LRDG & SAS Arsenal

Infantry teams

Name	Range	ROF	Anti-tank	Firepower	Notes
LRDG Rifle team	16"/40cm	1	2	5+	SMLE rifle with grenade launchers, Pioneer.
SAS SMG team	4"/10cm	3	1	6	Thompson submachine-gun, Lewes bombs, Pioneer. No penalty to ROF for moving.

Transport teams

Name	Mobility	Armour Front	Armour Side	Armour Top	Equipment and Notes
LRDG/SAS Jeep	Jeep	-	-	-	Twin MG, 2 passengers.
LRDG Chev truck	Wheeled	-	-	-	AA MG, 3 passengers.
Breda 20mm portee	Wheeled	-	-	-	Breda 20mm anti-aircraft gun.

Vehicle weapons

Name	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire, Incendiary ammo.
AA MG	16"/40cm	3	2	6	Self-defence anti-aircraft, Incendiary ammo.
Twin MG	16"/40cm	4	2	6	ROF 2 if other weapons fire, Incendiary ammo.
Twin AA MG	16"/40cm	4	2	6	Self-defence anti-aircraft, ROF 2 if other weapons fire, Incendiary ammo.
0.5" AA MG	16"/40cm	3	4	5+	Self-defence anti-aircraft, Incendiary ammo.
Breda 20mm	16"/40cm	4	5	5+	Anti-aircraft.

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Self-defence anti-aircraft: Anti-aircraft weapons can fire at aircraft that are attacking their platoon.

The LRDG boys after a successful raid!

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This is a supplement for *Flames Of War, The World War II Miniatures Game*. A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book, available from all good hobby stores or from,

www.FlamesOfWar.com

STING OF THE SCORPION

INTELLIGENCE BRIEFING ON LRDG AND SAS RAIDING FORCES

FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

Desert Raiders Force

LRDG Raiding Party

Major RA Bagnold (Royal Signals) spent the years between the wars exploring the vast sand seas of the western desert, so when the Italians attacked Egypt in 1940, he formed the Long Range Desert Group, the LRDG, to find out what they were up to in the deep desert.

For the next three years there were only a few days when the LRDG wasn't operating behind enemy lines. Most of their work was observing the enemy's strength and dispositions, but when necessary, they undertook more aggressive operations to capture oases and raiding enemy airfields and supply dumps. They transported 'parashots', as they called the SAS, on many of their raids, sneaking in to place bombs and generally wreak havoc.

An LRDG Raiding Party consists of two LRDG Patrols with an optional SAS detachment for demolition work. The patrols are all organised identically. The LRDG has worked out to the last gallon exactly how much petrol and water they need to cross vast deserts to reach their targets and return safely, and this organisation gives the maximum chance of survival. LRDG Patrols are experienced desert hands who know what they are doing, but take no unnecessary risks. An LRDG Patrol (including any attached SAS teams) is rated as **Confident Veteran**.

Lieutenant

Command LRDG Rifle team   LRDG Jeep

LRDG Rifle team   SAS SMG team   LRDG Rifle team

LRDG Chev truck   LRDG Chev truck

LRDG Rifle team   SAS SMG team   LRDG Rifle team

LRDG Chev truck   LRDG Chev truck

Breda 20mm portee

LRDG Patrol

LRDG Patrol

Platoon

LRDG Patrol   **260 points**

Options

- Add an extra hull-mounted MG to any or all vehicles for +5 points per vehicle.

- Replace any one MG or AA MG on any or all trucks with a twin MG or AA MG for +5 points per gun.

- Replace the AA MG with a 0.5" AA MG on up to two Chev trucks for +10 points per gun.

- Add SAS teams for +40 points per team.

- Add a Breda 20mm portee for +45 points.

Your force can only have one Breda 20mm portee, no matter how many patrols it contains.

The command team of one LRDG Patrol is promoted to a Captain or Major and is the Company Command team.

