

# INVASION AFGHANISTAN: THE SOVIET-AFGHAN WAR 1979-1989

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## CREDITS

### Design & Development:

Joseph Miranda

### Final Rules Editing:

Eric R. Harvey

### Playtesters:

Ty Bomba, Dr.  
Christopher Cummins, Dr.  
Roger Mason, Jeremy Smith

### Map Graphics:

Joe Youst

### Counter Graphics:

Nadir Elfarra

### Production:

Callie Cummins  
& Lisé Patterson

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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

## 1.0 INTRODUCTION

*Invasion Afghanistan: The Soviet-Afghan War* is a solitaire game that simulates the Soviet invasion of and the war in Afghanistan, 1979-89. The player controls Soviet forces, but the Opposition Force (the Resistance) is controlled by the game system. The war is played as scenarios in which you, the player, must accomplish various missions to win.

The game shows the war from the perspective of the Soviet command; it concentrates on its major historical objectives—victory is in terms of holding the cities, towns, and lines of communications. You can also win by destroying Resistance morale.

## 2.0 THE MAP

The map shows Afghanistan, and it depicts the following.

**Spaces:** The general terms for locations in which you place units. There are two types of spaces.

- 1) **Zones** (the geometrical shapes within Afghanistan)
- 2) **Staging Areas**, representing areas outside of Afghanistan (in the Soviet Union, Pakistan, and Iran).

Types of spaces are described on the Terrain Effects Chart. Some spaces have a Control Point Value (CPV) representing their political importance, airfields, and/or base symbols.

**Routes:** These are the lines connecting spaces. Players only move their units via Routes.

**Recruit, Campaign marker, Air Available, Air Used Boxes:** Convenient places to put units and markers that are not on the map.

**Resistance & Soviet Morale:** Keeps track of the current level of morale and political support.

**City Holding Areas:** Convenient places to place units that correspond to the cities on the maps. The player can transfer units to and from cities at any time.

## 3.0 PLAYING PIECES

The square cardboard pieces are called units and are defined as follows. Moreover, scenario rules provide more information as pertinent.

**Friendly Units:** These are the units controlled by the player. They include Soviet and Afghan Government (DRA) forces.

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## UNIT TYPES

Ground units:



Airborne



Air Assault



Mechanized



Armor



Infantry



Special Forces (SOF)



Security



Headquarters



Engineers



Guerrilla



Insurgent Heavy Weapons



Jihadist



Militia



Base

## Air Units:



Helicopter

Airstrike



## Unit sizes:

XX = division      +++ Front

X = brigade        ++ Group

||| = regiment    + Cadre

[ ] = operational group

## Ground Combat Units

**Unit ID:**  
Unit name or identification



**Unit Type:**  
(mechanized) see above for types



**Combat Factor:** the basic amount of combat power of the unit.

**Guerrilla Factor:** the ability of the unit to engage in unconventional operations.

**Movement** (the Infinity symbol indicates airborne movement): The basic number of spaces the unit can move in a single operation.

**Backprinting:** some units may have combat-guerrilla-movement factors printed on two sides. The reverse side is the unit's reduced strength.

FRONT



BACK



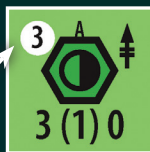
## Air Units

**Combat Factor:** the combat power of the unit.



## Base

**Support Value:** circled number



[ ⚡ ] = Air Defense symbol : Air Defense qualified unit.

**Enemy Units:** These are the units controlled by the game system. They include Resistance, Islamic Volunteers, and Intervention forces.

**Designer's Note:** DRA divisions represent groupings of divisional and non-divisional units because most DRA formations were understrength. Also, in some cases, Soviet units such as airborne divisions, represent amalgamations of independent brigades and regiments.

## Abbreviations

**DRA:** Democratic Republic of Afghanistan

**G:** Guards

**GRU:** Soviet military intelligence

**KHAD:** Afghan Government Secret Police

**ISI:** Interservice Intelligence

**SSG:** Special Services Group

**Note:** The names on the Resistance faction markers are the major Mujahedin organizations. AIG is the Afghan Interim Government.

## Markers

Markers represent various administrative and political functions, listed as follows.

**Battle:** Indicates a space in which a combat is taking place.

**Campaign:** These provide special events for each side.

**Morale:** Indicates each side's current Morale.

**Subversion:** PSYWAR, terror and covert ops.

**Terror:** Indicates a Communist terror attack.

**Turn & Phase:** Indicates the current game turn (year) and phase of that turn.

**Note:** Subversion markers are not Campaign markers; they are used separately.

## 4.0 DEFINITIONS

### 4.1 Terminology

The terminology used in the game is defined as follows:

(+#) **Morale:** Add the number to the Morale Index.

(-#) **Morale:** Subtract the number from the Morale Index.

**Bin:** A wide mouth opaque container, such as a coffee mug. You will need bins for Communist Campaign markers, Resistance Campaign markers, and Resistance reinforcements.

**Control (a Space):** A side *controls* a Space if it has at least one ground unit in it and there are no enemy ground units in it. If both sides have ground units in a Space, then it is *disputed*. If neither side has ground units in a space, then it is uncontrolled. Staging Areas are always controlled by the owning side, regardless of the presence of units.

**Force:** One or more units conducting a game action together.

**Communist:** A general term for Soviet and Afghan Government (DRA) units.

**May:** The player can choose to take this action or not.

**Must:** The player is required to take this action.

**Pick or Pick at Random:** Choose without looking a counter.

**Resistance:** A general term for Mujahedin, Islamic Volunteer and Intervention units.

**Reveal:** Flip a face down counter face up.

**Select:** Choose a marker or other item intentionally.

**You:** The player.

**Zone:** A space or Staging Area.

#### 4.2 Random Location Placement Procedure

When the rules call for determining a Zone randomly, consult the Random Location Placement Table. Roll two dice and cross index them. This will give a Zone on the map.

**Example:** First die roll = five; Second die roll = three. Thus, place the unit in the Salang Tunnel space.

## 5.0 SETTING UP THE GAME

You will need a six sided die (plural = dice). A helmet full would be useful.

**1Dr, 2Dr, etc:** Roll that number of dice. For example: **2Dr** means roll two dice and total the results to provide an outcome.

≤: Less than or equal to.

>: Greater than.

≥: Greater than or equal to.

**DRM (Die Roll Modifier):** A die roll modifier is a number added to or subtracted from a di(c)e roll that changes the final outcome (by the quantity modified).

**Example:** A game action calls for a die roll modifier of one; the player rolls a three and adds one to it, for a final result of four.

To set up the game, follow these steps in order:

- 1) Select a Scenario.
- 2) Set the starting Resistance and Communist Morale levels per the Scenario.
- 3) Deploy Resistance and Communist units on the map, in displays, and in bins per Scenario instructions.
- 4) Deploy any available Campaign markers per the Scenario, then place remaining markers in separate Communist and Resistance bins.

The scenario is now ready to be played.

## 6.0 HOW TO WIN

The game is played in Scenarios; Each will state the objective. If you have fulfilled the objectives by the end of the scenario, then you win.

### 6.1 Victory Conditions

The current scenario will require you to do one or more of the following.

**Control:** You must have Communist units controlling the indicated spaces.

**Morale Level:** The Morale Level of one or both sides must be within a certain range of outcomes.

If you do not accomplish the conditions, you are a loser.

### 6.2 Sudden Death

If, at any time, the Resistance Morale Index goes to “one” or lower while the Communist is at one or higher, the game ends in a Communist Sudden Death victory. Conversely, if at any time, the Communist Morale Index goes to one or lower while the Resistance is at one or higher, the game ends in a Resistance Sudden Death victory.

## 7.0 SEQUENCE OF PLAY

### 7.1 Years

Each turn constitutes one year of operations. Place the Turn marker on the current year.

