

The Siege of Orgun:

Afghanistan, 1983



RULES OF PLAY

REVOLUTION

G A M E S

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1.0 INTRODUCTION

The Soviet-Afghan war has lasted 4 long years and the Mujahideen government in exile is looking to establish a provincial capital. The Orgun region near the border with Pakistan would be ideal.

The Siege of Orgun simulates one of the large scale Mujahideen attacks on the strategically held position of Orgun held by the 21st Mountain Regiment of the Democratic Republic of Afghanistan (DRA) Army. Three local tribes of the Mujahideen gather their forces with some degree of coordination thanks to a "Tribal Council". The Mujahideen will be employing new tactics, including the use of warriors mounted on captured T-55 tanks.

The DRA army can count on various defensive positions containing fortresses, minefields, and a strong central position with an airfield. Will the DRA be able to hold out until the arrival of Soviet and DRA reinforcements (including the deadly Mi-24 helicopters)?

2.0 COMPONENTS

THE SIEGE OF ORGUN includes the following components:

- One 22" by 17" map
- One sheet of 88 5/8" die-cut counters
- 36 Event Cards
- One Player Aid Card (back of the rule booklet)
- This rule booklet

If any of these are missing contact us at sales@revolutiongames.us
This game uses a six sided die that is **not** included.

3.0 THE MAP

The map sheet depicts the Orgun Valley (Paktika Region) of Afghanistan, about 230 km South of Kabul and less than 70 km west of the Pakistan border. The map scale is roughly 1 inch = .8 mile.

3.1 Map Areas

The map is divided into 43 numbered locations hereafter called Areas. Two Areas are adjacent to each other if they share a common boundary. Just meeting at a corner, like a chess board, is not considered adjacent.

Supply sources for each side are represented by symbols on the map. See the terrain key printed on the map.

The three Mujahideen tribes in the game have color-coded entry Areas. Warzi entry Areas are green, Zadran are red, and Kharoti are yellow. See the terrain key printed on the map.

3.1.1 Area Identifiers

Every Area on the map contains an Identifier divided into two halves. The top half of each Identifier contains an id number.

3.1.2 Area TEM

The bottom half of each identifier contains that Area's Terrain Effects Modifier (TEM, from +0 to +3). This modifier is used in resolving

Attacks against units in that Area (11.4.3C). This modifier also affects Mi-24 attacks (18.1.)

3.1.3 Terrain

Areas have one of two terrain types: Clear and semi-urbanized Areas have a circle symbol. Mountain Areas have a triangle symbol. Fortified Areas have a series of triangles around the Area symbol which may be Clear or Mountain. The Orgun Zone is surrounded by a red boundary. The presence of a Main Road in some Areas impacts the movement capability of units.

3.2 Turn Track

The Turn Track printed on the player aid card and is used to note the current Game Turn. At the end of each Turn, advance the Turn marker one space to the right.

Each space on the track shows how many Event Cards each player must draw. The first number before the slash is the number of cards the DRA/Soviet player draws and the second number is the number of cards drawn by the Mujahideen player.

Some spaces on the track indicate specific events:

- Turn 1: Mujahideen has the Initiative
- Turns 7 to 10: Potential entry of Soviet Reinforcements (see the turn record track and 17.2)

4.0 PLAYING PIECES

Included with the game are die-cut playing pieces, called units, representing the various military formations that fought in the siege, as well as markers for supply, minefield paths, etc. See the back of the cover art for descriptions of each of the playing pieces.

DRA/Soviet units are company level. Tank and Helicopter units are sections. Mujahideen units are approximately platoon level. Leaders are individuals.

Most units have a front side defined as the “Fresh” side and a back side defined as the “Spent” side. A unit on its Fresh side may perform actions while a “Spent” unit may not.

Ground combat units have three numbers on them. Firepower values are used when Attacking or Defending. Cohesion values are used when dealing with minefields, ambushes, or Raid. Movement Allowance is used for moving.

Mechanized units are BTR-40, BTR-70 and BMP-2. Each unit is considered to be equipped with such vehicles along with the accompanying infantry.

Tank units include the DRA/Soviet T-55 and T-62 with each unit representing sections of 2 to 5 vehicles. The Mujahideen T-55 units represent a single tank.

The Mujahideen Ak-47, RPG-7, ZGU, DsHK, 82 mm and 107mm mortars are all infantry units, as is the DRA militia unit.