SAS Raiding Party

The Special Air Service, or SAS, was the brainchild of Lieutenant David Stirling, an officer in Laycock's commandos fighting in North Africa. He reasoned that small detachments of parachutists would cause more damage and disruption than one big commando. Auchinleck agreed, and so the SAS were born.

Their first mission in November 1941 was a disaster. Their transport aircraft dropped them all over the desert and few returned, having achieved nothing. Parachuting didn't seem to be the answer, so Stirling went to the LRDG and convinced them to carry him across the desert on his next raid. The raid was a success. The SAS snuck into the German airfields, planting time bombs on the aircraft before sneaking away again. The bombs destroyed many Axis aircraft and set the pattern for subsequent raids. The SAS wouldn't parachute after all, they would raid from the desert!

Stirling quickly arranged his own transport and in June 1942, the SAS gained their famous jeeps. These were armed with numerous machine-guns and crammed with fuel, water, and food for the long marches across the desert. These jeeps allowed them to experiment with new tactics. Now they could race into an airfield, spraying aircraft and fuel dumps with incendiary bullets, before disappearing into the darkness.

An SAS Raiding Party consists of two or three SAS Patrols. Each patrol is armed to the teeth with machine-guns and demolition charges. The SAS are recruited from the toughest, most daring troops about. They are rated as **Fearless Veteran**, reflecting their reputation with the undoubtedly brave LRDG as 'cowboys'.

SAS Patrol

Platoon

6 SAS jeeps	**340**	**points**
5 SAS jeeps	**285**	**points**
4 SAS jeeps	**230**	**points**

Options

- Arm any or all SAS jeeps with an extra AA MG for +5 points per jeep, or an extra 0.5" AA MG for +15 points per jeep.

The command team of one SAS Patrol is promoted to a Captain or Major and is the Company Command team.

LRDG and SAS Patrols are reconnaissance platoons and use the Reconnaissance rules in the *Flames Of War* rulebook, or in *Stars & Stripes* (also available on our website www.FlamesOfWar.com), to avoid enemy fire.

Lieutenant

Command SAS SMG team   SAS Jeep

SAS SMG team   SAS SMG team   SAS SMG team

SAS Jeep   SAS Jeep   SAS Jeep

SAS SMG team   SAS SMG team

SAS Jeep   SAS Jeep

SAS Patrol

Special Rules

Unconventional

The men of the LRDG and SAS were independent-minded individualists who preferred the freedom of special operations to conventional military discipline.

If the command team of an LRDG or SAS platoon is destroyed, another team can take over as the command team immediately. Remove a surviving LRDG or SAS team and bring the command team back into play to replace it.

Vehicles

Desert Training

The LRDG spent much of their time in training practicing unbogging their trucks from patches of soft sand and moving at night. This proved its worth on raids in the deep desert.

LRDG vehicles may re-roll failed tests to avoid Bogging in Rough Terrain.

At night, they do not suffer the penalty of re-rolling successful Bogging tests

Weapons

Incendiary Ammunition

The LRDG and SAS loaded their machine-guns with an unusually high proportion of incendiary ammunition. This was extremely useful against trucks, aircraft, and fuel dumps.

LRDG and SAS machine-guns count as having a Firepower rating of 5+ when trying to demolish objectives by shooting.

Lewes Bombs

Captain Jock Lewes who trained the SAS invented the Lewes bomb for them. This compact incendiary bomb was perfect for demolitions and other miscellaneous havoc.

SAS teams have an Anti-tank rating of 4 in assault combat due to their Lewes bombs.

Pioneers

The LRDG trained in many fields, including basic combat engineering.

LRDG teams have an Anti-tank rating of 3 in assaults.

Rifle Grenades

The LRDG carried lots of rifle grenade launchers for their rifles.

LRDG rifle teams have a Firepower of 5+.