### 7.2 Turn Sequence

You play out each Year by following the sequence of play. This breaks down each year into stages called phases. You must execute each phase in this order.

**1) Control Check Phase [4.0 & 8.0]:** Determine the number of Morale Points each side receives for control of spaces on the map. Increase their Morale Index per [8.3].

**2) Communist Mobilization Phase [11.0]:**

**(a) Campaign marker Sub-Phase:** You must pick Communist Campaign markers per the number on the Communist Morale Index.

**(b) Recruit Sub-Phase:** You may expend MP to purchase Communist units, and to Refit reduced units.

**3) Resistance Mobilization Phase [11.0]:**

**(a) Campaign marker Sub-Phase:** You must pick (and play) a number of Resistance Campaign markers per the number on the Resistance Morale Index.

**(b) Recruit Sub-Phase:** You must pick (and deploy per Random Placement) a number of Resistance units markers per the number on the Resistance Morale Index. This does not result in automatic combat if placed in a Communist-occupied space.

**4) Communist Political Warfare Phase [23.0]:** You may conduct Communist Subversion attacks, and execute Campaign markers which the Campaign marker charts states can be played in this phase.

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**5) Communist Operations Phases [14.0]:** You may execute one or more Communist Operations phases by expending Morale Points (and sometimes Event markers) for each Operation initiated. You may continue doing so until you decide to either cease executing Operations, or if the game ends in a Sudden Death victory.

*Note: The Operations Phase is where you will conduct maneuvers and combat, utilize Subversion markers, and implement certain Campaign markers.*

**6) DRA Morale Sub-Phase [8.3]:** You must make a Morale check for the Communists.

**Pass** = No effect

**Fail** = Make a DRA Desertion Check (see 8.6).

**7) Resistance Counteroffensive Phase [21.0]:** You must make a Morale Check for the Resistance:

**Pass** = Conduct a Resistance Counteroffensive.

**Fail** = Determine one space via the Random Placement procedure. Remove all Resistance units in it (if any).

**8) Admin Phase**

- a) Execute any Event called for by certain Campaign marker explanations [12.0].
- b) Move all Communist air units from the Used box to the Available box [20.0].
- c) Conceal all revealed Resistance units [26.0].
- d) Pick up all Resistance units in Staging Areas (Pakistan, Iran) and deploy them in spaces within Afghanistan via the Random Placement procedure.
- e) If this is the last turn of the scenario, the game ends. Otherwise, continue to the next Year.

## 8.0 MORALE

Each side has a Morale Index which goes from "one" to "twelve." The Morale level is initially set by the scenario, and changes during the course of play owing to various game actions.

### 8.1 Control Point Value

Spaces on the map will have a printed Control Point Value (CPV) value (circled brown number). This is used when calculating Morale each turn (see 8.0) and for final victory (see 6.0). This depends on control.

### 8.2 Definition of Control

**1) Communist Control:** There is one or more Communist ground unit in the space and there are no Resistance units in it.

**2) Resistance Control:**

- a) There is one or more Resistance ground units in the space, and there are no Communist units in it.
- OR**
- b) The Resistance controls a space if neither side has any units in it.

*Note: The Resistance gains MP for non-controlled spaces because of underground guerrilla forces not otherwise shown in the game.*

**3) Disputed Control:** Both sides have at least one unit in the space.

### 8.3 Gaining & Losing MP

**1) Control Check Phase:** During the Control Check Phase, determine which side controls the various spaces on the map, explained as follows.

**(1a) For the Communists:** Total the CPV value of Communist controlled spaces (8.3(1)). Cross index this with the Morale Point Chart to see how much this increases the Morale Index (basically, divide the total CPV by six and drop any fractions). Raise the Morale Index by that number.

#### MORALE POINT CHART

Total CPV of Controlled Spaces	Morale Points Received
0-5	0
6-11	1
12-17	2
18-23	3
24-29	4
30-35	5
36-41	6
42-47	7
48-53	8
54-59	9
60-65	10
66-71	11

Communists gain MP for Communist controlled Zones.

Resistance gains MP for Resistance controlled Zones and for Zones in which neither side has units.

Disputed Zones (both sides have units) provide zero MP.

**Example:** The Communists control 15 CPV's worth of cities. Thus, add two to the current Communist morale index.

**(1b) For the Resistance:** Total the CPV value of all Resistance controlled spaces and all Activated Staging Areas (see 8.3 (2a) and (2b)). Cross index this with the Morale Chart to see how much this increases the Morale Index. Raise the Morale Index by that number.

*Note: Staging Areas which have received a successful Subversion result do not contribute their CPV. See 23.0.*

**(1c) Disputed Spaces:** Spaces in which both sides have units provide MP to neither side.

**2) Eliminating Enemy Units:** The elimination of certain units will change Morale (see the Morale Gains & Losses Table on map). These points are registered the instant that the units are lost (see the Morale Point Chart, 8.3).

**Note:** A side gains or loses a maximum of one MP per battle, regardless of the number or types of units eliminated. For example, say the Communists eliminate one Resistance Base and two Resistance Islamic volunteer units in a single battle. The Communists would gain one MP and the Resistance would lose one MP. Also, note that the Communists may lose MP if one of their units is reduced but not eliminated; but, if one Communist unit is reduced and another eliminated, then the points are scored for the elimination, not the reduction.

**3) Subversion:** Subversion Attacks can affect the Morale Index (see 23.0).

**4) Events:** Certain Events will change a Morale Index.

#### 8.4 Maximums & Minimums

- a) A side's Morale index can never go higher than "twelve."
- b) If a side's Morale goes to "one" or lower, the game ends in a Sudden Death victory for the other side (6.0). If both side's Morale simultaneously goes to "one" or lower, the game ends in a mutual defeat.

**Note:** If some combination of actions would cause a side's morale to simultaneously go up and down, use the difference.

#### 8.5 Morale Checks

Certain game events call for a Morale Check, explained as follows:

Roll two dice, total the results.

- Pass** = If the total is less than or equal to the current Morale Level.
- Fail** = If the total is greater the current Morale Level.

**Example:** The current Resistance Morale level = seven. Roll two dice and the total is six -the Resistance passes. If the die roll were eight, then it would be a fail.

#### 8.6 DRA Desertion

If the DRA fails a Morale Check during the DRA Morale Check phase (7.0), then roll one die for each DRA division and militia unit in play. On a "1, 2, 3" it deserts (return it to the Recruit box). On a "4, 5, 6" it remains in play. Other units are not affected.

#### 8.7 National Reconciliation Campaign Marker

If this marker goes into effect, make the designated changes to Communist morale each turn. Playing the Campaign marker is entirely at your option, but once in effect it remains in effect for the remainder of the game. Note that the effects will depend on whether or not there are any Soviet divisions, or no Soviet ground units of any type, within Afghanistan.

**Note:** You can't play National Reconciliation and National Revolution in the same turn.

## 9.0 FORCES & STACKING

All units in play must be placed in spaces or Staging Areas. They move along routes, but must end their move in a Zone.

### 9.1 Force (definition)

A "Force" is a group of units in the same space, conducting an Operation together.

A force can consist of a single unit or more than one unit. You must declare which units are in a force before initiating an action with it.

### 9.2 Stacking

Stacking is having more than one unit in a Zone.

- 1) There can be an unlimited number of units in a Staging Area.
- 2) There can be an unlimited number of Resistance units in a space.
- 3) There can be up to six Communist mobile ground units in a space. All types count as one unit. This is checked at the end of movement; Communist units can move through stacks in excess of six mobile units. An unlimited number of Base and air units may be committed against a space, however.
- 4) Friendly and enemy units can be in the same space; This may trigger combat. See 18.0.

## 10.0 STAGING AREAS

Staging Areas are larger base areas within the USSR, Pakistan, and Iran. These function as spaces, with the following additional cases.

### 10.1 Soviet Staging Area

Only Soviet units can enter USSR Staging Areas. Soviet areas are always Communist controlled. They do not have to be garrisoned.

