

Save:



SCENARIOS

These three scenarios give you the opportunity to choose a brief but critical period of the war to sample your skills. Also, their victory conditions each emphasize something unique so you can focus on different aspects of the war as well as different time periods.

“Having landed in a war, we have to live by its rules”* starts with the first hints of the unexpected Mujahadeen uprising in 1979 and ends in 1983. Your Soviet forces have occupied key strategic centers at the start of the game but are not equipped for all-out war. In this scenario you need to balance aggressive action against the new uprising with building up your initially undermanned forces. Don’t count on any help from Afghan forces just yet...

** Vladislav Tamarov, “Afghanistan: A Russian Soldier’s Story”*

“To the Afghan people, I say on behalf of all Americans that we admire your...relentless struggle against your oppressors.”* starts at the peak of the war’s intensity in 1984-85 and runs until the Soviet withdrawal is complete in 1989. As the Soviets and communist Afghanistan you are beginning to make progress against the Mujahadeen and their foreign fighter allies, but the US is finally starting to join the resistance’s middle eastern sponsors in providing them arms and equipment. This is a decisive moment: Soviet strength against Mujahadeen strength. The game ends when the Soviets complete their withdrawal – will you leave your Afghanistan ally in a position to prevail?

** President Reagan, 1983 “Afghanistan Day” message*

“The fundamental political decision to withdraw Soviet troops from Afghanistan was adopted by us, in agreement with the Afghan leadership, some time ago...”* begins in mid-1989 after the last of the Soviet forces have withdrawn. You will play as the Democratic Republic of Afghanistan and will win or lose with her native forces. Can you do it? Afghan president Mohammad Najibullah failed to, and paid with his life in 1992. Ironically, his country outlasted Gorbachev’s Soviet Union...

** Mikhail Gorbachev, Statement on Afghanistan. February 8, 1988*

SCENARIOS – Save Afghanistan, Comrade!

1. “Having landed in a war, we have to live by its rules” 1979-1983 (turn 0 to turn 13 after “Combat” phase)

- a. Setup and the initial turn are the same as in the regular full game (see “III. Setup”), except you won’t need the “Stinger!” and “No Stinger” counters.
- b. Victory/Defeat: Lose instantly if any Province “Falls”. Otherwise, Mujahadeen get 1 point per Mujahadeen formation or Foreign Fighter contingent left on the board after the “Combat” phase of Turn 13. The Mujahadeen also get 1 point for every DEPLETED Soviet and ADRA unit:
 - 0-1 points, decisive Soviet victory
 - 2-3 Soviet victory
 - 4-5 Stalemate!
 - 6-7 Mujahadeen victory
 - 8+ decisive Mujahadeen victory

2. “To the Afghan people, I say on behalf of all Americans that we admire your...relentless struggle against your oppressors.” 1984/85 to 1988 (turn 20 full turn, to turn 37 after “Police and Muj Recruit” phase)

- a. Setup
 - i. Muj/FF
 1. Chiefs: place 3 Chiefs in Province 4, then 1 Chief in every other Province (total placed: 11). Then, roll as if a full “Chiefs Deploy” Year End phase is happening, using **C2**.
 2. Mujahadeen Formations: tally the Political Points of the Chiefs you’ve deployed in each Province, and place the number of Mujahadeen Formations called for by that tally on the Province’s Political Track. (For example, if Kunduz has 3 Chiefs for -6 Political Points, reference Kunduz’s -6 spot on its Political Track. That spot says “Muj-1”, so place 1 Mujahadeen Formation there.)
 3. Foreign Fighters: none.

- ii. ADRA/Police/Political Points
 - 1. Police: for Province 1, place a Police Track counter pointing at 4/+8. Then, 2 more Provinces will have Police – roll one die. Result:
 - 1 – place Police counters in Provinces 2 and 6, pointing at 1/+2
 - 2 – place Police counters in Provinces 3 and 7, pointing at 1/+2
 - 3 – place Police counters in Provinces 5 and 8, pointing at 1/+2
 - 4 – place Police counters in Provinces 2 and 8, pointing at 1/+2
 - 5 – place Police counters in Provinces 5 and 9, pointing at 1/+2
 - 6 – place Police counters in Provinces 6 and 9, pointing at 1/+2