Vehicle Machine-guns

LRDG and SAS patrols kept their vehicle crews to a minimum so they could carry enough stores for long desert raids.

LRDG and SAS vehicles cannot fire their weapons unless they are carrying passengers.

Mission Rules

Raiding force

The raiders must travel deep behind enemy lines to sabotage the enemy's war effort and cause havoc! However to avoid detection, only a small and light force will be able to sneak past the enemy lines. Who dares wins!

The attacker's force is limited to 700 points.

The raiding force must be a Reconnaissance Company, and may only contain reconnaissance platoons that use the Reconnaissance rules found in the *Flames of War* rulebook, or in *Stars & Stripes*.

Raiding forces may not have any air support as the range is too great for ground attack aircraft to operate with them.

Escape

When the raiders demolish a target, the enemy will stop at nothing to ensure that they don't escape to enjoy their success. This makes the raiders' escape as important as the actual demolition.

Raiding platoons may only escape by moving off their own table edge during their Movement step. Platoons may not escape in any turn during which they have moved At the Double.

Platoons that escape do still count as being on the table for Company Morale Checks. Teams that escape the table like this do not count as destroyed.

If the raiding force fails a Company Morale Check, all remaining raiders scatter hoping to make their way home individually.

Demolition

It takes explosive charges or failing that a lot of machine-gun fire to turn a truck park, airfield or fuel depot into a raging inferno.

Explosive Charges

The most reliable way to blow up a target is with explosive charges. Demolition experts on foot fix time bombs to the target and then get far away before the resulting explosion.

Teams that are not Pinned Down and start their turn adjacent to a objective can attempt to demolish it. The team cannot move in the Movement step, nor shoot in the Shooting step while setting the charges. They count as moving and cannot claim to be Gone to Ground.

In the Assault step, roll a Skill test for each team instead of assaulting. If they pass the test, they have successfully planted the explosives which will explode once they get clear. The objective now counts as demolished.

Gunfire

A quick machine gun burst hitting the cab or wheels can put a target out of action for the rest of a battle. However, a lot more intense shooting is needed to completely demolish a truck, aircraft, or fuel depot.

Your troops can demolish an objective by gunfire by shooting at it using the normal shooting rules. The score required to hit an objective is 2+, modified as normal for long range, darkness, etc. An objective never counts as gone to ground.

The defending player rolls a die for each hit on an objective. If they roll 3+, the objective has taken some damage, but is not demolished.

On a lesser roll, the shot hit something vital. The attacking player must now roll another die, scoring at least equal to the shooting weapon's Firepower to demolish the objective.

An objective can never be demolished by accident. The only way to demolish an objective with gunfire is to deliberately shoot it with the intention of demolishing it.

Security force

Your troops are deployed well behind the front lines with the vital task of defending strategic assets such as supply dumps and airfields.

The defending player has 1500 points to spend on their security force.

Safe in the rear areas

The defenders know that the enemy is only a small raiding party and that there are plenty of friendly troops nearby. Their main concern is not having to tell HQ why everything they were guarding got blown up and the raiders got away!

The defender's force is not required to take Company Morale Checks. However, they take Platoon Morale Checks as normal.

Sentries

Every important target has sentries on guard whether this is a humble supply depot watchman or a prestigious headquarters bodyguard! Their task is to raise the alarm before the raiders get too close to their objectives.

The defender deploys six patrols of sentries in their half of the table during the game set up. Represent the sentries with six ordinary infantry stands. They are not taken from the defenders force, and for all intents and purposes are just tokens.

Once the alarm is raised and the game begins, they are removed and play no further part in the game.

Scattered reserves

With so many potential targets and so few troops to protect them, the defenders will be scattered far and wide.

The Scattered Reserves special rule operates in the same way as the Reserves special rule on page 157 of the Flames Of War rulebook, with the following exceptions.

