

# Soviet-Afghan War Operations

This document is designed to be used with the Soviet Afghan War Scenario Location Map.pdf file located in the main game directory, which provides an overview map of the nation and general locations of the actions listed here.

## 1) Kabul area

**001.Amin's End.scn** - 20 turns, Company (Supported) Level, PBEM Play: Yes, Solo Play: Yes

**\*\*Important Note:** This scenario has special victory conditions. There are no objectives or victory points. Soviet troops must capture/destroy President H. Amin to get Major Victory. Afghan troops will get a Major Victory if they can defend Amin or he can escape the map. There are no other victory levels.

27 December 1979, Tajbeg Palace, 20kms South of Kabul: The Soviet invasion of Afghanistan started with the attempts to capture key government and communication centers to isolate the Afghan political leadership in Kabul. Seeing this president Hafizullah Amin (Who himself had become power after a bloody plot resulted with the assassination of his predecessor Nur Muhammed Taraki) moved the presidential offices to the Tajbeg Palace, believing this location to be more defensible against an invasion. The Palace was located a few kms south of Kabul near the Darulaman gardens; former home of the fallen Pathan Dynasty. Amin gathered a small force from the troops who are still loyal to him including some armor from the Kabul garrison. On December 27, 1979 Soviet troops, including KGB Spetsnaz Special Forces troops from the Alpha Group and Zenith Group, moved to occupy major governmental, military and media buildings in Kabul, including their primary target - the Tajbeg Presidential Palace. They were supported by a company of air assault troops from the 105th Guards Air Assault Division. By 7:15, they had controlled the radio broadcasting, Ministry of Interior and other Governmental centers. Time was to storm Tajbeg and capture President Amin before he finds time to escape.

**002.Kirgak.scn** - Sweeping Kirgak – 15 turns, Company Level, PBEM: Yes, Solo Play: Play as Soviets, Normal Conditions

In the summer of 1980, Lieutenant Makkoveev commanded the 7th Motorized Rifle Company of the 108th Motorized Rifle Division. His unit was assigned to the 3rd Rifle Mountain Battalion for a sweep of the area around the village of Kirgak. Makkoveev's troops started out mounted on their BMPs, but had to leave them behind as the terrain became rougher. As they reached the heights of Hill #4, Makkoveev's troops were ordered to sweep the village. His company was reinforced by a sapper squad, as headquarters had information that the local Mujahideen had mined the area. Makkoveev's troops moved through the village, but found no sign of the Mujahideen.

Makoveev's orders were to continue to the west until they met up with the rest of the battalion. He formed up his troops near a bridge over the Kirgak River. As they prepared to move out, they started to take heavy fire from Hill #2. Makkoveev now had a choice. He could either continue to the west as his orders stated, or he could try and rout the Mujahideen who were even now, pinning down his troops in the open.

This scenario is based on a vignette found in *The Soviet Afghan War*, by Lester Grau and Michael Gross.

**003.Hunting a Convoy.scn** – 12 turns, Platoon level, Conditions: Mud, PBEM and solo play

02 October 1982, Darulaman District, Kabul: The area around the Darulaman Palace near the southern suburbs of Kabul was the center of several military and governmental buildings of the Soviet and DRA units. Those centers, although heavily guarded and patrolled, made this section of the city an ideal target for many Mujahideen urban attacks. The vicinity of Bakhtyara, with its narrow streets, heavy population and proximity to the Darulaman Palace, was an important location for the Mujahideen ambushes. It had a heavy Soviet/DRA traffic with patrols and convoys going in and out downtown Kabul. In October 1982 a group of

Hizb-i Islami guerrillas under the command of Didar Khan deployed an ambush for a Soviet convoy moving from Darulaman Palace to the city center.

**004.Raid on Balahessar.scn** – 16 turns, Company level, Conditions: Night, PBEM and solo play

12 September 1983, Balahessar Fortress, Kabul: The forward Headquarters of the Soviet 40th Army was located in Balahessar, an ancient fortress on a hill overlooking Kabul. The approaches to the fortress were blocked and defended by several security posts. Those posts were manned by elements of the 7th DRA Infantry Division. On 12th September 1983; the day of Ashura (a religious holiday for the Muslims) a large group of Shia Mujahideen of the Harakat-i Islami Group attacked the security area around the fortress. The Mujahideen group was commanded by Shahabuddin. The Mujahideen leader was aware that Balahessar Fortress was heavily defended and any Mujahideen attack with mainly light infantry weapons was in vain. Therefore he decided to attack one of the security posts and inflict heavy damage on the DRA troops located there.

The Mujahideen detachment deployed at Shewaki village and waited for the night. At midnight they started a cautious walk into the security zone. Commander Shahabuddin positioned several combat groups to his flanks. Their task was to block the DRA security elements and provide an open route for the main body to escape after the attack. Finished deploying blocking troops to his flanks Mujahideen commander ordered the attack on a security post which seemed to be defended by precious heavy weapons. The success of the operation depended upon a strong blow on the DRA post and the timely withdrawal from the area before Soviet and DRA troops could find time to react.

**005.Farza.scn** - Bushwhacked! – 12 turns, Platoon Strength, Conditions: Normal, PBEM and solo play

April 1984, Mir Bacha Kot District:

As the war ground on, the Mujahideen grew confident in the fact that they controlled the countryside. This led to slips in security while moving through seemingly safe ground.

The Soviet and DRA forces often processed informant tips too slowly to act on them. However, when information was gained in a timely fashion, they could react decisively. In this vignette, the DRA is responding to information that a small Mujahideen force from Farza will be heading to a shura (local council) in Estalif. Troops were inserted by helicopter and set the ambush along the route of march.

The Mujahideen would be hard pressed to escape with their skins from this trap.

**006.The Media War.scn** – 14 turns, Company level, Conditions: Night, PBEM and solo play

26 June 1984, Pul-e Charkhi, Kabul-Sarobi Road: During the Afghan conflict Kabul government tried to block the "infiltration" of international media into the country. The government built radio transmitter posts equipped with jamming devices. Those jamming posts were especially concentrated around the cities such as Kabul, Khandahar and Jalalabad. As a reaction, Mujahideen forces regarded those radio posts as valuable targets. In the summer of 1984 Mujahideen forces around Kabul launched a series of attacks on government transmitters and jamming posts. One of such attacks occurred on 26 June 1984. A NIFA detachment under the command of Major S. Kochay infiltrated and attacked a radio jamming post near Pul-e Charkhi village. The attack was particularly difficult since the area was heavily guarded with DRA and Soviet garrisons nearby. NIFA guerrillas had to destroy the radio post quickly and withdraw before Soviet/DRA forces can respond in full force.