IMPORTANT: now, remove all Chiefs and Mujahadeen from the 2 Provinces resulting from the die roll above (for example, if you rolled a 4, remove all Chiefs and Mujahadeen from Provinces 2 and 8).
 - 2. ADRA Regiments: There are 7 in the game, all at full strength. Place 3 in Kabul, 2 in each of the other 2 Provinces with Police.
 - 3. Political Points: tally the Political Points in each Province and place the Political Point counters as indicated. *(Remember: although a Province's Political Points may be -10 and all other conditions may be met to make it "Fallen", do not mark it "Fallen".)*
- iii. Soviet forces
 - 1. There are 18 Soviet Army Mechanized Rifle Regiments: 9 have no hits, 9 have 1 hit. Assign hits then place 1 of each (hit, not hit) in each Province's Base Area.
 - 2. Place the 5 Soviet Army Airborne Regiments in the Kabul Base Area, all with 1 hit.
 - 3. Place all Soviet Reinforcement Regiments in the Soviet Reinforcement Regiment Recovery Area, all at full strength in the "Ready" area of the box, along with the "-3 on 4, 5 or 6" counter (guaranteeing you the arrival of one or more).
 - 4. There are 11 Helicopter units, put 3 in Kabul's Base Area, all with 1 hit, and 1 Helicopter in each of the other 8 Province's Base Areas, with no hits.
- iv. Finish Setup...
 - 1. Turn counter underlining Turn 20
 - 2. Air mobility tracking counter on the Helicopter Movement track over the "4"

3. Place all the Stinger! counters (“Stinger!” and “No Stinger”) together, face down somewhere off board
 4. Organize the rest of the counters off-board by type
 - v. Game starts with “Soviet/ADRA Movement” phase of Turn 20, and ends with the “Police and Muj Recruit” phase of Turn 37. However, **do not recruit Mujahadeen formations during this phase on Turn 37, only recruit Police.**
- b. Victory/Defeat: Lose instantly if any Province “Falls”. Win instantly if during any “9. Victory?” Phase there are NO Mujahadeen Formations or Foreign Fighter Contingents left in any Province. Otherwise, after the “Police and Muj Recruit” phase of Turn 37 (**but do not recruit Mujahadeen!**), you get 2 points per Province with Police, Mujahadeen get 1 point per Province without Police. In addition, the Mujahadeen get 1 point per Mujahadeen Formation or Foreign Fighter Contingent. The side with the most points wins, the more points difference the more decisively.

3. “The fundamental political decision to withdraw Soviet troops from Afghanistan was adopted by us, in agreement with the Afghan leadership, some time ago...” (turn 38 full turn, to Victory or Defeat) *The USSR has withdrawn so there are no Soviet units.*

a. Setup

i. Muj/FF

1. Chiefs: place 4 Chiefs in Province 4, then 1 Chief in every other Province (total placed: 12). Then, roll as if a full “Chiefs Deploy” Year End phase is happening, using **C2**.
2. Mujahadeen Formations: tally the Political Points of the Chiefs you’ve deployed in each Province, and place the number of Mujahadeen Formations called for by that tally on the Province’s Political Track. (For example, if Kunduz has 3 Chiefs for -6 Political Points, reference Kunduz’s -6 spot on its Political Track. That spot says “Muj-1”, so place 1 Mujahadeen Formation there.)
3. Foreign Fighters: none.

- ii. ADRA/Police/Political Points
 - 1. Police: for Province 1 place a Police Track counter pointing at 3/+6. Then, 3 more Provinces will have Police – roll one die. Result:
 - 1 – place Police counters in Prov’s 2, 5 and 7, pointing at 2/+4
 - 2 – place Police counters in Prov’s 3, 6 and 8, pointing at 2/+4
 - 3 – place Police counters in Prov’s 2, 5 and 9, pointing at 2/+4
 - 4 – place Police counters in Prov’s 3, 7 and 9, pointing at 2/+4
 - 5 – place Police counters in Prov’s 2, 6 and 7, pointing at 2/+4
 - 6 – place Police counters in Prov’s 3, 7 and 8, pointing at 2/+4

IMPORTANT: now, remove all Mujahadeen and any Chiefs in excess of ONE Chief from the 3 Provinces resulting from the die roll above (for example, if you rolled a 4, remove all Mujahadeen and all but one Chief from each of Provinces 3, 7 and 9).
 - 2. ADRA Regiments: There are 16 in the game, all at full strength. 4 are placed in the Base Areas of each Province with Police.
 - 3. Political Points: tally the Political Points in each Province and place the Political Point counters as indicated. *(Remember: although a Province’s Political Points may be -10 and all other conditions may be met to make it “Fallen”, do not mark it “Fallen”).*
 - iii. Finish Setup...
 - 1. Turn counter underlining Turn 38
 - 2. Do not use the Stinger/No Stinger counters, Air mobility tracking counter, or any Soviet units
 - 3. Organize the rest of the counters off-board by type
 - iv. Game starts with “Soviet/ADRA Movement” phase of Turn 38
- b. Victory/Defeat: Same Victory/Defeat conditions as in the regular 50 Turn game. See “IX. Victory (and Defeat)”

Note: we put these together in response to player requests, using data from our original and limited additional playtesting to arrive at victory conditions etc. Your feedback on scenario-flow and VP levels, etc. would be greatly appreciated, please email your thoughts to: customers@fortress-games.net