To reflect the way the reserves are scattered, the defender's reserves can arrive from almost anywhere. When each platoon arrives from the reserves, the defender rolls a die to determine from which table edge or corner it will arrive (the mission map shows the edge or corner for each die roll). If the reserves arrive from an edge, they may enter anywhere along that edge. If from a corner, they must enter the table within 16"/40cm of the corner.

Units containing armoured vehicles will always arrive from reserve after units without armoured vehicles. Units containing tanks will always be the last platoons to arrive from reserve.

Time of day

Battles occur at any time. Most battles happen in daylight, but many raids take place under the cover of darkness. There are four times of day: Daylight, Darkness, Dawn, and Dusk.

Daylight

In a mission being played in daylight, the night fighting rules are not used.

Darkness

In a mission played in darkness, the night fighting rule are used for the entire game.

Dawn

In a mission being played at dawn, the game starts in darkness, with the night fighting rules in effect. At the start of the defenders turn three, roll a die. On a score of 5+, morning has broken. If the roll is unsuccessful, at the start of turn four the attacker rolls two dice. If it is still dark at the start of the defenders next turn, they roll three dice, and so on until morning breaks on any roll of 5+. The turn that morning breaks, the night fighting rules are no longer used, and it is daylight for the remainder of the game.

Dusk

In a mission being played at dusk, the game starts in daylight. At the start of the defenders turn three, roll a die. On a score of 5+, night has fallen. If the roll is unsuccessful, the attacker rolls two dice at the start of turn four. If it is still daylight at the start of the defenders next turn, they roll three dice, and so on until night falls on any roll of 5+. The turn that night falls, the night fighting rules come into effect for the remainder of the game.

Night Fighting Special Rules

Fighting at night is a confusing and problematic affair. It is hard to see anything, and rocks and trees look like tanks, and tanks like houses.

Movement at night

Moving at night without lights is slow.

> Teams may not move further than 8"/20cm or move At the Double at night. Additionally vehicles must reroll successful bogging rolls when moving through Rough Terrain.

Shooting at night

At night enemy troops and vehicles loom out of the darkness, only to vanish as quickly when the moon disappears behind a cloud.

> Enemy teams that fired in their shooting step are always visible out to the limits of line of sight.
>
> Each time you select a platoon to shoot with, roll a die and consult the Night Visibility table. The result is the maximum distance that the platoon's teams can see targets that did not shoot. The platoon can only shoot at or range in on teams within that distance. Anything further away is invisible in the darkness. Roll to determine the visibility distance before you select your target.

Concealment

Even on a clear night it is tricky to accurately pinpoint enemy positions unless they reveal themselves by shooting.

> All teams count as Concealed at night unless they fired in their previous Shooting step.
>
> Night is not concealing terrain, so ambushing troops must still deploy at least 16"/40cm from the enemy when in the open.
>
> The concealment of night does not allow reconnaissance troops to use Cautious Movement (as found in *Stars & Stripes*). They must be concealed by terrain.

No Air Support

Air support is only available during daylight, and cannot attack in darkness.

Night Visibility Table	
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

The Raid

The Raid mission uses the **Raiding Force**, **Escape**, **Demolition**, **Security Force**, **Safe in the Rear Areas**, **Scattered Reserves**, **Sentries** and **Time of Day** special rules.

Raid missions recreate the daring attacks of cloak and dagger troops like the LRDG and SAS.

Attacker must escape across this table edge

No Mans Land

The defender deploys their sentries here

Players place five objectives here

Your Orders

Attacker

Our raids are wreaking havoc on the enemy supply line. Intelligence has located valuable targets, whose destruction would further aid our cause. However this is no suicide mission; your highly trained unit cannot afford casualties.

Your orders are to destroy as many of these targets as possible, and escape with your raiding force intact.

Defender

The continuing raids by enemy raiding forces are severely hampering our efforts to build up supplies and reinforcements for our next offensive. Intelligence has hinted that more raids may take place in your area.