**007.Bloody Canyon.scn** – 20 turns, Company (Supported) Level, PBEM Play: Yes, Solo Play: Yes  
Conditions: Normal with Morning Myst

23 April 1985, Chandaran, Kabul-Termez Highway: By the spring of the 1985 strong Mujahideen forces of the Hezb-i Islami group gathered around the Kabul area. Guerrillas were launching attacks on the vital Kabul-Termez road and sabotaging the pipeline system. Soviet high command established mobile security

detachments and static outpost troops to counter the threat. Mobile security detachments were usually consisted a motorized infantry company supported by APCs and AFVs. Mobile Security Detachment #31 was one of the stronger units operating in the sector. As part of the 177th Motorized Rifle Regiment (108th Motorized Rifle Division), unit's task was to ensure the security of a critical part of the Kabul-Termez Highway where deep valleys and canyons provided excellent approach and withdrawal routs to the Mujahideen.

On 22 April, a captured guerrilla revealed that a strong Mujahideen force was camping in Chandaran, a village located in a nearby canyon. The heavily armed Mujahideen group was receiving demolition training from 3 Russian soldiers who had deserted a year ago. The soviet commander -who was probably very anxious to capture the deserters- has sent a strong force to attack the Mujahideen camp in the Chandaran Canyon. His plan was to seal the canyon from different sides to prevent the Mujahideen escape and destroying the pinned enemy with superior firepower. The attacking force, supported by AFVs, artillery and "Sarandoy" units (heavily armed police troops of the Afghan Ministry of Interior) moved with the first lights of the 23th.

**008.Attack on KHAD Headquarters.scn** – 15 turns, Platoon level, Conditions: Night, PBEM and solo play

13 August 1986, Darulaman District, Kabul: The area around the Darulaman Palace, near the southern suburbs of Kabul, was the center of several important military and governmental buildings. Those centers, although heavily guarded and patrolled, made this section of the city an ideal target for many Mujahideen urban attacks. One of the key buildings in the Darulaman area was the DRA's secret police headquarters located near a neighborhood known as Alauddin. A notorious and hated organization among the resistance; the DRA secret police was known as KHAD (Khadamat-e Etela'at-e Dawlati), which means State Information Agency. In reality KHAD was under direct control of the Soviet KGB.

On the night of 13 August 1986, a small group of Harakat-i Islami fighters launched an attack on the KHAD Headquarters. The small group of Mujahideen armed with assault rifles, RPGs and explosives, infiltrated the area near KHAD building and opened fire on the personnel waiting for the night shift. For the Mujahideen, the attack was the easy part of the operation. The real challenge was to escape from the patrol zone before the enemy could find time to seal the area and bring in reinforcements.

## 2) Kandahar area

**009.Ambush at Loy-Karez.scn** – 22 turns, Company level, Conditions: Summer, PBEM and solo play

13 June 1984, Loy-Karez, Kandahar Region: During the entire Afghan conflict, Kandahar region was an active area for the Hizb-i Islami group. Mujahideen forces systematically harassed government units by attacking convoys, pillaging the local population, torching schools and ultimately attempting to seize Kandahar city. The 2nd Motorized Rifle Battalion of the 70th Separate Motorized Rifle Brigade was garrisoned in the city of Kandahar. This battalion was the most experienced and combat-hardened subunit of the brigade and had participated in all the brigade operations. The battalion was particularly skilled in ambush techniques and was equally adept at moving to the ambush site on helicopters or on assigned BMPs.

On 12 June 1984, the 1st Company of the Battalion moved to the Loy-Karez region to conduct ambushes and intercept guerrilla convoys carrying supplies from Pakistan. The company was divided into four ambush groups. One of these groups moved to a small river to block a fording site. The ambush group commander gave his orders, organized his lookouts and put the rest of the soldiers to work digging their firing positions. After 0200 hours on 13 June, the look-outs spotted truck headlights driving down from the heights. In a few minutes, a 13-truck convoy followed the lead truck. They stopped about 300 meters from the fording site. Soviet troops could see about 30 dismounted Mujahideen moving in a cautious manner into the ambush site. The Mujahideen observed the area carefully. The Soviet commander decided to withdraw since the enemy action eliminated the surprise element in the ambush.

At dawn, the ambush party arrived at the company assembly area. They posted look-outs and the personnel rested. After a couple of hours, one of the lookouts reported that the Mujahideen were in a nearby valley strung-out in a column and heading towards North-West. It appeared that the enemy had set out to search for Soviet ambush party. The former ambush site was strewn with tin cans, cigarette filters and empty cigarette packages which alarmed the Mujahideen on enemy presence. Company commander Kapitan Van'yants sent one platoon to cut the road and ordered the two other platoons to move stealthily to the flanks of the Mujahideen using the terrain to hide their movement.

**010.School is Closed.scn** – 20 turns, Company Level, Conditions: Normal, PBEM Play: Yes, Solo Play: Yes (playable as the Soviet side)

13 October 1985, 50km South-West of Kandahar: In October 1985, intelligence received information that a Mujahideen training center, which was built to train gunners for shoulder-fired surface-to-air missile systems, was located southwest of Kandahar. Utilizing the intelligence report, the commander of the 4th Air Assault Battalion (70th Sep Mot Rifle Bde) decided to destroy the training center with an airborne assault. The 12th Air Assault Company, under the command of Kapitan V.G. Istratiy, was ordered to conduct an air assault landing and secure the area for the rest of the Battalion. The main objectives were the landing zone south of the Mujahideen base and the strongholds on the hilltops dominating the training center. The Russian commander also had the training center as a secondary objective if he could find the opportunity during the operation.

**011.Order of the Red Star.scn** - Company level, Conditions: normal, PBEM and solo play (play solo as Soviet)

Islam-Dara Kanyon is located at the eastern edge of a desert 150km south of Kandahar city. With deep ravines and rocky hilltops it is a very defensible geographical feature. Additionally its proximity to the Pakistan border made the canyon an ideal Mujahideen stronghold. The base trained guerrilla forces and provided weapons and ammunition for combat deep inside Afghanistan. It consisted of several camps, a hospital, weapons and ammunition stores.

In the winter of the 1985, the 40th Army sent the crack 103rd Airborne Division to the area. Division's task was blocking the exits and destroying the Mujahideen forces trapped in the canyon. The 1st Battalion of the 350th Parachute Regiment was to send an airborne company plus the reconnaissance platoon; conduct an air assault to seize a landing zone and dominating heights. They were to support the insertion of the rest of the battalion and block the canyon in the north to prevent the enemy from withdrawing in that direction.

At 1500 hours on 18 November, the forward group was airborne with eight Mi-8 and four Mi-24 helicopters. During their approach to the landing zone, Mujahideen opened heavy machinegun fire and shot down two Mi-8's. Two helicopters crashed in the canyon with their surviving infantry. The crash zones were in danger of being overrun by the Mujahideen. The air assault turned into a rescue operation. Leitenant V.V. Serdyukov commanding the reconnaissance platoon, has led his men up the heights to seize hill 2300 and cover the withdrawal of the survivors.