### 10.2 Resistance Staging Area

- 1) All Resistance units can enter Pakistani and Iranian Staging Areas. Pakistani and Iranian spaces are always Resistance controlled, regardless of the presence of Communist units.
- 2) Only the following Communist units can enter Pakistani and Iranian Staging Areas: special operations and air units.
- 3) Neither side's units can enter Pakistani or Iranian Staging Areas until their respective *Intervention* markers are in effect.

### 10.3 Logistics

Staging Areas are supply sources for their respective sides. See 22.0.

### 10.4 Subversion Attacks against Resistance Staging Areas

This can temporarily remove the supply capacity of a Staging Area. See 23.0.

## 11.0 RECRUITING & REFITTING

New units are brought onto the map via Recruiting. Reduced units are restored to full strength via Refitting.

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## 11.1 Communist Recruiting

You may recruit Communist units during the Mobilization phase. Each unit costs a designated number of MP as listed on the Recruit Table. Expend the MP, take the units from the Communist Recruit pool (the display on the map), and place them per the instructions on the Recruit Table. Place recruited air units in the Air Available Box.

**Note:** Some units have fractional costs. You could use one MP to recruit one Soviet and one DRA unit each costing one-half MP. Lose any unused fraction. For instance, if you recruited two units which each have a cost of 1/3 MP, you would expend one MP.

## 11.2 Events

Certain events will cause units to be recruited (e.g., *Factions, KHAD*). These units cost no MP. See the event explanations.

## 11.3 Resistance Recruiting

You must pick Resistance units from their Recruit Bin under the following conditions.

- 1) During the Resistance Mobilization phase (7.0).
- 2) During the Reaction step of a Communist operation (17.0).
- 3) If an Event calls for it (13.0).  
Resistance recruits cost no MP.

## 11.4 Deployment

*Deploy* is defined as placing a unit from the Recruit Display or Bin onto the map. Resistance units are picked and deployed concealed.

## 11.5 Two Step Units

Certain ground units have two “steps.” The front side represents their full strength; their reverse is their reduced strength. They initially are deployed on their full strength side (unless a scenario indicates otherwise).

## 11.6 Mobilization Limits

The number of counters in the mix is a limit. Units cannot be recruited above this amount even if called for by an Event.

## 11.7 Demobilization

During a Recruit phase, you may remove any Communist unit from the map and place it in the Reinforcement box. It can be recruited again on the following turn or later. You do not get MP back for them (this can be useful for moving Bases).

## 11.8 Deployment Restrictions

Certain Communist units cannot be recruited until 1982. See the Recruit Table.

**Designer’s Note:** *These represent forces which were organized in response to the failure of conventional tactics to deal with guerrillas. While the Soviets did have a helicopter fleet at the start of the force, the deployment of helicopters in the game represents the development of counterinsurgency tactics utilizing them.*

## 11.9 Communist Refitting

You restore reduced Communist units to full strength via Refit. Expend one MP and all Soviet or all DRA units in the same space as a Communist base, or a Soviet Staging Area, or flipped to their full strength. You can refit all Soviet and all DRA units via expending two MP.

## 12.0 CAMPAIGN MARKERS

Campaign markers represent various strategic activities which affect the campaign, as well as the chaos of war. Their outcomes are explained on the Campaign Marker Chart.

**Note:** Campaign markers can have a major impact on play. It behooves you to read the explanations before the games.

## 12.1 Bins

You initially place all Communist markers in one bin, and all Resistance markers in a second bin. Markers are drawn at random from each bin.

## 12.2 Procedure (Communist)

During the Communist Campaign marker phase, you must pick a number of Communist Campaign markers per the number on the Communist Morale Index.

**Example:** The current Communist Morale Level is five, so you must pick three Communist Campaign markers.

## 12.3 Procedure (Resistance)

During the Resistance Campaign marker phase, you must pick a number of Resistance Campaign markers per the number on the Resistance Morale Index.

**Note:** *The higher Resistance morale goes, the more Campaign markers they will pick. The lower Communist morale goes, the more markers the Communists pick. This asymmetry models the situation wherein the closer that the Communist situation in Afghanistan came to collapsing, the more resources Moscow commits to the war.*

## 12.4 Event Markers Chart

This gives details for each marker.

### 1) When Played

The Event Chart will state:

**Immediate:** You must execute the instructions upon picking the marker.

**Listed Phase:** You may play the marker during the listed phase. This can be the same turn or later. Otherwise, you can hold onto the marker indefinitely.

**Note:** See the Sequence of Play.

### 2) Explanation

This is the effects of the marker.

### 3) Disposition

This is what you do with the marker after it has been played.

**Hold:** Keep the marker and play it during the indicated phase.

**Return:** Place it back into the Bin after playing (and after any other markers have been picked in an Events phase). Some markers are returned at different points in the turn.

**Remains in Play:** The marker remains in the In Play box and in effect for the remainder of the game.

**Discard:** Play the marker then remove it from play permanently.



### 12.5 No Cost

It does not cost MP to play a Campaign marker.

### 12.6 Order of Precedence

Instructions on a Campaign marker's explanation may supersede the game rules.

## 13.0 RESISTANCE UNITS

Resistance units are deployed on the map during scenario set up and as reinforcements.

### 13.1 Reinforcements

Resistance reinforcements are deployed:

- 1) During the Resistance Recruit phase.
- 2) Due to Reaction.
- 3) As a result of Event markers.

Generally, they are deployed face down (concealed). They are revealed per the Fog of War rule.

### 13.2 Replacements

Resistance units which are eliminated by combat are returned to the Resistance Bin (unless a specified otherwise).

### 13.3 Islamic, Pakistani and CIA Units & Subversion Markers

These are initially held aside. They are out of play until a Campaign Event calls for them to be added as reinforcements. At this point, place them in the Resistance Recruit bin. They remain in play for the remainder of the game. Also, a Contingent's Subversion marker is also added to the Bin and used per 23.4.

*Note: The CIA marker will also give the Resistance enhanced air defense abilities; see 20.10.*

## 14.0 OPERATIONS (OPS)

You use Operations to conduct maneuver and combat with Communist forces. Operations cost MP.

*Note: Resistance forces do not use Operations. Their actions do not cost the Resistance MP.*

### 14.1 Procedure

One Operation is defined as one or more Force of Communist units taking the following actions.

- 1) **Movement segment:** You move the force up to its Movement Allowance (see 15.0).
- 2) **Reaction segment:** Check to see if Resistance reinforcements will be placed in the final movement space (see 17.0).
- 3) **Combat segment:** If there are any Resistance units in the space (whether generated by Reaction or in the space at the start of the move), you must engage in ground combat. See the Combat Procedure (see 19.0).

### 14.2 Multi-Unit Operations

You can move more than one Force as part of a single Operation. All such units must end their move in the same Zone.

### 14.3 Operations MP Cost

- 1) It costs one MP to conduct an OP with one force of units (see 14.1).
- 2) It costs two MP to conduct an OP with more than one force of units (see 14.2).
- 3) It costs zero MP to add air units to a ground attack.
- 4) It costs one MP for air units to attack by themselves (see 20.7).

**Example:** You initiate an Op by moving a force of Soviet units from Kabul to the Panjshir Valley; you then move a Soviet airborne force based in the USSR to the Panjshir Valley; you then add two Soviet air units. All this costs two MP. (Note that at the completion of all this movement, you would check for Afghan Reaction, and then conduct an attack against any Resistance units in the Panjshir Valley).

### 14.4 Number of Ops

A single unit or force of units can conduct any number of operations per turn, as long as you expend MP for each operation.

## 15.0 GROUND MOVEMENT

Ground Movement is conducted via the routes between spaces.

### 15.1 Communist Movement Procedure

Designate one force of Communist units. This can constitute one, some, or all Communist units in one space. Move that force a number of spaces up to its movement value.