Your orders are to protect all potential targets and prevent the raiders from escaping.

Preparing for battle

1. The attacker chooses which table end the defender will deploy in. The raiders must escape from the opposite board end after completing their demolitions to win the game.

2. Starting with the attacking player, each player alternates placing five objectives in total in the defender's half of the table. Each objective must be at least 8"/20cm from the table edges, and at least 8"/20cm from the table centre line, and at least 10"/25cm away from all other objectives

3. The defending player deploys six Sentries in their half of the table to restrict the attacker's deployment. All of the defender's platoons are held in reserve at the start of the game.

4. The attacker then deploys their entire force anywhere on the table. All vehicle and gun teams must be placed at least 16"/40cm away from all Sentries, and all infantry teams at least 4"/10cm away from all Sentries.
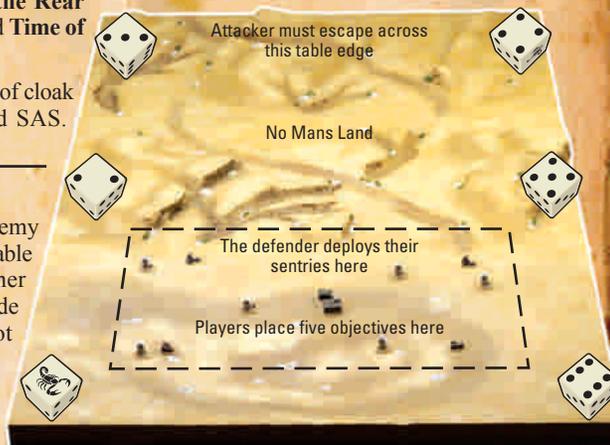
5. The attacking player decides whether they will be attacking by daylight or in darkness, or at dawn or dusk.

Beginning the battle

1. The alarm is raised and the sentries are removed from the table.

2. The attacking player has the first turn.

Ending the battle

The battle ends when there are no raiding platoons left on the table.

Deciding who won

The defending player wins if the raiders fail to escape. Although valuable supplies have been lost, future raids will be curtailed.

Only platoons that have already demolished an objective and escaped gain victory points for the attacking player.

Use the victory points table over the page to look up your victory points based on the number of objectives successfully demolished by the platoons that escaped.

The Raid Victory Points

Objectives Demolished	Result	Attacker's Points	Defender's Points
5 objectives	Stunning victory	6	1
4 objectives	Major victory	5	2
3 objectives	Minor victory	4	3
2 objectives	Minor defeat	3	4
1 objective	Major defeat	2	5
No objectives	Stunning defeat	1	6

LRDG Markings

From 1940 the LRDG was organised into five patrols. G Patrol (Coldstream Guards), R Patrol (New Zealand), S Patrol (Rhodesians), T Patrol (New Zealand) and Y Patrol (Yeomanry). Initially New Zealand had an additional patrol, W Patrol, that was disbanded in 1940.

LRDG vehicles were given markings according to the patrol they were assigned to. These markings consisted of a black box on the front and rear with a small white letter painted above a larger white number, showing the number of the vehicle and the patrol that it came from.

LRDG vehicles were given names that they were referred to by their crew.

The three New Zealand Patrols used to give all their vehicles Maori names that started with the respective patrol's identification letter. Some examples are:
• R Patrol: Rotoma, Rotowari, Rotokawa,
• T Patrol: Te Anau, Te Rangi, Taipo, and
• W Patrol: Waikaha, Waima, Waitoma.

Y Patrol seems to have preferred more classical names. The vehicles of Y2 patrol were given names from the "Three Musketeers" (Aramis, D'artagnan etc.). Other vehicles of Y Patrol carried more British names like "Cock O' The North".

The vehicle names were painted on the left side of the bonnet, (from the drivers point of view).