**012.An Unreliable Ally.scn** – 18 turns, Battalion level, Conditions: Winter, PBEM and solo play

31 Dec 1987, Spinakalacha; SW Kandahar: In December 1987, a strong Mujahideen force overran a series of DRA security outposts in the Daman region. As a result, the enemy began freely moving arms and weapons into the Kandahar region from Pakistan. DRA troops were unable to restore the situation. The task of cleaning the area was given to the 108th Motorized Rifle Division. One of the critical sectors was Spinakalacha village and its surroundings which were serving as a guerrilla logistics center very close to the city of Kandahar. Divisional Commander General-Major Ulkin ordered the 2nd Battalion (177th Mot Rifle Rgt) of Major Vlasyan to engage the enemy at Spinakalacha. 2nd Battalion was to seal off the Spinakalacha village from the major supply bases and create conditions which would allow the DRA troops to recapture lost positions.

According to the attack plan the reconnaissance platoon was to climb the high terrain dominating the village and provide flank protection for advancing troops. After the artillery preparation the 5th Company (Capt. Mikulskiy) with support of a DRA company, was to attack the village from right. The 4th Company (Capt. Shalkin) was ordered to support the attack from left. Major Vlasyan was aware that the DRA troops were unreliable for attacking strong Mujahideen garrisons. He supported the right flank with armour, BMPs and heavy supporting fire from the weapons company. The battalion started its attack at 13:40.

### 3) Herat area

**013.Urban Fight at Herat.scn** – 15 turns, Company (Supported) Level, Conditions: Normal, Solo and PBEM Play

04 November 1984, Herat City: The situation in Herat Province was very serious in the fall of 1984. Guerrilla forces, led by a former DRA officer, Ismail Khan, received reinforcements as well as new weapons from Iran. They launched raids on Soviet and Afghan convoys and sabotaged the Kushka-Shindand pipeline. They constituted a threat to the Herat airfield and grain elevators. Elements of the 5th Motorized Rifle Division were ordered to clean the area of Jamiat-i Islami units. At the end of October, the 7th Motorized Rifle Company (MRC) was deployed outside of Herat City as part of 12th Motorized Rifle Regiment (MRR).

At 0400 hours on 4 November, elements of the 12th MRR were ordered into the city. By 0540 hours, the force spotted a large Mujahideen group in the north-eastern section of Herat. At 0600 hours, 12th MRR committed its mountain rifle battalion and managed to cut off and surround a large group of Mujahideen. However, the battalion had stumbled into a Mujahideen killing zone and was repelled with heavy casualties. At this stage, regiment committed the 7th MRC to break the enemy resistance. The 7th MRC was ordered to advance along a main street to fragment the defending Mujahideen force. The company had two BMP-2s and two T-55s as armor support. Following a five-minute artillery strike, the 7th MRC went into battle at 0730 hours.

### 4) Jalalabad area

**014.Tor Ghar I.scn** - The Loss of Tor Ghar – 16 turns, Battalion Level, PBEM Play: Yes, Solo Play: Best as Soviet, Conditions: Normal

July 1980, 8km NW of Jalalabad, Laghman Province:

A Mujahideen base was established early on in the conflict on the Tor Ghar Mountain close to the city of Jalalabad. Despite a warning from DRA informants that the Soviets planned to eliminate the base immediately, the Mujahideen decided to stay and fight it out.

The Soviets hammered the area with artillery and rocket fire, strafed the Mujahideen positions with helicopters and aircraft, and cut off escape routes with remotely delivered mines.

Then they came and climbed the mountain and after 3 days of hand to hand fighting they took it.

**015.Tor Ghar II.scn** - The Loss of Tor Ghar, 16 turns, Battalion Level, PBEM Play: Yes, Solo Play: Best as Soviet, Conditions: Normal

July 1980, 8km NW of Jalalabad, Laghman Province:

The initial assault on the Tor Ghar base has bogged down in the terrain and a stiff defence. The reserve is called forward to continue the assault.

**016.Into the Hornet's Nest - Part 1.scn** – 20 turns, Battalion level, Conditions: normal, PBEM and solo play (play solo as Soviet)

12 April 1987, Nazian Valley, Melava Region: In April 1987, the Soviets and DRA launched a combined strike on the Mujahideen stronghold in Nangrahar Province, Shinwar District near the Nazian Valley. The Nazian Valley was heavily populated, although many inhabitants had emigrated to Pakistan to avoid the Soviet bombing attacks. The Mujahideen stronghold the enemy targeted was at Maro, some 70 kilometers southeast of Jalalabad near the Pakistan border. Several Mujahideen groups from different fractions were located around Maro and there were probably 500 well armed Hizb-i Islami guerrilla in the area. The Soviets called this stronghold the Melava fortified region.

For 18 days prior to attack, the Soviets hit the area with air strikes. Then, a mechanized Soviet/DRA column started its move from Shinwar to the Nazian Valley. One of the critical sectors dominating the Nazian Valley was a series of Hills called Ghazgisar Heights. Soviet commander launched an air assault landing for the heights to open the road for the motorized elements coming from Shinwar. Elements of the 56th Separate Air Assault Brigade were to land in and around the Mujahideen camp at Ghazgisar; capture the strategic points and wait for the motorized column.

**017.Into the Hornet's Nest - Part 2.scn** – 18 turns, Company level, Conditions: night, PBEM and solo play

14 April 1987, Nazian Valley, Melava Region: Hizb-i Islami forces in the Melava region retreated to Pakistan as a result of the heavy Soviet/DRA attack on the Nazian valley. Near the Pakistan border they rallied and gathered more troops for a counterattack. The Mujahideen force received support from Ittihad-i Islami Party and a group of volunteer madrasah (religious school) students called Taliban. Scouts reported that the Ghazgisar Hills, where the captured Mujahideen base located, were defended by a DRA company supported by Soviet troops. Reports also indicated that a DRA howitzer battery was located in the captured camp.

Mujahideen leaders knew that Soviet/DRA forces spent little time near the Mujahideen strongholds deep in the rural areas. Typical Soviet/DRA tactics were capturing the strongholds with superior firepower; over watching the approaches with lower quality army troops; destroying the Mujahideen equipment and fortifications and getting out as quickly as possible. Thus Mujahideen commanders set up a plan for a counterattack before enemy retreats back to urban logistical centers. They launched a counterattack on the night of 14th April aiming to destroy the Soviet/DRA troops and the artillery equipment located in the camp.

## **5) Parwan area**

**018.A Rude Awakening.scn** - Company Level, PBEM play: Yes, Solo Play: Yes (You can choose both sides)

Sherkankhel, North of Bagram, 20 March 1982: In the spring of 1982 Mujahideen activity in the Parwan province has increased. Several guerrilla forces ambushed Russian convoys and shelled Bagram airport which was the base of the Russian forces in the area. Intelligence revealed that approximately 40 Mujahideen were operating around the village of Sherkhankhel. The task of cleaning the area was given to the Major S.N. Petrov's 3rd airborne battalion

Without sufficient information on the Mujahideen positions, the leading Russian airborne company moved to town from three sides aiming to seal the Mujahideen forces and destroy as much as they can. They had another disadvantage too. There was water tunnels called Karez that are used for plantation in the region. Those tunnels were traditionally used for fast troop deployment by the Mujahideen forces.

