

In 2001, when the US launched Operation Enduring Freedom, a swift response to the September 2001 bombings, only a few would have guessed that by 2010 the war would still be raging in Afghanistan, and even fewer would have guessed what would be the future events in Iraq.

Both wars became a paradigm for modern wars. They started with the intention of conducting a swift campaign with a well defined target, and ended up dragging into an insurgency war like the world had not seen since the previous Soviet invasion * war in Afghanistan, .

In Afghanistan, what started as a special forces war, turned out to be a highly mobile and light units war, who struggled to take control of the country from a more conventional and traditional minded opponent, battling against geography as much as against the enemy itself.

In the same way, in Iraq, the large conventional army that started the war became lighter and more agile, trying to fight an ever elusive and ill defined opponent that mingled in the crowd when threatened. These wars had one common point though, the enemy on both sides was fighting not for ground possession, but for the minds, with tactics aimed at causing terror and ultimately hate against the coalition forces.

Squad Battles Modern War focus on the US involvement in both wars. The scenarios cover actions from the first steps in Afghanistan, to almost present day events in both countries.

Through these scenarios, the players will experience the difficulties of fighting a non-conventional opponent that makes movement their primary tactic, whilst at the same time fighting the much more traditionally organized and equipped Taliban forces.

Players will also find in Squad Battles Modern War why WW2 type tactics do not work, as the fighting now occurs in cities with potential collateral casualties, that are no longer an accepted fate of war. Steam rolling is no longer an option. Pin pointing an enemy squad and targeting it with finesse, even if using a vastly superior arsenal, is paramount.

The US forces in presence range from Special Forces detachments to combined arms Task Forces, their enemies field everything from small irregular squads, Soviet style infantry companies and single man IED teams.

The variety in battlefields is also eclectic, ranging from the rugged grounds of the Afghan highlands, to the coastal city of Umm Qasr in Iraq, with some metropolis in the mix, as Baghdad.

Not to be left behind, there is also a diverse scenario mix, US forces air assaulting a Taliban held hill, a Special Forces detachment severely outnumbered, but heavily armed, defending against an Iraqi army attack, the famous Thunder Run in Baghdad, or the gritty city fighting in Fallujah.

Globally, players will find in this game not only the present, but also the future, on a title covering two Modern Wars that will, more likely than not, set the pattern for the wars of the future ** .

Note : Some scenarios use hidden targets, by pressing the Shift key and displaying map labels the player will get a general idea of the target areas where those objectives are located.

* Covered in a previous Squad Battles title, 'Soviet-Afghan War'.

** The database already includes some future weapons as the XM-25 Individual Airburst Weapon System, presently undergoing field tests in Iraq and Afghanistan.

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