**Example:** A unit with a movement of "3" can move three, two, one, or no spaces in an impulse.

*Note: If you have more than one unit starting in a space, you may form some of them into a force and leave the rest behind.*

### 15.2 Moving Multiple Units

If there is more than one unit in a force, they move together. Each can move a number of spaces up to its movement factor.

**Example:** You have three units in a space. You could form them into one combined force (of three units), or two forces (one of two units which then moves and a second of one unit which stays behind, or vice versa).

### 15.3 Picking Up

A force cannot pick up additional units as it moves.

### 15.4 Dropping Off

A force can drop off units, but only in

- a) Friendly (USSR) Staging Areas,
- OR**
- b) Spaces which already contain a friendly (Communist) unit.

**Example:** A Soviet force could move from Uzbek SSR to Kunduz, drop off a unit in Kunduz (if there were a Soviet or DRA unit there), then continue moving to Baghlan.

*Note: The restriction on dropping off is owing to the way in which Resistance reaction works. It also reflects the need to secure lines of communications.*



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## 15.5 Route Traffic

Any number of units may move along a particular route per the normal movement rules.

## 15.6 Stop

A force must cease movement the instant that it enters:

- 1) A space containing Resistance units (revealed or concealed),
- OR**
- 2) A Desert space,
- OR**
- 3) An enemy Staging Area (see 24.0).

The units can continue moving in an ensuing Op (after resolving any forgoing combat in that space). A force starting in the same space as an enemy force may move out of it, but would have to stop in the first space per above.

## 15.7 Zero Movement Units

These units cannot ever move. They can be air transferred, however (see 16.4).

## 15.8 Resistance Movement

Resistance units can move only when the *Resistance Moves* event goes into effect.

## 15.9 Resistance Moves Procedure

If the *Resistance Moves* event occurs, then:

- 1) Reveal all Resistance units on the map.
- 2) Move all Resistance units which can reach a Communist occupied space by the closest possible path. This uses the printed movement factor of Resistance units. If more than one path exists, then choose one at random. Units which start in the same space as Communist units remain in place. Units which cannot reach a Communist occupied space in a single move do not move. Resistance units cannot enter the Soviet Union using this movement.
- 3) At the conclusion of this movement, nothing further occurs (the Resistance units which moved do not attack). This is a special movement phase occurring during the Events phase.

**Designer's Note:** Generally, Mujahedin forces tended to be locally based. This rule therefore represents the occasional major redeployment. Other Resistance infiltration is accounted for by the Reaction procedure.

## 16.0 AIRBORNE MOVEMENT

Certain Communist units can use airborne movement. There are two types of Airborne movement: *Airmobile* and *Air Transfer*.

### 16.1 Airmobile Movement

Units which are Airmobile qualified units have an infinity symbol for a Movement factor. There are two ways to execute an Airmobile Move.

- 1) An Airmobile force starts in a Zone containing a printed air base. Pick up the units and place them on any one space on the map,
- OR**
- 2) An Airmobile force starts in any one space on the map. Pick up the units and place them on any one Zone containing an air base.

**Note:** Therefore, a force making an Airmobile movement must either start or end (or both) in an air base zone. The air bases do not necessarily have to be friendly controlled. For example, an airborne force could start in Uzbek USSR and then move to Khyber Pass, or vice versa.

### 16.2 Over Hill, Over Dale

Units moving by airmobile movement do not move via spaces. They move directly from a Zone to the destination Zone. A force moving by airmobile movement cannot drop off units. All such units must conclude their movement in the same Zone.

### 16.3 Combined Airmobile-Ground Moves

You can move airborne units to a Zone in which ground units completed an Operation (and at no extra cost in MP). Such airborne units may start in any one Zone per above (and this must be the Zone in which the ground force started, thereby costing one MP). If they start in a different Zone, this counts as a combined operation (costing two MP). See 14.0.

### 16.4 Air Transfer

You can move one Communist non-airborne unit from one Communist controlled airfield space to any other Communist controlled airfield space as one Op. Simply pick up one such unit and move it.

### 16.5 Limited Fuel

Units which use Air Movement can conduct no other movement for that operation. At the completion of the Air Movement, they have to check for Resistance Reaction (see 17.0) if conditions for it apply.

## 17.0 RESISTANCE REACTION

At the conclusion of a Communist force's movement (per the Operations sequence, 14.0), you must check to see if there will be a Reaction.

### 17.1 Reaction Check

A Reaction Check will occur if the force completed its move per the following conditions:

- 1) In a Resistance Staging Area;
- OR**
- 2) In a space which contains one or more Resistance units (revealed or concealed), regardless of the presence of friendly units;
- OR**
- 3) In a space which contains no Resistance units and had no Communist units in it at the start of the Operation.

**Note:** You only check for Reaction only in the final space of a force's movement, not in the intermediary spaces.

### 17.2 Reaction Check Procedure

If any of the above is in effect, then make a Morale Check for the Resistance, resolved as follows.

**Fail** = No effect.

**Pass** = Pick a number of Resistance units from their Recruit Bin equal to the current Morale Point Recruit number and place them in the space in which the movement concluded.



**Example:** Resistance Morale is eight and the Resistance passes the Morale Check; pick and deploy four Resistance units. If the Resistance failed the Reaction check, then no units would be placed (though units already in the space would still fight).

### 17.3 Operation Required

The force must have actually initiated an Op to trigger a Reaction. Additionally, you can declare an OP for Communist forces starting in the same space as a Resistance force and, without moving, initiate a Reaction and Combat in that space.

### 17.4 Spaces in which you do not check for Reaction

If a movement concludes in any of the following, you do not have to make a Reaction check.

- 1) A Soviet Staging Area.
- 2) A space that had one or more Communist units at the start of the Op and no Resistance units.

*Note: Regardless of how you move, there will be only one combat at the end of an Operation in the final space which the moving force enters.*

## 18.0 GROUND COMBAT (GENERAL)

Combat is used to destroy enemy forces and gain control of spaces.

### 18.1 Triggering Combat

You initiate combat:

- 1) When a Communist force conducting an Operation concludes its movement in a Zone containing any Resistance unit.
- 2) When you initiate an Operation with a force of units starting a move in a Zone containing any Resistance unit, and that Communist force does not move but you declare an attack.
- 3) When a Counteroffensive (21.0) or other game event causes Resistance units to attack.

*Note: Otherwise, there is no obligation for units on either side to attack. Enemy units in the same Zone can co-exist indefinitely.*

### 18.2 Attacking & Defending

The Communists are the attackers during an Operational Impulse. The Resistance is the attacker during a Counteroffensive Phase.

### 18.3. Who Can Fight

All units in a Zone can attack and defend, even those with zero movement allowance.

### 18.4 Combined Forces

Once combat has been declared in a Zone, all units in it must fight. If there were other units already in the space, and a moving force entered the space and this generates combat, then those units must join in with the moving force to engage in combat.

## 19.0 GROUND COMBAT SEQUENCE

### 19.1 Combat Stages

Each combat goes through the following stages.

**1) Reveal Segment:** Reveal any concealed Resistance units.

#### 2) Airstrike Segment

Commit any Communist air units to the combat.  
Then execute all Communist airstrikes (20.0).