## **6) Kunar province**

**019.Guards in the Valley.scn** – 20 turns, Supported Company Level, PBEM Play: Yes, Solo Play: Yes (Play as Mujahideen), Note: Play With Variable Ending Option On

Afghanistan-Pakistan Border, East of Kunar River, 05 December 1980: During the Afghan conflict one of the challenging missions Soviet Army had, was preventing Mujahideen infiltrations through Pakistan border. Kunar Province, located east of the country, was one of the main sectors used for border infiltrations. In December 1980 intelligence informed that a guerrilla force slipped across the border from Pakistan and crossed the Kunar river at night. They established a temporary camp in the canyon located to the southwest of Asadabad. The task of destroying the guerrilla band was given to the 103rd Guards Airborne Division. The Division commander's plan was a typical one utilized by the Russians during the entire conflict: Inserting an airborne company to block the exits of the canyon and simultaneously using an airborne force with mechanized support to drive the enemy towards the ambush positions setup earlier.

Note for the Mujahideen Player: Essential task facing the Mujahideen is escaping the trap. If the guerrilla commander lingers too much on the valley base his force will be encircled and forced to a battle against superior firepower. Thus a wise decision would be making a fighting retreat towards the exit hexes before Russians establish positions to use their firepower.

**020.Tsawkey1.scn** - Raiding Tsawkey 1 – 10 turns, Platoon (Supported) Level, PBEM Play: Yes, Solo Play: Yes, Conditions: Pre-dawn (limited visibility)

October 1983, Tsawkey, Kunar Valley:

It has been decided to eliminate one of the two Tsawkey security posts along the Jalabad-Asadabad highway. The local Mujahideen force has been supplemented with a group from Dawagal. The Dawagal group has been tasked with providing security from any help that may come from the main post to the west. Once the base has been secured, the Mujahideen should withdraw.

The DRA commander should hold on until help arrives from Base #1. Soviet gunship's are also available, but they will take time to arrive.

**021.Tsawkey2.scn** - Raiding Tsawkey 2 – 9 turns, Platoon level, Conditions: Night, PBEM and solo play (Best as Mujahideen)

June 1985, Tsawkey District, Kunar Valley:

The DRA outposts along the Jalabad-Asadabad were constant targets of Mujahideen raids. In the summer of 1985 a DRA officer was turned and aided the Mujahideen in entering the outpost. Lax security by the Mujahideen alerted the rest of the post and a fire fight ensued before the Mujahideen filtered back into the night.

## **7) Badakhsan area**

**022.Night Shift.scn** – 12 turns, Platoon Level, PBEM Play: Yes, Solo Play: Yes, Conditions: Night

4 August 1980, Kokcha River, Near Faizabad: The summer of 1980 has come with the increased Mujahideen activity in the Badakhsan province, especially around the important city of Faizabad. The 860th Separate Motorized Rifle Regiment garrisoned at Faizabad. Regiment's subunits were scattered in various security operations in the surrounding area. The Hq of the I Battalion was located in the village of Baharak along the Kokcha river. Battalion's task was sweeping the area from Baharak to Faizabad and destroying the enemy forces hiding in small villages surrounding the towns. The battalion commander decided to clean the Jurm village near the Kokcha River to secure the area for a larger offensive. In order to ensure the timely commitment of the Battalion a road junction had to be secured a day before. The task was given to a motorized platoon under the command of Lieutenant Milyuk.

Milyuk's platoon was severely under strength since all of his rifle squads were sent for patrols in other areas. The platoon was left with BMPs and their crews. It was reinforced with DRA soldiers on two trucks.

Milyuk guided his rag-tag force into a junction 1.5 kilometres near Jurm. A scan of the countryside revealed that the enemy had constructed a well-prepared defence around the village. The platoon started establishing a defensive perimeter. Lieutenant ordered the force to begin digging-in the vehicles with a bulldozer and dispersed the Afghan soldiers between the BMPs. Outnumbered in a hostile territory, the platoon had to rely on the defensive positions and the coordination between the DRA and Russian units. The inevitable Mujahideen attack came at midnight.

## 8) Panjsher Valley

**023.108<sup>th</sup>-1 Into the Valley.scn** – 10 turns, Company Level, Conditions: Day, Normal

15 May 1982, Ghorband River Valley: Kapitan, The Panjsher Operation will be commenced in two days. Our battalion was ordered to lead a diversionary attack into the Ghorband valley to distract enemy forces from the sectors of the main attack. Our orders are entering the valley in force, finding the guerrilla concentrations and attacking them. This rapid advance will attract enemy commanders attention and force him to send forces from the Panjsher valley.

Tactical Situation: Your company will lead our advance into the Ghorband river valley. Aerial recon shows the valley entrance is guarded by a light Mujahideen detachment entrenched in villages and farms. Your objective is to probe into the village guarding the valley entrance. The map shows three sectors for possible enemy positions. Sector 1 is a small village; There are also two farms (sector 2 and sector 3) neighboring the village. HQ expects heavier enemy concentration on Sector 1. You must control all sectors and clean enemy forces from the area to ensure the swift advance into the valley.

**024.108<sup>th</sup>-2 Up the River.scn** – 12 turns, Company Level, Conditions: Day, Normal

15 May 1982, Ghorband River Valley: Kapitan; our swift action surprised the enemy's forward positions. They are retreating deeper in the valley. We must keep our momentum and sweep away enemy rearguard troops without losing much time.

Our battalion will advance as the spearhead of the division. Your company will be the leading formation into the valley base. The road ahead has good positions for sniping and ambushes; so be careful. I arranged two BMP1s from the recon battalion. Additionally, helicopter squadron will make recon and support sorties for the advancing troops. Speed is essential. We don't have the luxury of giving time to guerrillas to recover and block our advance. Good luck commander.

**025.108<sup>th</sup>-3 Storming the Castle.scn** – 18 turns, Battalion Level, Conditions: Day, Normal

15 May 1982, Ghorband River Valley, Jamiat-i Islami Training Camp: Kapitan, Our rapid advance produced good opportunities. Mujahideen commander seems to be having hard time reorganizing his forces. Most of their troops can't apply evasive guerrilla tactics efficiently. Recon shows a strong Mujahideen force gathered to defend the training camp in the Valley. Our battalion will commence a combined assault on the training camp. We will get support from the 15th DRA Armored Brigade and Spetsnaz troops.

The Mujahideen training camp is though nut to crack. It was built on a hill overlooking the entire approach route from the valley. We believe that they have heavy concentration of AA machine guns and mortars. Therefore you will have artillery and air support. Main attack will be delivered by the 2nd and 3rd companies. Sapper units and DRA armor will support the attack. We will also land a Spetsnaz company to surprise the enemy. Our plan is preventing any evasive manoeuvre by the enemy. Spetsnaz troops will block the enemy escape routes and attack them from behind. High degree of coordination and decisive action is vital. Good luck commander.