LRDG & SAS Paint Chart

	Vallejo Acrylic	Games Workshop	Model Master Enamel
Infantry			
Uniform	Iraqi Sand (921)	Camo Green	1792
Boots	Black (950)	Chaos Black	1749
Socks	Khaki (988)	Kommando Khaki	1702
Webbing	Stone Grey (884)	Rotting Flesh	1704
Faces and hands	Flat Flesh (955)	Dwarf Flesh	1516
Rifle butt	Beige Brown (875)	Bestial Brown	1735
Machine-guns and rifle barrels	Gunmetal Grey (863)	Boltgun Metal	1795
Trucks and Jeeps			
Vehicle Colour	Dark Sand (847)	Desert Yellow	1706
Tyres	Black (950)	Chaos Black	1749

Desert Terrain Generator

This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the player. Roll once for each square.

Basic Terrain
Where there is no other terrain, the desert is flat and hard. This makes for rapid, if somewhat dusty, movement.

Treat flat, hard desert as Road for movement. Place a 2"/5cm ball of cotton wool behind each vehicle for every 12"/30cm or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it staying on the same side of the vehicle, even if it changes direction (you can't hide in your own dust!) Vehicles moving 4"/10cm or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.

— Ridge or Wadi —
Roll again:

1 Ridge
A steep rocky ridge (at least 12"/30cm long) dominates the surrounding desert. Connect ridges in adjacent squares.

The ridge is Difficult Going. Re-roll any successful attempt to dig in on the rocky ridge. It is taller than a tank or truck.

2 or 3 Rise
One to three low rises (up to 12"/30cm long) break the flatness. From a distance, they are barely there, but in the desert they are a major feature.

A rise is Easy Going. It is just high enough to conceal tanks positioned on the far side.

4 or 5 Depression
A shallow depression (at least 12"/30cm across) with gently sloping sides marks the site of an old lake.

A depression is Easy Going. It is deep enough to hide vehicles. If a depression is shown by a piece of felt rather than modelled into the terrain, then treat it as a wood for visibility purposes, with the difference that troops in a depression can see everything else in it.

6 Wadi
A steep-sided dry watercourse (at least 12"/30cm long) cuts across the desert. Connect wadis in adjacent squares. Wadis must meet the table edge at one or both ends.

The sides of a wadi are Impassable to guns and vehicles. The floor is Difficult Going. A wadi must

have a Very Difficult Going vehicle access on each bank per square, plus one that is Difficult Going somewhere along its length. A wadi is deep enough to hide a vehicle in it.

— Bad Going —
Roll again:

1 or 2 Salt Marsh or Soft Sand
Two to four patches of dried-out salt marsh or wind-blown sand (each 6-12"/15-30cm across) hinder movement.

Salt marsh or soft sand is Difficult Going. Troops cannot dig in in a salt marsh or soft sand.

3 or 4 Rocks
Two to four patches of large rocks (each 6-12"/15-30cm across) litter the area making it difficult to cross and breaking tank tracks.

Rocky ground is Difficult Going.

5 or 6 Scrub
Two to four patches of scrubby thorn bushes (each 6-12"/15-30cm across) break the monotony of the desert.

Scrub counts as a wood, but is only shoulder high (1/2"/12mm). Since a team must be at least half obscured by terrain to be concealed, scrub will hide a low-slung Crusader tank, but leaves a tall Sherman tank exposed.

— Man-made Feature —
Roll again:

1 or 2 Sidi or Bir
The tomb of a local Saint (a Sidi) or a well (Bir) mark this area, but are of little tactical significance.

3 Village, Airfield or Supply Dump
The battle occasionally sweeps across small villages, airfields or supply dumps. Scatter three to eight buildings, destroyed aircraft, or stacks of boxes and fuel cans about.

4 to 6 Wreckage
Old battlefields are littered with burned-out tanks and trucks. Scatter three to eight wrecks about the area

— Nothing —
This area is entirely flat, hard desert with no distinguishing features whatsoever.