4.1 Leaders

Some pieces in the game represent leaders. Leaders have a Cohesion Modifier and a Movement Allowance. The Cohesion Modifier of a single leader may be applied to a Cohesion Test of units in the same Area as the leader. **Using a leaders’ Cohesion Modifier causes the leader to become spent.** *Exception 12.6 If a leader becomes spent during movement by using its cohesion modifier to help pass a cohesion test resulting from an ambush it may still complete its movement. (13.0)*

If an enemy ground combat unit enters an Area containing only friendly leaders then each leader rolls a die. On a 1-4 the Leader is removed from play. On a 5-6 the Leader retreats to the closest friendly controlled Area. The leader may retreat through Enemy Controlled or Contested Areas. The leader remains Fresh if he was fresh at the start of this retreat.

If all combat units are eliminated in an attack leaving friendly leaders alone in the Area with enemy ground combat units the Leaders execute the procedure above.

When ground combat units retreat from combat, ambush or raid a leader in the same Area may accompany them.

4.1.1 Mujahideen Leaders

The Warzi leader is color-coded green, the Zadran leader red, and the Kharoti leader yellow. Mujahideen leaders may only apply their Cohesion modifier to its units sharing the same tribal color-coding.

4.1.2 Mujahideen Council

The Council may apply its Cohesion modifier to any tribe. In addition the Council negates the negative effects for a joint Attack made by different tribes (12.4).

4.1.3 DRA/Soviet Leaders

DRA/Soviet leaders may command DRA and/or Soviet units in the same Area. The Soviet Advisor is a leader with no cohesion modifier but has the special ability to re-roll a combat die roll. The Advisor has no effect on Ambushes or Raids. If the Soviet Advisor uses his re-roll ability he is Spent.

4.2 Cohesion Test

At times during play, a unit may have to make a Cohesion Test. The controlling player rolls a die and subtracts any leader’s Cohesion modifier in the same Area.

The Test is passed if the result is less than or equal to the unit’s Cohesion Value.

An unmodified die roll of 6 is always a failure of a Cohesion Test.

5.0 PREPARE FOR PLAY

5.1 Marker and Card Setup

Place the Turn marker in the “1” space on the Turn Track, “Mujahideen” side up to show the Mujahideen begin the game with the Initiative, and thus the first action.

Each player shuffles their deck of Event Cards and places the deck face down.

5.2 Unit Setup

Each player places his initial units in the Areas listed below. If multiple Areas are listed the player may set up any number of units in any of the areas listed up to the stacking limits. All units begin play with their Fresh side face-up. The DRA sets up first.

5.2.1 DRA Setup

Area #	Units
15	1 x Leader (Colonel Rahman), 1 x BTR-70, 2 x BTR-40, Minefield
19	2 x BTR-70, Minefield
28, 29, 33	1 x Militia (choose <i>one</i> area)
32	1 x Leader (General Omar), 2 x BTR-70, 1 x T-55, Minefield
33	1 x BTR-40
38	1 x BTR-40

5.2.2 Mujahideen Setup

Area#	Units
36, 41	(green tribe) 1 x Wazri Leader, 1 x AK-47, 1 x RPG-7, 1 x 107mm mortar, 1 x ZGU, 1 DsHK
1	2xT-55
1,2,3	(yellow tribe) 1 x Kharoti Leader, 1 x AK-47, 2 x RPG-7, 1 x 82mm mortar, 1 x DsHK; (red tribe) 1 x Zadran Leader, 1 x AK47, 1 x RPG-7, 1 x 82mm mortar, 1 x ZGU, 1 x DsHK,
	Council, place in one of the above setup Areas

6.0 SEQUENCE OF PLAY

The game has twelve turns, unless one side wins an Automatic Victory (18.1). Each turn has a series of sub-phases that players execute.

Initiative Phase

Starting with Turn 2 both players roll a six-sided die to determine who will move first during the Action Phase. The Mujahideen automatically have the Initiative on Turn One. Add to the roll any applicable Die Roll Modifiers (DRM) for various conditions. Flip the turn marker over to the sided that won the Initiative (8.0).

Card Draw Phase

Each player draws a number of Event Cards equal to the number indicated on the Turn Track from their deck (9.0).

Reinforcement Phase

Reinforcement cards, if any, are played and die rolls for reinforcements are performed at this time and units are placed on the board (17.0).

Action Phase

During each Action Phase, the player who won the Initiative performs an action by activating one Area followed by the opposing player who then activates an Area. Players continue alternating actions until the conditions for ending the Action Phase are met (10.0).