**026.108<sup>th</sup>-4 Night Watch.scn** – 15 turns, Company Level, Conditions: Night

16 May 1982, Ghorband River Valley: Kapitan; your company will spend the night on security duty after the heavy fight for the guerrilla camp. We found a plantation farm and a nearby village along the Ghorband river. The plantation is producing opium which is a very important financial source for the guerrillas. Tomorrow a truck convoy from Kabul will come and carry the harvest to Afghan authorities' control. There are also plenty of ammo hidden in the farm making this sector an attractive target for counterattack. I know you would like a more peaceful sector to rest your soldiers after today's heavy engagements but I need your company there. Occupy the farm, establish a defensive perimeter and wait for surprise enemy infiltrations. There is still heavy enemy activity on the hills surrounding the valley; so be careful. Dismissed.

**027.108<sup>th</sup>-5 The Beast of War.scn** – 15 turns, Company Level, Conditions: Dusk

16 May 1982, Ghorband River Valley: Kapitan; a T-62 tank from the 285th Tank Regiment hit a mine and immobilized on a canyon linking the Ghorband to Panjsher valley. We dispatched mechanics to repair the vehicle an hour ago. However aerial reconnaissance reported a small guerrilla group heading towards the site; apparently trying to capture or destroy the tank. Your company is the closest formation to the sector. Your orders are getting there as fast as possible and form a defensive perimeter until reinforcements arrive or mechanics do their job. This sector is neighbouring the Panjsher valley; so be aware that you are going into enemy territory. Dismissed.

**028.Visitors for Supper.scn** – 18 turns, Company Level, PBEM Play: Yes, Solo Play: Yes

Panjsher Valley, 18 July 1982: In the summer of 1982, Soviet High command decided to strengthen and expand Afghan government power around the city of Rukha in the Panjsher valley. They decided to do this during the course of an operation in the Panjsher valley which involved Afghan government forces and a SPETSNAZ detachment. The Afghan Army had a series of security outposts on the dominant heights surrounding Rukha. These posts were poorly fortified, there were not enough soldiers and heavy weapons to hold them and the Afghan soldiers' morale was low. The high command decided to reinforce the existing posts and to add additional outposts by assigning men from the 177th SPETSNAZ detachment.

31st SPETSNAZ Reconnaissance group from the 177th detachment was ordered to reinforce a series of critical hills near the Panjsher River. The SPETSNAZ group was small but well trained and equipped with heavy weapons including the deadly automatic grenade launchers. The Soviet forces carefully established firing positions and obstacles. The Soviet commander organized an uninterrupted schedule of observation and security. Three men were always on guard during the day and seven men were at night. About 1830 hours on 18 July, Soviet troops were eating dinner and observation was lax. Utilizing the relaxed routine of the enemy, Mujahideen forces (Hizb-i Islami Group) launched a surprise assault with heavy machine gun support. It was another lesson to learn in the guerrilla warfare.

**029.Security Post 13.scn** – 15 turns, Platoon (Supported) Level, PBEM Play: Yes, Solo Play: Yes  
Conditions: Normal

04 August 1986, Parshar, Panjsher Valley: Soviet and DRA forces never fully controlled the Panjsher Valley which was the key for the northeast Afghanistan. Instead they formed certain security posts and garrisons at important hills and villages. Those troop concentrations were mainly located in the southern exit. However most of the valley was controlled by the Mujahideen. In many places Mujahideen forces lived and prepared in villages very close to those garrisons, increasing the chance of accurate reconnaissance and surprise assaults.

Hill 2823 was one of those security posts controlling the exit of the valley and the nearby Parshar village. The hill was being defended by security post #13 commanded by Lt. Tyubekin; a green rifle platoon supported by heavy weapons. The Mujahideen knew that the Soviet outpost consisted only of a small group of draftees and attempted to overrun the position. At 1715 hours on 4 August, they began attacking the post with heavy long range and sniper fire from the surrounding heights; pinning down the force and making it difficult to move personnel from one sector to another. Stunned by the surprise assault, the young lieutenant had to hold and hope the best for the support from the battalion HQ.

## 9) Kunduz Province

**030.A Bridge Too Close.scn** – 12 turns, Company Level, PBEM Play: Yes, Solo Play: Playable as Soviet Side, Conditions: Normal

27 October 1981, Basiz, Shekravan - Imam Sahib Road: During the year 1981 the enemy activity in the Kunduz province was a serious problem for the Soviet forces. Kunduz, as a major source of cotton production, provided the majority of the trade between the Afghan and Soviet governments. The ultimate result of which was more weapons for the DRA. Mujahideen forces did their utmost to disrupt this trade. Their primary objective was the destruction of the truck convoys carrying cotton to the Soviet border. Mujahideen activity was particularly high near the town of Imam Sahib. Soviet forces allocated precious resources for convoy escort duties to ensure the security of the cotton convoys. The 7th company of the 56th Air Assault Brigade was ordered to escort one of the biggest convoys that was travelling from Shekravan to Imam Sahib.

The convoy, supported by APCs and Sarandoy (Afghan Police Units) troops, left Shekravan at 1200 hours on 27 October. At 15:00 the convoy arrived at Basiz; a small village 30kms north of Imam Sahib. The bridge near Basiz was an excellent ambush location for the Mujahideen forces. Therefore company commander Kapitan Portnov, intending to flank the Mujahideen forces, had dispatched one air assault platoon to attack the probable ambush positions from the rear. Column scouts cautiously approached the bridge in a BMD1 while the leading vehicles of the convoy waited just behind.

**031.Valley of Death - Part 1.scn** – 20 turns, Battalion Level, Conditions: Winter, Designed for PBEM (Play solo as Soviets)

20 January 1984, Kokabulak, Takhar Province: Jamiat-i Islami forces of Burhanuddin Rabbani established a base and training center near the village of Ishkamesh, 60 kilometers southeast of the city of Kunduz. Guerrilla forces trained at this center attacked the aircrafts landing at Kunduz Airport and ambushed the supply convoys along the Kunduz-Puli-Khumri road. This made it difficult to supply and sustain the garrisons and forces located in the province. 149th motorized rifle regiment (201st motorized rifle division) was ordered to destroy the guerrilla forces operating in this region. The regiment was reinforced with a separate reconnaissance battalion, a separate helicopter squadron, and two artillery battalions. In addition, an Afghan infantry division supported the regiment.

According to the operational plans; The reconnaissance battalion, reinforced with an 82mm mortar platoon and a flamethrower squad, was to air assault into the Fuloli, Marzek, and Kokabulak region to cut off the enemy and prevent any attempt to join the forces in Ishkamesh. The 1st battalion was ordered to link up with the reconnaissance battalion to destroy the isolated enemy formations around Kokabulak and move towards Ishkamesh from south, while 2nd battalion attacks the town from North-West. At first light of 20 January, the reconnaissance battalion, commanded by LTC Tikhonov, started its air assault operation east of Marzek to fix and isolate the enemy around Kokabulak. The Mujahideen reaction was slow since Soviet forces were carried by Mi-6 "Hook" helicopters -a cargo helicopter not usually used for air assaults.