#### 3) Tactical Superiority Segment

**a) Communist:** Roll one die for the Communist force.

Add the following equation to the result.

$$\begin{aligned}
 & \mathbf{X} = \text{The Guerrillas Warfare value of any one} \\
 & \text{Communist unit in the force (you choose the unit)} \\
 & + \\
 & \mathbf{1} = \text{(One if a helicopter is involved in the combat)} \\
 & + \\
 & \mathbf{1} = \text{(One if playing the Terror marker)} \\
 & + \\
 & \mathbf{1} = \text{(One if the force is within the LOS of a} \\
 & \text{Communist base unit or Staging Area).} \\
 & + \\
 & \mathbf{?} = \text{Any modifiers for Communist Campaign markers.}
 \end{aligned}$$

**b) Resistance:** Roll one die for the Resistance force.

Add the following equation to the result.

$$\begin{aligned}
 & \mathbf{X} = \text{The Guerrillas Warfare value of the single} \\
 & \text{highest Resistance unit in the force} \\
 & + \\
 & \mathbf{1} = \text{(One if the force is within LOS of a revealed Resistance} \\
 & \text{base unit or activated Staging Area (Iran, Pakistan).} \\
 & + \\
 & \mathbf{1} = \text{(One if the Terrorist Spectacular marker is played).} \\
 & + \\
 & \mathbf{?} = \text{Any modifiers for Resistance Campaign markers.}
 \end{aligned}$$

**c)** The side with the higher total gets Tactical Superiority.

In the event of ties, the Terrain Effects Chart will indicate which side has superiority depending on the type of Zone in which the combat is occurring.

*Note: Certain terrain will favor the Communists, and other the Resistance.*

#### 4) Ground Combat Round

**a) First Fire:** The side with Tactical Superiority fires first. See below for procedure.

**b) Second Fire:** The side without Tactical Superiority fires second. See below for procedure.

*Note: There is only one round of combat for each side.*

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## 5) Morale Effects

Determine each side's gains and losses for Morale (see the Morale Chart) in this order: The side with Tactical Superiority determines gains/losses first, then the other side.

**Note:** A battle may end with both sides having units still in the Zone. Nothing further happens at this point. You may initiate another Op to attack those units (or not). See the Counteroffensive rule for possible Resistance attacks (21.0).

### 19.2 Firing

You fire by simply rolling one die per unit. For each unit firing, fire is resolved as follows:

- 1) If the die roll is less than or equal to the firing unit's firepower factor, then inflict one "casualty" on the enemy force.
- 2) If the die roll is greater than the firing unit's firepower factor, then no effect.

**Note:** It is mandatory that you fire for both sides!

### 19.3. Non-Sequentiality

Firing is non-sequential and thus one side will possibly take losses and be reduced in overall strength before firing back.

### 19.4. Combat Results Table (CRT)

The CRT summarizes the outcomes of fire.

- 1) **Hit:** The targeted unit suffers one "casualty". If it is a one-step unit, remove it from the map and place it in the Eliminated box. Two step units are reduced (see below).
- 2) **No effect:** Nothing happens.

### 19.5. Determining losses

- 1) You can always choose which Communist units will take casualties.
- 2) If the Communists *had* Tactical Superiority, then you can choose which Resistance units will take casualties.
- 3) If the Communists did *not have* Tactical Superiority, then you must inflict losses against Resistance units with the lowest guerrilla war factor first (the parenthetical number), then work your way up. In case of ties, you get the choice of unit to be eliminated.

### 19.6. No Overkill

Results are applied only against units in the same Zone. Excess results do not affect units in other spaces/Staging Area.

### 19.7 Two Step Units

If a full strength (i.e., a two-step) unit suffers an Elimination in combat, flip them to their reduced side. If suffering a second hit, they're eliminated.

### 19.8 Battle Marker

You can place this marker in the Zone in which the combat is taking place as a mnemonic.

## 20.0 AIR WARFARE

There are two types of Air units: *Airstrikes*, that represent fixed wing aircraft, and *Helicopters* that represent rotary ring aircraft (as well as aerial counterinsurgency tactics). Both types operate in the same manner with exceptions stated.



### 20.1 Deployment

Air units in play are placed in the Air Available box. To use them, place them on the map in whatever spaces/Staging Areas they are to conduct a mission. After use, place them in the Air Used box. They are returned to the Available box during the Admin phase. Each air unit may be used only once per complete turn. Air units that did not conduct a mission remain in the Available box.

### 20.2 Range

Airstrikes units can be employed anywhere on the game map. Helicopter units can be employed only in the same spaces as Communist bases, Communist controlled airfields, Communist Staging Areas, or up to three spaces of them. There may be enemy units in intervening spaces.

### 20.3 Support

Airstrikes can attack either by themselves, or as part of ground combat. They cannot attack a space which does not contain enemy units.

### 20.4 Combat

Airstrikes and Helicopters have a Bombardment value. This is used when attacking enemy units.

### 20.5 Air Attacks

There are two general ways in which Air units can attack:

- 1) In support of Communist ground units attacking or defending (Close Support).
- 2) By themselves (Interdiction).

### 20.6 Close Support

You commit Communist air units in the Airstrike Segment of the Ground Combat Sequence. Place any available Air units in a Zone in which Communist units will be engaging Resistance units in combat. Then conduct an air-to-ground attack. Close Support can be done with any attacking or defending Communist force.

**Note:** Close Support does not cost additional MP; it is part of whatever Op that is being conducted.

### 20.7 Interdiction

Place any Air units in any one Zone containing enemy units. This counts as one Operation. There is no Tactical Superiority determination. Conduct air-to-ground *combat*. You can also conduct Interdiction in a space containing Communist ground units as long as those ground units do not attack.

### 20.8 Air Attack Procedure

Roll one die for each firing air unit. Results are explained as follows.

- 1) If the die roll is less than or equal to the air unit's parenthetical firepower factor, then inflict one casualty on the enemy.
- 2) If the die roll is greater than the air unit's firepower, then no effect.

### 20.9 Bombardment Results

These are the same as in ground combat.

### 20.10 Antiaircraft Fires

Ground units do not fire back at air units. However, for each air unit making an air attack that rolls a “6” there is the possibility of it being shot down.

**Note:** See the CRT for details. Generally, this will be if there are any Resistance heavy weapons or base units, or if the CIA Intervention marker is in effect.

### 20.11 Returning to Base

At the end of each Air Attack, return all surviving air units to the Used box. They can be used again on the next turn.

### 20.12 Helicopters & Tactical Superiority

If a Helicopter is involved in a ground combat, then add “one” to the Communist Tactical Superiority die roll. That’s “one” regardless of the number of helicopters involved.

### 20.13 Boots on the Ground

Air units cannot control Zones. They do not block enemy movement. They are placed on the map only to engage in airstrikes.

### 20.14 Engineers

See 25.0 for Engineer units acting as temporary air bases.

## 21.0 RESISTANCE COUNTEROFFENSIVE

During the Resistance Counteroffensive phase, you must make a Morale check for the Resistance, resolved as follows:

**Fails** = Nothing further happens.

**Succeeds** = Initiate a Resistance Counteroffensive (see immediately below).

### 21.1 Counteroffensive Sequence

- 1) Resistance Reveal:** Reveal any Resistance units in the same spaces/Staging Areas as Communist units.
- 2) Resistance Offensive:** Execute attacks with all Resistance units in the same spaces/Staging Areas as Communist units.

### 21.2 Sequencing

You can choose the order in which these attacks are executed.

## 22.0 BASES & SUPPORT

Bases (printed and units) provide various advantages.

### 22.1 Base Units

These are generally treated as standard combat units. Once placed, they cannot move.

### 22.2 Communist Bases

You can deploy certain recruited Communist units in the same spaces as Communist bases. See the Mobilization chart for details. Moreover, Communist Bases are also sources for Communist support.

### 22.3 Resistance Bases

Resistance Bases are sources for Resistance support.

### 22.4 Line of Support (LOS)

A unit which can trace a Line of Support (LOS) receives certain enhancements, as follows.

### 22.5 LOS Defined

A Line of Support (LOS) is defined as follows:

- 1)** A LOS is a path of spaces traced from a friendly Base to the units being supported. A base can support any friendly unit. The length of the LOS is equal to Base’s support value (printed in the circle on the unit or on the map).
  - 2)** A LOS ceases in the first space containing desert, or an enemy unit (revealed or concealed). This is so even if other friendly units occupy that space.
- Note:** That space itself would be In Support, but the LOS could not be traced further.
- 3)** Resistance LOS cannot be traced into Soviet Staging Areas. Communist LOS can be traced into a Resistance Staging Area, but must cease there.

