

THE SIEGE OF ORGUN

Afghanistan 1983 (Russo-Afghan War)

Type: Wargame

Number of players : 2 (1)

Playing time: 1-2 hours

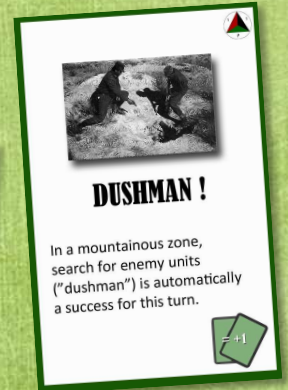
System: AfYa-Impulse,
card-assisted

Scale: Operational

Orgun, Afghanistan 1983 - a strategic valley in the Paktika Province close to the Pakistan border.

A large group of **Mujahideen** (800) assaults fortified positions, including an **airfield** and a **19th century fortress**, protected by a regiment of the **Afghan Army** reinforced by **Soviet forces**. Motivations:

- Mujahedeens: make Orgun the symbolic seat of their government.
- DRA/Soviets: secure presence in this key province.



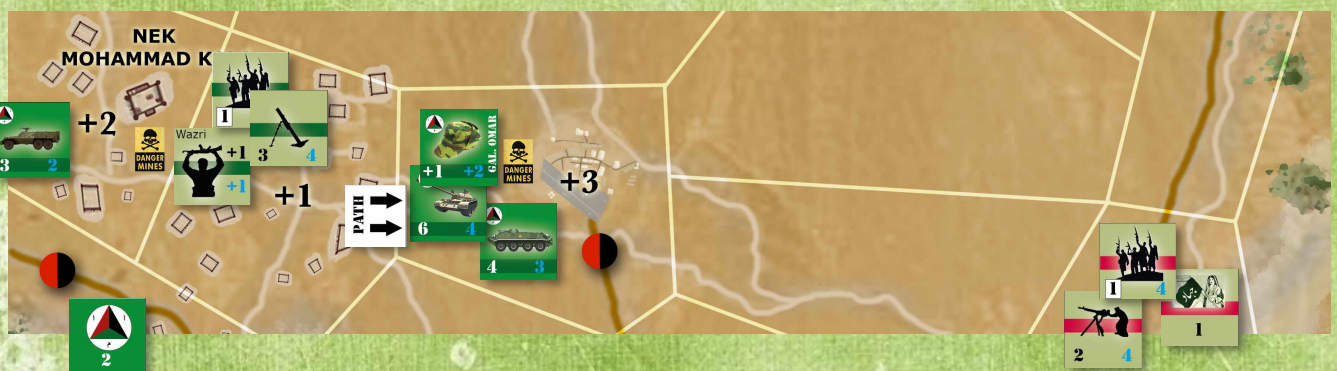
A topic with a resonance today about the **dissymmetry of warfare** between 3 types of opponents on a **seldom-treated** conflict:

- **DRA Army** (Democratic Republic of Afghanistan): strong defender with a "Bunker Mentality", equipped with armor, minefields and in protection of the key areas on the map (one airfield, two forts).
 - **Mujahideen**: warrior-like mentality ("Harass and Fight another day") with tribes and resources issues. Capacity to ambush and "steal" from the enemy (defection of soldiers, equipment). Flexible doctrine.
 - **Soviet Army**: strong assault and Helicopter capabilities. Semi-randomized timing of entry into the game.
- ...Overall: a race to take objectives for the insurgents vs.
...counter-striking abilities for the DRA/Soviet.