**032.Valley of Death - Part 2.scn** – 18 turns, Battalion Level, Conditions: Winter, Designed for PBEM (Play solo as Soviets)

20 January 1984, Bad Guzar, Takhar Province: Jamiat-i Islami forces of Burhanuddin Rabbani established a base and training center near the village of Ishkamesh, 60 kilometers southeast of the city of Kunduz. Guerrilla forces trained at this center attacked the aircrafts landing at Kunduz Airport and ambushed the supply convoys along the Kunduz-Puli-Khumri road. This made it difficult to supply and sustain the garrisons and forces located in the province. 149th motorized rifle regiment (201st motorized rifle division) was ordered to destroy the guerrilla forces operating in this region. The regiment was reinforced with a

separate reconnaissance battalion, a separate helicopter squadron, and two artillery battalions. In addition, an Afghan infantry division supported the regiment.

The 1st battalion was ordered to link up with the reconnaissance battalion to destroy the isolated enemy formations around Kokabulak and move towards Ishkamesh from south, while 2nd battalion attacks the town from North-West. The 2nd Battalion, commanded by LTC V. Krokhin, landed and destroyed the enemy in the strong point of Kuchi. By 0830 hours, they had linked up with the approaching broneguppa, which had driven there under the command of the 6th Company's commander, Senior Lieutenant R. S. Zarifov. The 2nd Battalion mounted its vehicles and conducted a raid on the axis Apikutan- Badguzar with the missions of searching and destroying weapons and ammunition caches.

## **10) Baghlan Province**

### **033.Trap at Varduj - Part 1.scn – 15 turns, Company level, Conditions: normal, PBEM and solo play**

5 June 1985, Varduj Valley, Badakhshan: At the beginning of June 1985, Jamiat-i Islami forces under the command of Najmuddin set up their headquarters near the village of Jurm in the Varduj Valley. The guerrilla force consisted of approximately 500 men and were well armed and equipped including three mountain guns, mortars, and communications systems. The local populace strongly supported Najmuddin and disliked the Afghan government. The authorities decided to destroy the guerrilla headquarters and seize supply caches.

One Motorized Rifle Battalion (860th Separate Motorized Rifle Regiment) was assigned the mission to insert two companies (2nd and 3rd) and a mortar battery on the night of 4-5 June to establish blocking positions on the east and west walls of the valley. The remaining 1st Company would join the 2nd Infantry Battalion of the Afghan Army and conduct a sweep north up the valley towards the town of Jurm. The sweep would seize supply caches and draft young men on the spot into the Afghan army.

At midnight on the night of 4-5 June, the 2nd and 3rd companies moved out. The 2nd Company's mission was to take one mortar platoon and block the west wall of the valley by 0400 hours. The 3rd Company, with the other mortar platoon, was to block all exits along the east wall of the valley by 0400 hours. The 2nd Company completed its mission and moved into position by 0300. The Mujahideen did not detect their arrival. However, at 0345 hours, the 3rd Company was spotted by the enemy while it was closing onto its positions, two hills dominating the Varduj Valley.

### **034.Trap at Varduj - Part 2 – 20 turns, Company level, Conditions: normal, PBEM and solo play**

5 June 1985, Near Jurm, Varduj Valley, Badakhshan: At the beginning of June 1985, Jamiat-i Islami forces under the command of Najmuddin set up their headquarters near the village of Jurm in the Varduj Valley. The guerrilla force consisted of approximately 500 men and were well armed and equipped including three mountain guns, mortars, and communications systems. The local populace strongly supported Najmuddin and disliked the Afghan government. The authorities decided to destroy the guerrilla headquarters and seize supply caches.

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by the 3rd Platoon of the 2nd Company was attacked by a strong Mujahideen group. The enemy attacked from the east and the platoon was blinded by the rising sun. Mujahideen quickly grasped the initiative and pinned the Russian Platoon. At the same time, the 2nd Company command post (located on hill 246.4 with the 1st Platoon) came under attack. Realizing the critical situation of his troops, battalion commander Major S. Krutyakov ordered the 2nd Company's bronegruppa\* to join forces with battalion reserve (reconnaissance platoon) and directed them to move towards 3rd Platoon's positions on Hill 224.6; destroy the Mujahideen and seal off their escape route to the west.

\* An armored group of 4-5 tanks, BMPs or BTRs or any combination of such vehicles. The BMPs and BTRs are employed without their normally assigned motorized rifle squads and fight away from their dismounted troops. Bronegruppa is an improvisation of the Soviet troops during the Afghan War. It provided tactical flexibility and quick response reserve much needed in guerrilla warfare.

## 11) Kunar Valley

**035.Kunar Sweep.scn** – 18 turns, Weak Soviet Battalion, Conditions: Normal, PBEM and solo play

February 1980, Kunar Province:

With an extensive border with Pakistan, fertile green zones and rugged terrain, the Kunar province proved to be a hot-bed of Mujahideen activity. The Soviets were forced to sweep the valleys early and often during the entire occupation.

In this vignette, the Soviets need to conduct a thorough search of area in an attempt to uncover weapons and supplies stored throughout the zone. (Please see the Objective type: Cache in the help file.) They will also need to prevent the ex-filtration of Mujahideen groups operating in the area.

## 12) Mamur area

**036.Mamur Hotel 1.scn** – An Ambush at the Mamur Hotel – 12 turns, Large Convoy, PBEM Play: Yes Solo Play: Yes - best as Mujahideen

Summer 1980, Logar Province, Highway 157: Logar Province was never quiet, but already in the summer of 1980, the local Mujahideen were ready to attack a major column on the main north-south highway through the province. At this point in the conflict the DRA were totally unprepared for the whirlwind about to be unleashed in the shadow of the Mohammad Agha hills. Their response was lethargic at best, but they would learn with time.

**037.Mamur Hotel 2.scn** – A Steep Learning Curve – 10 turns, Small Convoy, PBEM Play: Yes, Solo Play: Yes (Best as DRA)

September 1981, Logar Province, Highway 157: The stretch of highway across from the Mamur Hotel proved to be a fertile hunting ground for the Mujahideen and they would return often. New tactics were developed, such as sweeping helicopter escorts and close air support, but the Mujahideen were not easily deterred.

**038.Mamur Hotel 3.scn** – Pushing Your Luck – 8 turns, Platoon level, Conditions: normal, PBEM or Solo play

July 1986, Summer 1980, Logar Province, Highway 157: Although Highway 157 along the Logar river remained a dangerous place for DRA and Soviet convoys, the Soviets forces only slowly adopted new techniques. Their response, when it did come, was heavy handed and the valley was devastated in the end.

For their part, the Mujahideen found no reason to alter their patterns as surprisingly few men could wreak devastating havoc on the columns.

## 13) Laghman Province

**039.Abdullah-e Burj.scn** – A Long Night – 12 turns, Company Level, PBEM Play: Yes, Solo Play: Best as Mujahideen

6 October 1980, NW of Bagram AFB: In the fall of 1980 a well planned and executed ambush decimated a Soviet column after a four day patrol. While many Soviets fled or were killed outright, some troops formed a defensive perimeter around surviving vehicles and waited for help to arrive. At dawn the Mujahideen moved in to mop up the survivors and burn or loot the remaining vehicles. They planned to leave before the expected strong relief column could arrive from Bagram AFB.