**Example:** The Uzbek SSR Base could project LOS to Communist units in Kundaz, Baghlan, the Salang Tunnel, Baghlan and Kabul. For instance, if both a Communist and Resistance unit was in the Salang Tunnel, the LOS would terminate at the Salang Tunnel.

### 22.6 Siege

If there is an enemy unit in a space with a Base, or a Staging Area, then that Base or Staging Area can provide support only to units in its own space.

### 22.7 Staging Areas

Staging Areas are always supply sources for their own side. USSR Staging Areas support all Communist units. Activated Pakistani/Iranian Staging Areas support all Resistance units. Units in a Staging Area are always In Support.

**Note:** Pakistan and Iran cannot provide support until their respective Intervention markers have gone into effect.

### 22.8 Support Effects

A supported force receives an additional (+1) DRM for its Tactical Superiority die roll modifier.

**Note:** A base can provide the (+1) modifier to itself.

**Note:** There is no air supply per se in the game. Airlift of supply is factored into various other game functions, such as the ability of airborne forces to attack.

## 23.0 POLWAR & SUBVERSION ATTACKS

Subversion represents PSYOP, terrorism, strategic intelligence, and other forms of unconventional warfare. It is used to change Morale Indexes and possibly reduce Resistance support.

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## 23.1 Communist Subversion Attacks (General)

You may conduct Communist Subversion during the Communist POLWAR phase. Commit one or more Communist Subversion markers to:

- 1) Attacking Resistance Morale,
- AND/OR**
- 2) Attacking Resistance Staging Areas.

### Procedure

Roll one die for each Subversion marker and cross index the result with the Subversion Table. Then return the Subversion markers to the Communist Recruit box. Once you commit Subversion markers to a mission/target, you must execute attacks with all of them, and cannot switch targets.

## 23.2 Subversion Attacks against Resistance Morale

**If the attack is successful:** you can choose to either

- 1) Increase Communist Morale by the number rolled,
- OR**
- 2) Reduce Resistance Morale by number rolled,
- OR**
- 3) Select a number of spaces or Staging Areas equal to the die roll, and reveal all Resistance units in them.

**If the attack fails:** there is no effect; return the marker to the Recruit pool.

**Example:** You conduct a Subversion attack with a Communist marker with a value of two, you roll a two so Morale is shifted two spaces. Had the die roll been one, shift Morale one space.

*Note: You either increase one side or decrease the other, not a combination.*

## 23.3 Subversion against Resistance Staging Areas

Designate which Subversion markers will attack which Staging Area; the targeted Staging Area must be activated. For Pakistan, you must designate which individual area is the target.

**If the attack is successful:** The Staging Area loses all ability to provide Support (22.0) to the Resistance for the remainder of the turn (even for units in the area). Place the Subversion marker(s) used in the area as a mnemonic. Remove them during the Admin phase. This has no effect on the placement of units as a result of events or intervention, however.

**If the attack fails:** There is no effect; return the marker to the Recruit pool.

**If the die roll is 6:** The attack fails, plus blowback; raise Resistance morale by one.

## 23.4 Resistance Subversion Attacks

The instant that you pick a Resistance Subversion marker, you must execute a Subversion attack using the strength of the marker.

**If the attack is successful:** If the attack is successful and (1) the result is even, increase Resistance Morale by the number rolled, or (2) the result is odd, reduce Communist Morale by the number rolled. Return the marker to the Resistance Events bin thereafter.

**If the attack fails:** There is no effect; return the marker to the Resistance Event bin.

*Note: Resistance Subversion Attacks do not affect Communist ground units.*

## 24.0 STAGING AREA OPERATIONS

Soviet Staging Areas are always active. The Resistance Staging Areas (in Pakistan and Iran) come into play only if activated by play of their respective *Intervention* markers.

### 24.1 Permanent Installations

Staging Areas have printed bases. Also, Soviet Staging Areas have airbases. These are permanent and cannot be attacked or destroyed. (But, see 23.3).

### 24.2 External Ops

You can move certain Communist units into activated Resistance Staging Areas. These include special forces, air, and helicopter units. These can conduct combat normally against resistance units.

### 24.3 Effects

The following effects apply as follows:

- 1) The presence of Communist ground units in a Resistance Staging Area makes that zone "disputed" (see 4.0). It does not provide MP to either side (Communists never gain MP for Resistance Staging Areas).
- 2) Resistance supply cannot be traced out of that area. Resistance units inside it are still supplied.
- 3) At the end of any Movement during an Operation in which you have moved any Communist unit into a Resistance Staging Area, raise Resistance Morale by one (that's one per Staging Area, regardless of number of Communist units).

### 24.4 Tactical Edge

If Combat takes place in a Resistance Staging Area, the Resistance gains the normal Tactical Edge DRM for the printed Base, plus "one" (+1) unless it has been neutralized by Subversion (see 23.3).

### 24.5 Effects on Resistance Supply

If there are any Communist ground units in a Resistance Staging Area, then it may not be used as a supply source for other Zones. It still supplies units in the Staging Area itself, though.

### 24.6 Communist Subversion of Resistance Staging Areas

See 23.3.

### 24.7 Exfiltration

During the Administration Phase, you must pick up any Resistance units which are in a Staging Area and then place them in Afghanistan via the Random Placement procedure.

## 25.0 SPECIAL UNITS & MARKERS

### 25.1 Headquarters (HQ)

HQ units have no special abilities (they do have high guerrilla war factors, however, and thus will be useful in combat).

**Designer's Note:** *The Resistance Massud HQ represents Ahmad Shah Massud, one of their best leaders.*

### 25.2 Communist Engineers

Communist Engineer units are used as follows.

- 1) Deployment:** There must be a Communist Engineer in a space to deploy a Communist base. Any Communist engineer can place a Base from either faction (Resistance Bases require no engineers for placement, however).
- 2) Air Basing:** A space containing an Engineer unit acts as if it had a printed airbase (see 16.0 & 20.0).

### 25.3 Intervention & Islamic Volunteer Units

These are generally treated as Resistance units. See also the Morale Chart.

**Note:** *In the 1979 scenario, they are added to the Recruit Bin only after their contingent marker is picked.*

### 25.4 Communist Terror Attacks

The Communist player can declare any ground or air attack by a Communist force a "Terror Attack." Play the *Terror* marker. This gives a plus "one" (+1) DRM for Communist Tactical Superiority Determination. The instant this is played, add one to the Resistance morale level.

### 25.5 Resistance Terror Spectacular

If the *Terror* marker is picked as part of a Resistance attack, this gives a plus "one" (+1) DRM for Resistance Tactical Superiority Determination.

**Note:** *Terror can only be used in the attack. If the Resistance picks the Terror Spectacular during a defense, return it to the Bin without effect; do not pick a substitute marker. Also, if there are no other Resistance units in the space, then the Terror Spectacular is treated as no effect.*

## 26.0 FOG OF WAR

Fog of War is simulated during the game in the following manners.

### 26.1 Examination

You can always examine Communist units.

### 26.2 Face Down Deployment

Resistance units are initially deployed face down. You turn them face up:

- 1)** During the Reveal segment of the Combat Sequence.
- 2)** Via certain Events.
- 3)** As a result of Subversion (23.2).

### 26.3 Revelation

Once a Resistance unit is revealed, it remains revealed until the ensuing Administration phase, at which point it is concealed (even if still in the same space as a Communist unit).

## 27.0 OPTIONAL RULES

### 27.1 Airmobile Reaction Forces

When a Communist force engages in ground combat (attacking or defending), and the Communists have Tactical Superiority, you can move one airmobile-qualified brigade (not division) to the space where the combat is taking place. This occurs after enemy units are revealed but before rolling for Tactical Superiority. This does not require an extra operation. This occurs before determining Tactical Superiority, and only if the conditions for an airmobile move are otherwise met.

