRY HOLE (See Below)

**COIN: COUNTER INSURGENCY BATTLES
(A TEAM YANKEE EXPANSION)**

TRAFFIC
CONTROL POINT
(TCP)

SITUATION: INSURGENTS ARE MOVING SUPPLIES ALONG THIS ROUTE. COIN FORCES HAVE SET UP A TCP TO INTERDICT SUPPLIES AND FIGHTERS. INSURGENTS, OF COURSE, WISH TO KEEP THEIR SUPPLY CORRIDOR OPEN.



SPECIAL RULES

IMMEDIATE RESERVES (INSURGENTS)

DEEP IMMEDIATE RESERVES (COIN)

OFF TABLE ARTILLERY

COBs

INSURGENT PROPAGANDA VICTORY

GUERRILLA WARFARE

SETUP: THE COIN PLAYER PICKS A TABLE EDGE TO SET THEIR TCP UP ALONG. PLACE AN OBJECTIVE MARKER AT THE MIDPOINT OF THE TABLE EDGE. THIS WILL BE THE LOCATION OF THE TCP. **NOTE: THIS HAPPENS BEFORE ANY TERRAIN IS PLACED ON TABLE. NATURALLY, YOU WANT A ROAD THAT LEADS UP TO THE TCP.** ONCE TERRAIN HAS BEEN SET UP PLAYERS, STARTING WITH THE COIN PLAYER, PLACE COBs ON THE TABLE TOP.

AFTER PLACING THE REQUIRED AMOUNT OF THEIR FORCE IN DEEP IMMEDIATE RESERVE, THE COIN PLAYER DEPLOYS THEIR FORCES WITHIN 20" OF THEIR TABLE EDGE. **AT LEAST ONE UNIT MUST BE DEPLOYED, AND REMAIN, WITHIN 6" OF THE TCP SITE. RESERVES ARRIVE ANYWHERE ALONG THEIR TABLE EDGE**

INSURGENTS, AFTER PLACING THE REQUIRED PART OF THEIR FORCE IN RESERVE, DEPLOY USING THE GUERRILLA WARFARE RULE. RESERVES ARRIVE USING GUERRILLA WARFARE

THE INSURGENTS HAVE THE FIRST TURN

VICTORY: THE GAME CANNOT END BEFORE 6 TURNS. IF, AT THE END OF 6 TURNS, THE INSURGENTS HAVE A TEAM WITHIN 4" OF THE TCP THEY WIN. ANY OTHER RESULT IS A COIN VICTORY. HOWEVER, THE INSURGENTS HAVE A SPECIAL VICTORY CONDITION: SUICIDE VBIED.

Suicide VBIED: The Insurgent player gets 1 free Armored VBIED for use in this mission, in addition to any other VBIEDs purchased. If the insurgent player successfully detonates a VBIED within 4" of the TCP, they automatically win

**COIN: COUNTER INSURGENCY BATTLES
(A TEAM YANKEE EXPANSION)**

HVT RAID

SITUATION: COIN INTELLIGENCE HAS CONFIRMED AN INSURGENT HIGH VALUE TARGET (HVT) IN THE AREA, AND COMMAND WANTS THE HVT KILLED OR CAPTURED. THE INSURGENTS WILL PROTECT THEM TO THE LAST



MAN.

SPECIAL RULES

DAWN

COBs

OFF TABLE ARTILLERY

INSURGENT PROPAGANDA VICTORY

IMMEDIATE RESERVES (INSURGENTS)

DEEP DELAYED RESERVES (COIN)

GUERRILLA WARFARE

HVT (see below)

SETUP: THE INSURGENT PLAYER PLACES AN OBJECTIVE MARKER IN THE CENTER OF THE TABLE. THIS IS THE HVT, AND FOLLOWS THE HVT RULES BELOW. STARTING WITH THE ***INSURGENT PLAYER***, EACH PLAYER TAKES TURNS PLACING COBS.

AFTER PLACING THE REQUIRED AMOUNT OF THEIR FORCE IN RESERVE, THE INSURGENTS THEN DEPLOY IN THEIR DEPLOYMENT ZONE, AT LEAST 16" AWAY FROM THE HVT. RESERVES ARRIVE USING THE GUERRILLA WARFARE RULE.

AFTER PLACING THE REQUIRED PART OF THEIR FORCE IN RESERVE, THE COIN PLAYER THEN DEPLOYS THEIR FORCES ANYWHERE IN THEIR DEPLOYMENT ZONE, WITHIN 12" OF ALL TABLE EDGES. RESERVES WILL ARRIVE FROM ANY TABLE EDGE OF THEIR CHOICE.

THE COIN PLAYER HAS THE FIRST TURN

VICTORY: THE COIN PLAYER WINS IF THEY SUCCESSFULLY CAPTURE OR KILL THE HVT. THE INSURGENT PLAYER WINS IF THE HVT SUCCESSFULLY EXITS THE TABLE. THE HVT IS SUBJECT TO THE FOLLOWING RULES:

HVT: THE HVT IS A SPECIAL OBJECTIVE MARKER MODELED ON A LARGE BASE, CONSISTING OF THE HVT THEMSELVES AND A BODYGUARD ELEMENT.

IN THE MOVEMENT STEP, THE HVT CAN MOVE IN ANY DIRECTION UP TO 8". THEY CANNOT USE MOVEMENT ORDERS, DASH MOVEMENT, OR ASSAULT. THEY CAN SHOOT WITH THE FOLLOWING PROFILE: RANGE 8" ROF 6, AT2, FP 6+ IF SHOT AT, THEY ARE HIT ON BASE 4s THEY SAVE ON 3+ AND CANNOT BE PINNED. IF SUCCESSFULLY ASSAULTED, THEY ARE AUTOMATICALLY CAPTURED.

NOTE: ONLY SMALL ARMS CAN BE USED TO KILL AN HVT (UP TO .50 CAL). NO USING ABRAMS GUNS OR DROPPING A JDAM FOR THE CHEAP WIN!

**COIN: COUNTER INSURGENCY BATTLES
(A TEAM YANKEE EXPANSION)**

A note from the author

If you are reading this, I thank you. COIN started as an idea to not only give Team Yankee players a test of modern day COIN (Counter Insurgency), but give me a healthy outlet to cope with my extensive combat experience. Over 18 years, I deployed 3 times to Iraq and 2 times to Afghanistan. I “saw action” and had many a close call. Now retired, I am turning my energies to sharing, even if only slightly, my experience in game form for myself, and also for others like me in the gaming community.

It is my sincere hope that you enjoy this ruleset, and that it gives you inspiration to create some unique forces or missions. As someone once told me, Wargaming is all about telling a story. This story I lived at one point, and always was fascinated with seeing what I would do differently. Or even what I would do as an enemy commander. And do it without sticking my neck out anymore.

So, please enjoy, and any questions about the rules or clarifications you will find me in the forums.

Very special thanks to Mitch Reed, Mark Goddard, Lee John Parnell, Duncan Gosling, Joe Brecher, Garry Wait, Adam Brooker, and Paul Beaves for the edits and suggestions.

ENJOY!

Alex Montalvo

3 January 2020