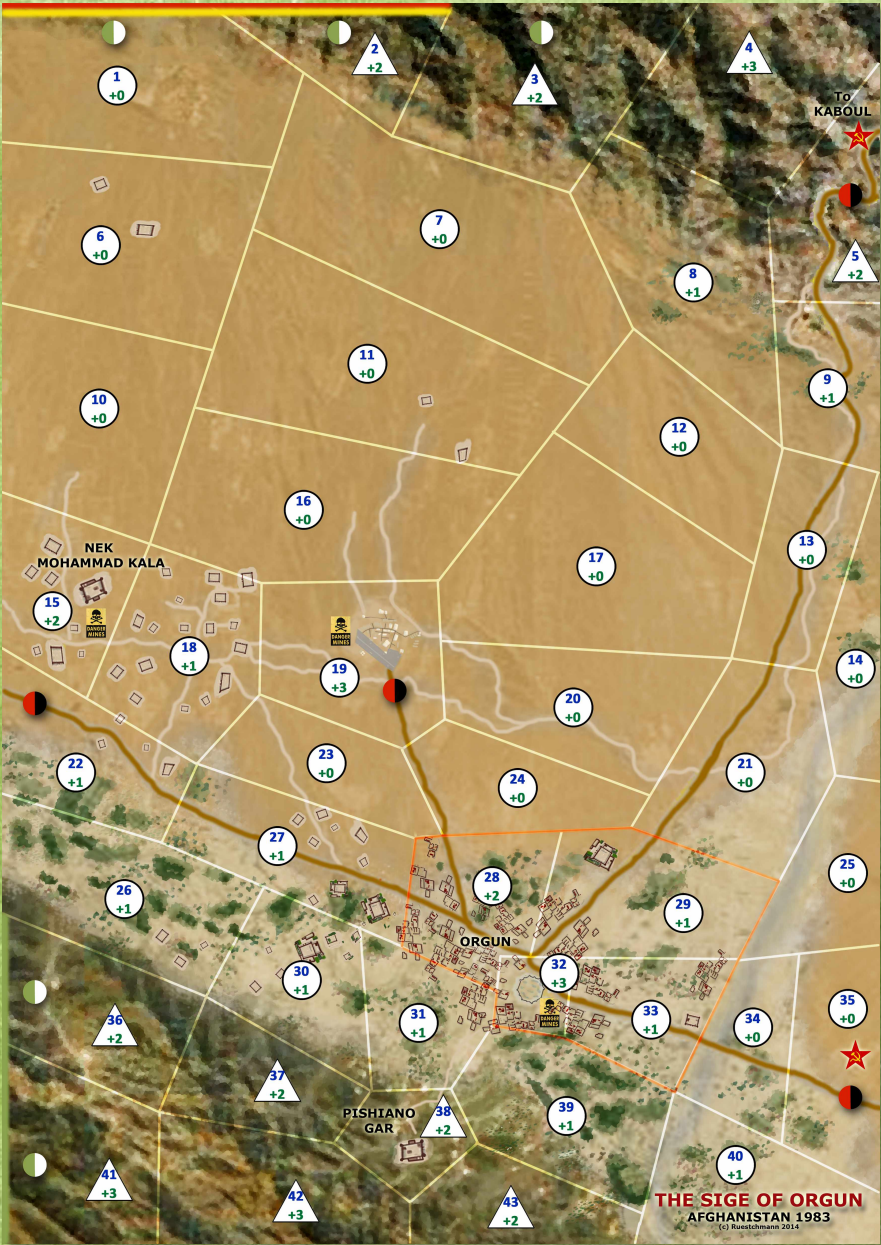
Mechanics

Area-Impulse system: fast and well-known combat resolution and activations. Interactive play with limited downtime between players. This is a *card-assisted* system for the element of surprises, helping to fit in the historical events into the game (soviet counselor, night assaults, radio jamming...). Low counter density. Minimal usage of markers.



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NIGHT ASSAULT

Next Assault is done at night:
+3 DM to the Attack Value.

= +1

BOMBING

Choose a zone (outside Orgun, airfield, forts). Roll 1d6 per unit in the zone:
. 1-4 : Spent
. 5-6: Eliminated
-1 DM on mountains.

= +1

TRIBAL TENSIONS

If two different Mujahideen tribes share the same zone, this zone cannot be activated this turn.

= +1

FAILED SUPPLY

Play at end of turn. Choose a Spent Mujahideen unit.
This unit cannot be in supply (Fresh) next turn.

= +1

Designer: Patrick Ruestschmann
Published games: *Age of Aces* (1st WW), *VaeVictis* #117
Published articles: nominee for CSR Awards 2013 "Best Game Review or Analysis Article", "Designer and Developers: Relationships in Motion" (C3i #26), regular contributing editor for *VaeVictis* magazine