**040.Alishang.scn** – Trapped Like Rats – 15 turns, Battalion Level, PBEM: Yes, Solo Play: Play as Soviet/DRA, Conditions: Normal

In August of 1981, Commander Sher Padshah moved his troops from Daulatshah to Alishang Village. Padshah bedded down his men for the night while the local Mujahideen, under the command of Mawlawi Mohammed, agreed to keep guard. Padshah arose at dawn to the sound of gunfire.

Notified of the Mujahideen troops in Alishang, the commander of the 66th Separate Motorized Rifle Brigade sent a company of infantry to surround the village. He then called on the 71st DRA Regiment in nearby Mehtar Lam to crush the trapped rebels.

Padshah knew he had two choices, he could either try and escape to the nearby Badrow Hills and disappear in the mountains or he could try and fight it out in Alishang Village. He was trapped like a rat, but one with sharp teeth.

This scenario is based on the vignette, Battle for Alishang District Center, in Afghan Guerrilla Warfare, by Ali Jalali and Lester Grau

**041.Mining Mehtar Lam.scn** – 8 turns, Platoon Strength, Conditions: Normal, PBEM and Solo Play (as Soviet)

August 1981, Alishang District: On the outskirts of built up areas, and on the edges of the 'green zones' the Mujahideen were able to effectively use home made mines and bombs to harass Soviet convoys. Engineers were often dismounted to probe ahead in suspected troubled areas. However, when covered by supporting machine guns, these improvised bombs were particularly difficult to remove or bypass.

## 14) Urgun area

**042.Urgun-Ambush.scn** – Festival of Sacrifice – 9 turns, Size: Small Ambush, PBEM: Yes, Solo: Yes Conditions: Normal

August 1983, South of Urgun - The siege of Urgun was to happen in two phases. The first was to destroy the outlying security.

The DRA had deployed a battalion 4km south of Urgun at Nek Mohammad Kala. A few days after the siege began in earnest, the Festival of Sacrifice came on the calendar. The DRA hoped to take advantage of the traditional calm surrounding the holiday to reinforce the southern battalion with much needed supply. The Mujahideen would not cooperate and would be waiting.

**043.Urgun-Assault.scn** – The Assault of Urgun – 15 turns, Size: Mujahideen 'Company', PBEM: Yes

Solo: Best as Mujahideen

January 1984, Southern Urgun - The outer positions destroyed, it was time to assault the city itself and destroy the rest of the DRA 21st Mountain Regiment. The attack would be two pronged with a captured DRA tank leading the way through the minefields and obstacles. The Mujahideen had a few guns of their own firing in support, as well as playing havoc with the DRA radio net, directing the DRA's own artillery against the city at times. The attack failed when the northern thrust bogged down with poor communication. The southern attack, though successful, was forced to withdraw.

**044.Urgun-Sweep.scn** – Clearing The Pishiano Ghar – 9 turns, Size: Mujahideen 'platoon', PBEM: Yes  
Solo Play:Not Recommended for DRA, Conditions: Night

August 1983, East of Urgun - The DRA forces had a security outpost with mortars on the Pishiano Ghar overlooking the valley. It would need to be eliminated before any assault could be made. The Mujahideen assault would be fast and furious sweeping the defenders from the mountain and closing the city off from outside contact.

## 15) Mahipar area

**045.Mahipar.scn** – Domino Effect – 12 turns, Weak Soviet Battalion, Conditions: Normal, Pbem and solo play

July 1984, Kabul-Jalalabad Highway: The Soviets/DRA often ceded the initiative to the Mujahideen by hunkering down in their bunkers behind minefields. In the case of the Mahipar outposts, they also made the faulty assumption that the rugged terrain would prevent the Mujahideen from moving through their rear areas.

The Mujahideen were not dissuaded and looked on this small raid on isolated outposts as a means to hurt their enemies and strengthen their supply. Three small groups would attack each of the outposts while supporting elements would keep any reinforcements pinned down in their main camps.

## 16) Wardak Province

**046.Bargain of the Day.scn** – 10 turns, Platoon level, Conditions: Normal, Pbem and solo play

10 April 1980, Ghazni-Kabul Road: Commander; the month of Ramadan came with a nice present! Local villagers reported that a Soviet truck in a convoy moving towards Kabul hit a mine and immobilized not far away from our base. It seems the small column stopped to repair the truck. That is a mistake. We have to act before they realize how vulnerable they are. Your combat group is to proceed to the area and attack the halted column. We cannot miss this opportunity. God be with you commander.

**047.Babur.scn** – Ambush in the Babur Valley – 17 turns, Battalion Level, PBEM Play: Yes, Solo Play:  
Best played as Soviets, Conditions: Snow

December 11, 1984 - Babur Valley on the Jalalabad - Asadabad Road, Kunar Province: Haji Mohammad Rahim had been a Lieutenant Colonel in the Afghan Army before taking command of a Mujahideen band. He had his base camp in the Babur Valley and made the risky decision to conduct an ambush where the valley meets the Jalalabad Road. He did not believe that the Soviets would push up the canyon far enough to reach his caches of food and weapons. The area was perfect for an ambush. The high ground on both sides of the valley allowed a killing ground of more than 1000 meters while the river and the snow prevented the Soviets from effectively maneuvering against his men. He placed his RPGs and the recoilless rifle close to the road and kept his heavy machineguns on the heights.

Meanwhile the Soviets were becoming tired of these ambushes of their supply convoys. While there were not enough infantry troops to fully man the AFVs, the commander of the motorized rifle troops in Kunar Valley planned a few surprises of his own. He organized a Bronnegruppa of tanks and AFVs that could rapidly respond to an ambush site. He also requested that a rapid reaction force of helicopters and airborne infantry be formed at the airbase at Jalalabad. Much of the Kunar Valley was out of the range of his artillery, but Frontal Aviation had promised air strikes would be available for his convoys.

The ambush started off well for the Mujahideen. They allowed the head of the column to pass and then fired on the middle of the convoy. The first shots disabled two trucks. One carried melons and other fruit, but the other contained the payroll for several Soviet and DRA units. Partially burned currency floated on the breeze as the Soviet AFVs maneuvered to fire on their attackers and the remaining trucks tried to escape the kill zone. Kapitan Konitsyn, the convoy commander, called for the allocated reinforcements and then turned to engage the enemy.

This scenario is based in part on Vignette 5 in *Afghan Guerrilla Warfare* by Ali Ahmad Jalali and Lester W. Grau (first published with the title *The Other Side of the Mountain*).

**048.Sisay.scn** – All Your Eggs In One Basket – 12 turns, Large Convoy, Conditions: Normal, PBEM or Solo Play

October 1985, Highway 1, Wardak Province: The local Mujahideen commander of Wardak Province had information concerning a large Soviet/DRA convoy scheduled to move from Kabul to Ghazni. Several Mujahideen groups were brought together to lay a powerful ambush.

A somewhat unusual force organization was created based on 10 man teams, including 10 men being assigned to man 8 mortars! Despite the seeming unwieldiness, it proved effective, aided once again by an unimaginative response from the convoy escort.