### 27.2 Reduced Airborne Units

Reduced airborne-qualified units can move only if they end their movement in a space or staging containing a friendly controlled airfield.

### 27.3 Refitting Air Units

You may now use Communist Air units more than once per turn. Instead of taking a normal Operation, declare Air Refit and expend one MP. Place two Air units in the Used box in the Available box.

### 27.4 Resistance Centers

Whenever a combat takes place in a Resistance Staging Area, or in a space where a Resistance force can trace a LOS, add "one" to the number of Resistance units which are picked in Reaction (if the Resistance passed the Morale Check, per 17.2).

**Example:** A Communist force moves into Tora Bora, which can trace a LOS to Peshawar. Resistance Morale is six; normally you would pick three Resistance units for Reaction, instead you pick four.

## 28.0 SCENARIOS

### 1979 SCENARIOS

There are three scenarios starting in 1979, each concluding with a different critical stage in the war. All three set up the same.

### 28.1 Communist Deployment

#### 1979 SCENARIO 1

Communists set up first

**Communist Morale Index:** "4" space.

#### DRA UNITS

**Kabul:** 1 x armored division, 1 x infantry division, 1 x commando brigade, 1 x security brigade.

**Kandahar:** 1 x armored division, 1 x security brigade, 1 x Base.

**Gardez:** 1 x base.

**Herat, Mazar-i-Sharif, Jalalabad, Ghazni, Feyzabad:** 1 x infantry division each.

**Any Afghan cities or towns:** 1 x base, 1 x commando brigade, 2 x security brigades.

**Air available:** 1 x airstrike.



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## SOVIET UNITS

**Kabul:** 1 x SOF.

**Baghlan:** 1 x Base.

**Any Soviet Staging Areas:** 1 x HQ, 4 x mech divisions, 1 x airborne division, 1 air assault brigade, 1 x SOF brigade, 2 x security groups, 1 x engineer.

**Air available:** 4 x airstrikes.

**Reinforcements available:** All other Communist units.

### Campaign markers in play:

Purge Afghan Government and 2 x Major Offensive.

**Subversion markers:** Two.

## 28.2 Resistance Deployment

Resistance sets up second

**Resistance Morale Index:** Start in the “6” space; then roll one die and add the resulting number to “6” (to get a final Morale from “7” to “12;” this is for the response to the Soviet invasion).

**Intervention and Islamic Forces:** Place aside.

### Mujahedin

- 1) Place all Mujahedin militia and guerrilla units in the Reinforcement bin; put the others temporarily aside.
- 2) Pick at random ten units from the Bin. Deploy the first two in Kabul. Deploy the remaining units via the Random Placement procedure.
- 3) Then place remaining Mujahedin units in the Bin.

**Reinforcements available:** All other units.

**Campaign markers in play:** None.

## 28.3 Special Rules

**DRA Desertions:** After initial deployment, you must roll one die for each DRA armored and infantry division. On a “1, 2, 3, 4” the unit is eliminated; on a “5, 6” it remains on the map.

**Turn 1:** Skip the Morale, Communist Mobilization and Resistance Mobilization phases on Turn 1. Play begins with the Communist Operations Phases. Resume normal sequence of play in 1980.

**Resistance Staging Areas:** Pakistan and Iran begin the scenario neutral.

**Soviet Doctrine:** You may not recruit Soviet combined arms brigades and helicopter units in 1979 - 81. You may start recruiting them in 1982.

## 28.4 1979 Scenarios Specifics

**Game Length:** 1979-1980 (two turns)

This covers the initial Soviet invasion.

### End Game Victory Conditions

Accomplish all of the following:

- 1) Communist control Kabul and four or more other cities.
- 2) Communists control the Salang Tunnel.

## 1979 SCENARIO 2

Set-up is identical to 1979 Scenario 1.

**Game Length:** 1979-1985 (six turns)

This covers the war during the period in which the Soviets attempted to gain a military victory.

### End Game Victory Conditions

Accomplish two or three of the following:

- 1) Communists control Kabul and five or more other cities.
- 2) Communists control four or more of the following: Salang Tunnel, Panjshir Valley, Shah-i-Kot, Tora Bora, Khyber Pass, Wakhan Corridor.
- 3) Communists control six or more towns with air bases or resources.

## 1979 SCENARIO 3

Set-up is identical to 1979 Scenario 1

**Game Length:** 1979-1989 (eleven turns)

This covers the entire war.

### End Game Victory Conditions

Accomplish all of the following:

- 1) Communists control Kabul and five or more other cities.
- 2) Communists control seven or more towns with air bases or resources.
- 3) Communist Morale Index is four or more higher than the Resistance.

## 28.5 1984 Scenarios

There are two scenarios starting in 1984. Historically, 1984 saw a major Soviet offensive into the Panjshir Valley with the objective of breaking Resistance strength.

## 28.6 Resistance Deployment

### 1984 SCENARIO 1

Resistance sets up first

**Resistance Morale Index:** The “10” space.

### Mujahedin, Intervention and Islamic Forces:

- 1) Deploy the Mujahedin Massud HQ, one Jihadi (printed with a scimitar symbol), and one heavy weapons unit in the Panjshir Valley (conceal them after placing).
- 2) Place all remaining Resistance units in the Recruit bin.
- 3) Pick sixteen units from the Bin and deploy them via Random Placement procedure.

### Campaign Markers in play:

Intervention CIA, Intervention Iran, Intervention Islamic Volunteers, Intervention Pakistan.

## 28.7 Communist sets up second

**Communist Morale Index:** “6” space.

## DRA UNITS

**Kabul:** 1 x armored division, 1 x infantry division, 1 x commando brigade, 1 x security brigade.

**Kandahar:** 1 x armored division, 1 x base.  
**Gardez:** 1 x base.  
**Herat, Mazar-i-Sharif, Jalalabad, Ghazni, Feyzabad:** 1 x infantry division each.  
**Any Afghan cities or towns:** 1 x base, 2 x commando brigades, 3 x security brigades, 4 x militia. No more than one of each type can be in a single space.  
**Air available:** 2 x airstrikes.

**SOVIET UNITS**

**Kabul:** 1 x HQ, 1 x base, 1 x airborne division, 1 x mechanized division, 1 x SOF brigade.  
**Shindand:** 1 x mechanized division, 1 x base.  
**Kunduz:** 1 x mechanized division.  
**Kandahar:** 1 x combined arms brigade, 1 x SOF brigade.  
**Jalalabad:** 1 x combined arms brigade.  
**Ghazni:** 1 x combined arms brigade.  
**Feyzabad:** 1 x combined arms brigade.  
**Gardez:** 1 x air assault brigade.  
**Bagram:** 1 x air assault brigade.  
**Sindand:** 1 x SOF brigade

**Kabul, Herat, Mazar-i-Sharif, Kunduz, Baghlan, Shindand, Kandahar, Ghazni, Gardez, Bamian, Jalalabad, Feyzabad, Salang Tunnel:** In any combination, just these units:  
 1 x base  
 1 x combined arms brigade                      2 x engineer  
 2 x security groups

**Any Soviet Staging Areas:** 2 x security groups.  
**Air available:** 4 x airstrikes, 2 x helicopter  
**Reinforcements available:** All other Communist units.

**Campaign Markers in play:** Major Offensive.

**Subversion Markers:** One

**28.8 Special Rules**

**DRA Desertions:** After initial deployment, you must roll one die for each DRA armored and infantry division. On a “1, 2” the unit is eliminated; on a “3, 4, 5, 6” it remains on the map.

**Resistance Staging Areas:** Pakistan and Iran begin the scenario activated.

**RESISTANCE CAMPAIGN MARKERS**

EVENT	WHEN PLAYED	EXPLANATION	DISPOSITION
<b>Faction [Name + Number]</b>	Immediate	<b>1)</b> Add to Resistance Morale an amount equal to the number on the counter <b>AND 2)</b> Pick a number of Resistance units equal to the number on the counter. Deploy them via the Random Placement procedure.	Return
<b>Intervention: CIA</b>	Immediate	(+2) Resistance Morale. Add CIA units and Subversion chit to Resistance Recruit bin. For rest of scenario: apply ADA result for air attacks.	Remains in play
<b>Intervention: Iran</b>	Immediate	(+1) Resistance Morale. Activate Iranian staging areas. Add Iranian unit and Subversion chit to Resistance Recruit bin.	Remains in play
<b>Intervention: Islamic Volunteers</b>	Immediate	(+2) Resistance Morale. Add Islamic Volunteer units to the Resistance Recruit bin.	Remains in play
<b>Intervention: Pakistan</b>	Immediate	(+2) Resistance Morale. Activate Pakistani staging areas. Add Pakistani units and Subversion chit to the Resistance Recruiting bin.	Remains in play
<b>Jihad!</b>	Immediate	Roll one die; pick that number of Resistance units and deploy them via the Random Placement procedure. All Resistance forces this turn receive additional (+1) DRM for Tactical Edge.	Return at end of Admin phase.
<b>OBL</b>	Immediate	(+1) Resistance Morale. Pick one Resistance unit from the Recruit bin and deploy it via Random Placement.	Return
<b>PRC Support</b>	Immediate	Pick two Resistance from the Recruit bin and deploy them via Random Placement.	Return
<b>Raid USSR</b>	Immediate	Roll one die: 1-2 = Turkmen SSR; 3-4 = Uzbek SSR; 5-6 = Tajik SSR. Roll a second die: <b>1)</b> If the result is greater than the total Soviet guerrilla war factors in that Staging Area, the raid succeeds: (+1) Resistance Morale, (-1) Communist Morale. <b>2)</b> If the result is less than or equal to the total guerrilla war factors, the raid fails: (-1) Resistance Morale.	Return
<b>Resistance Infighting</b>	Immediate	(-1) Resistance Morale. Then use the Random Placement Chart to determine one space; return all Resistance units in it (if any) to the Recruit bin.	Return
<b>Resistance Moves</b>	Immediate	Reveal all Resistance units. They move and attack per the Resistance Moves rule.	Return
<b>Resistance Unifies</b>	Immediate	(+2) Resistance Morale.	Return
<b>Soviet Reaction</b>	Immediate	Communists recruit one Soviet unit plus one Subversion marker	Return

# INVASION AFGHANISTAN: THE SOVIET-AFGHAN WAR 1979-1989

## 28.9 1984 Scenario Specifics

**Game Length:** 1984-85 (two turns)

### End Game Victory Conditions

Accomplish two or three of the following:

- 1) Communists control Kabul and five or more other cities.
- 2) Communists control four or more of the following: Salang Tunnel, Panjshir Valley, Shah-i-Kot, Tora Bora, Khyber Pass, Wakhan Corridor
- 3) Communists control six or more towns with air bases or resources.

## 1984 SCENARIO 2

Set-up is identical to 1984 Scenario 1

**Game Length:** 1984-1989 (seven turns)

This covers the entire war.

### End Game Victory Conditions

Accomplish all of the following:

- 1) Communists control Kabul and five or more other cities.
- 2) Communists control seven or more towns with air bases or resources.
- 3) Communist Morale Index is four or more higher than the Resistance.

## COMMUNIST CAMPAIGN MARKERS I

EVENT	WHEN PLAYED	EXPLANATION	DISPOSITION
<b>Ceasefire</b>	Operations Impulse	One Communist force can move through Resistance units without stopping. At the end of the move, there is no Reaction, and no Combat (even if in an enemy occupied space).	Hold, return after play
<b>Cold War</b>	Immediate	Roll one die. On a "1, 2, 3" the Cold War heats up: (+1) both Communist and Resistance Morale; on a "4, 5, 6" its detente: (-1) both Communist and Resistance Morale.	Return
<b>Defections</b>	Immediate	Select one space on the map via Random Placement. Roll one die for each Resistance unit in it. On a "1, 2, 3" that unit is returned to the Recruit bin. On a "4, 5, 6" no effect.	Return
<b>DRA Infighting</b>	Immediate	(-1) Communist Morale.	Return
<b>DRA: Army</b>	Immediate	<b>1)</b> (+1) Communist Morale an amount equal to the number on the counter, <b>AND 2)</b> Recruit and Deploy one DRA Commando brigade.	Return
<b>DRA: KHAD</b>	Immediate	<b>1)</b> (+1) Communist Morale an amount equal to the number on the counter, <b>AND 2)</b> Recruit and Deploy one DRA Security brigade.	Return
<b>Front Organization</b>	Immediate	<b>1)</b> (+1) Communist Morale an amount equal to the number on the counter, <b>AND 2)</b> Recruit and Deploy one DRA Militia unit.	Return
<b>Intelligence Breakthrough</b>	Immediate	Select three spaces or staging areas. Reveal all Resistance units in them.	Return
<b>Loya Jirga</b>	Polwar Phase	Make a Communist Morale Check. <b>Pass</b> = (+2) Communist Morale, (-1) Resistance Morale; <b>Fail</b> = (-1) Communist Morale.	Hold, return after play
<b>Major Offensive</b>	Operations Phase	Initiate one Communist Operation without having to pay MP for it. Also, if the Operation results in any combat(s), Communists gain (+1) for Tactical Edge drm.	Hold, return after play
<b>Moscow Commands</b>	Immediate	Recruit two Soviet units plus one Subversion marker. At start of Admin phase, you must make a Morale Check: <b>Pass</b> : (+1) Communist Morale. <b>Fail</b> : (-1) Communist Morale.	Return at end of turn
<b>Moscow Go Home</b>	Immediate	Roll one die. <b>1)</b> If the result is less than or equal to the number of Soviet division sized units in Afghanistan: (+2) Resistance Morale; and pick one Resistance unit and deploy it per Random Placement. <b>2)</b> If the number is greater: (-1) Resistance Morale.	Return
<b>National Reconciliation</b>	Polwar	If you play this: for remainder of the game, during each Control Check Phase: (+1) Communist Morale if there are no Soviet divisions in Afghanistan; (+2) Communist Morale if there are no Soviet ground units (any type) in Afghanistan. If this is in effect, you can't play <i>National Revolution</i> .	Hold, remains in play
<b>National Revolution</b>	Polwar	Raise Resistance Morale by "one." For the remainder of the turn, <b>1)</b> Communist Subversion markers have their strength increased by "one;" <b>AND 2)</b> all combats involving at least one DRA security unit gain plus "one" drm for Communist Tactical Superiority. You cannot play this if <i>National Reconciliation</i> is in effect.	Return at end of Admin phase
<b>Purge Afghan Government</b>	Immediate	<b>1)</b> You cannot mobilize or move DRA units for the rest of this turn, <b>AND 2)</b> At start of Admin phase: (+2) Communist Morale if Kabul is occupied only by Soviet units. (-1) Communist Morale if Kabul occupied by any DRA or Resistance units. (DRA bases do not count for this.)	Return at end of Admin phase
<b>Refugees</b>	Immediate	(-1) Resistance Morale; and if <i>Pakistani Intervention</i> is in effect, pick three Resistance units and deploy one each per Pakistani staging area.	Return
<b>Resource War</b>	Immediate	If Communist control three or more Resource hexes, then (+2) Communist Morale.	Return
<b>Soviet Upgrade</b>	Mobilization	Remove one Soviet division from the map. Deploy one Soviet Air Assault, Combined Arms, or Spetsnaz brigade in the same space (which are recruitable normally later, if eliminated). The unit must be in a Soviet Staging Area or the same space as a Communist Zone. This can be done in any year.	Return