## **17) Sarkani district**

No content for this sector in initial release.

## **18) Ghashey operational area**

**049. Operation Ghashey: 1- Securing Dabili Bridge.scn** – 15 turns, Platoon Level, Conditions: Dawn, Snow

25 October 1988, Kabul-Jalalabad Highway: Commander, Operation Ghashey is under way. We are shelling the Kabul airbase with katyushas to pin the garrison down since yesterday morning. Our combat groups are waiting in their jumping points for the orders in the assigned sectors. You have one of the critical sectors guarding the road from Kabul to Jalalabad. The enemy outpost at Dabili Bridge must be captured and held to block any relief attempt while our forces are attacking the enemy base at Mashala. Use the hill overlooking the river to cover your approach and surprise the government troops guarding the bridge. Take defensive positions after taking the bridge since we are expecting a counterattack from the direction of Kabul.

**050.Operation Ghashey: 2- Holding the Position.scn** – 16 turns, Platoon Level, Conditions: Day, Snow

25 October 1988, Dabili Bridge, Kabul-Jalalabad Highway: The swift capture of the Dabili bridge was an impressive success Commander Mir. However we don't have time to loose. Your combat group must occupy the defensive positions around the road and wait for the enemy counterattack. As the battle sounds coming from north tell, a large group of Mujahideen surrounded the enemy base at Mashala. There is a heavy fighting for this important communist base. Our scouts reported that a DRA column, most probably the 8th Infantry Division, has left Kabul and is moving towards our positions. The enemy is attempting to

relieve the surrounded garrison at Mashala. We cannot let this happen. You must hold the bridge and block the road at all costs otherwise our comrades fighting at Mashala will be trapped.

**051.Operation Ghashey: 3- The Rumbling Night.scn** – 16 turns, Company Level, Conditions: Night, Snow

25 October 1988, Dabili Bridge, Kabul-Jalalabad Highway: Commander. Our roadblocks around Dabili and Dargo prevented any enemy movement to relieve Mashala base during the day. However Mashala is a too important position for the DRA to remain isolated. We believe they will resume the attack tonight. Scouts report tank engine sounds coming up the highway so expect a heavy assault tonight. We try to gather some reinforcements from Mashala sector but don't rely on them much.

**052.Operation Ghashey: 4- The Battle for Mashala.scn** – 20 turns, Company Level, Conditions: Day, Snow

29 October 1988, Mashala, Kabul-Jalalabad Highway: Last 3 days we defeated repeated DRA attempts of breakthrough from Sarobi. Our roadblocks at Dabili and Dargo effectively prevented any enemy link up with the surrounded base at Mashala. However Mashala proved to be a tough nut to crack. Enemy forces located at the town and the base have beaten off our attempts to overrun it. This morning we will launch another attack from two directions. Your combat group will be infiltrating from north while Task Force Falcon under commander Wali launches a diversionary attack towards the town. Our attack will start after a brief preparation of katyushas. Speed and decisive action is imperative. Grap the initiative and overrun the base before enemy troops can find time to react. Good luck commander.

**053.Operation Ghashey: 5- The Salvaging Job.scn** – 17 turns, Company Level, Conditions: Day, Snow

02 November 1988, Ganjakhel, Mashala-Hesarak Road: Commander Mir; Operation Ghashey was a bloody blow to the communist government at Kabul. It also gave us much needed international political support in the days of the Soviet retreat from fatherland. Our forces are evacuating the battlefield to rest and refit in our mountain strongholds around Hesarak town and Pakistan border. However I have a last demand from your battle hardened combat group. Our communications have intercepted a message that a DRA cargo helicopter hit by a stinger missile, crash landed somewhere near the Surkhrud River on the road leading to Hesarak. According to intercepted messages the helicopter was carrying military documents and maps. We believe the crash site is near the evacuation route that will be used by your combat group. I want you to move to the suspected area and search for the wreck. Be aware of enemy parties that are also searching the cargo helicopter.

## **19) Magistral operational area**

No content for this sector in initial release.

### **Additional scenarios**

**054.All in a Night's Work.scn** – 9 turns, Small Ambush, PBEM Play: Not recommended, Solo Play: Yes (Play as Soviet), Conditions: Night

July 1982, Helmand Province: The Soviets made a habit of pulling together scratch units for various missions. While it allowed the commander to hand select his men, it did not build unit integrity or habitual relationships. The 103rd Airborne was very active in interdicting supplies transiting Kandahar and Helmand provinces during the summer of 1982.

In this scenario, Kaptain Milyuk and his hand picked troopers have arrived at the selected ambush point: a bridge along one of the main roads south of Lashkar Gah. The Soviets have just a few moments to set their ambush on the bridge. A truck is expected shortly along the main road, but the group will want to

move rapidly to the extraction point after the attack. On the other hand, the Mujahideen will need to act quickly to prevent the raiders from escaping.

**055.All in a Night's Work PBEM.scn** – 9 turns, Small Ambush, PBEM Play: Yes\*, Solo Play: Yes (Play as Soviet), Conditions: Night

July 1982, Helmand Province: The Soviets made a habit of pulling together scratch units for various missions. While it allowed the commander to hand select his men, it did not build unit integrity or habitual relationships. The 103rd Airborne was very active in interdicting supplies transiting Kandahar and Helmand provinces during the summer of 1982.

In this scenario, Kaptain Milyuk and his hand picked troopers have arrived at the selected ambush point: a bridge along one of the main roads south of Lashkar Gah. The Soviets have just a few moments to set their ambush on the bridge. A truck is expected shortly along the main road, but the group will want to move rapidly to the extraction point after the attack. On the other hand, the Mujahideen will need to act quickly to prevent the raiders from escaping.

\*NB - for HTH play, the Mujahideen player \*\*must simply keep his truck on the main road without slowing or stopping to dismount.\*\*

**056.Caught in a DRA ambush.scn** – 6 turns, Platoon Level, PBEM Play: Yes, Solo Play: Yes (You can choose both sides)

Overview - In 1986 the Mujahideen of the Khash Rud district decided to move trucks, with ammunitions, from Iran to their home base. The convoy would be composed of 3 trucks with an advance patrol composed of 2 motorcyclists. The DRA border guard decided to ambush this convoy and set the ambush at a location where two hills constricted the road.

**057.Grim Duty.scn** – 12 turns, Company Level, Conditions: Summer

July 1982, North East of Farah, Takhar Province: Sharafat Koh is a large mountain rising from the plain in Western Afghanistan. It provided easy access to Highways 1 and 517 and served as a conduit for supplies moving out of Iran. The steep canyons and rugged terrain provided for excellent defence from airborne attacks. In July of 1982 the main Mujahideen base on the mountain was attacked by three helicopter gunships. Khodai-Rahm was credited with hitting two before being killed by the third. One of the two crashed in the canyon killing all 5 Soviets on board.

The Soviets launched an operation to recover the bodies and destroy any remaining useful equipment. The Mujahideen beat them to it and the Soviet advance up the canyon would take seven days before withdrawing on the 8th with their fallen comrades.