Supply Phase

Both players check to determine if their units are in supply. If eligible, units recover from Spent and are flipped to Fresh side (15.0).

End Phase

Determine if either player has achieved an Automatic Victory (18.1). If not, advance the Game Turn marker to the next highest turn number on the Game Turn Track. If the game has reached the End Phase of Turn 12 the game is over and players should check for Operational Victory (see 18.2).

7.0 STACKING AND CONTROL

7.1 Stacking

The DRA/Soviet player may have a maximum of three (3) units per Area, and the Mujahideen player may have a maximum of six (6) units per Area. Both players may have up to their allowed maximum in the same Area at the same time.

Mi-24, leader, and game markers do not count against stacking limits.

Units may not end movement or end a retreat in an Area that is already stacked to the maximum (12.7). They may, however, move or retreat through fully stacked Areas until they reach an Area they may legally stack in.

If an area is found to be overstacked the owning player eliminates units of his choice to bring the Area back within stacking limits.

A player may freely examine stacks of enemy units at any time.

7.2 Control

Each Area is Controlled, Neutral, or Contested at any given time.

7.2.1 Friendly-Controlled Area

A controlled Area contains at least one unit of that side and no enemy units.

7.2.2 Neutral Area

A Neutral Area contains no units from either side. A Controlled Area becomes Neutral as soon as units that controlled it leave the Area.

Design note: the Afghan population tended to revert to a neutral position whenever the warring sides were not present in the immediate vicinity.

7.2.3 Contested Area

A Contested Area contains units of both sides.

8.0 INITIATIVE PHASE

Both players roll a six-sided die for Initiative and add to the roll the cumulative DRM for each of the following conditions:

DRA/Soviets: +1 DRM if the Airfield (*Area 19*) and Octagonal Fort (*Area 32*) are under DRA control after Turn 7.

Mujahideen: +1 DRM if the airfield is controlled by the Mujahideen or if the Mi-24 unit is removed from play. +2 if the Octagonal Fort is under Mujahideen control.

The player with the highest result wins the Initiative and takes the first action during the Action Phase. Flip the turn marker over to the side that won the Initiative.

In case of a tie, the player who won the Initiative on the previous turn may choose to move first or give the Initiative to the other player.

9.0 CARD DRAW PHASE

At the start of each turn, each player consults the Turn Track to see the number of Event Cards to draw.

There is no limit to the number of cards that may be held by a player and any number of cards may be played simultaneously. **Exception:** *multiple "Night Attack" cards may not be played in one Attack.*

Cards may only be played at the time indicated on the bottom of the card, or during the action indicated in the card text. Example, cards that modify combat are played during the combat phase. Once played the card is removed from the game.

9.1 Card Explanations

Some cards need a little more explanation than provided in the text on the card.

#5 Bombing. The DRA/Soviet player may bomb a Contested Area, but if they do so Friendly units also roll for the effects of bombing in addition to enemy units. Leaders are not affected by Bombing.

#10 Tribal Tensions. The Council and T-55 units do not count as part of any tribe when determining if two different tribes occupy the same area.

#18 Defection. The Mujahideen player chooses a MJ unit to initiate the defection. The MJ player then chooses a DRA unit (non-tank) that defects and is removed from the game. The MJ player then places an RPG-7 and an AK-47 unit of the same tribe as the unit which initiated the defection. The units may be placed in any area(s) adjacent to the defecting unit in which there are MJ units even if the Area is contested. Stacking limits must be observed when placing the new units. If unable to place the new units due to stacking limits, the MJ player does not receive these units.

#17 Mules. The Event reduces the entry cost for a Mountain Area with no enemy units to 0 Movement Points. A Mountain Area that is either enemy-occupied or adjacent to enemy units would cost 1 Movement Point.

#15 Radio Jamming. Since this Event Card may be played at any time during the Mujahideen action you may move a leader adjacent to a DRA unit and have it become Spent and then move other units into the DRA unit's Area and attack it.

#12 Radio Coordination. One of the areas activated may be a Contested Area and units from the second activated Area may enter the Contested Area and the combined units in the contested area would then attack. Units have the option of doing nothing and remaining Fresh.

10.0 ACTION PHASE

During the Action Phase the player with the Initiative may choose one Area for activation. The activated units perform an action and then are flipped over to their Spent side. This Area is now referred to as the Active Area. **Note:** *Units in the activated Area that perform no action remain Fresh and are available for activation in a later action.*

A fresh unit that is in an activated Area chooses one of the following actions:

- Move
- Attack
- Raid (Mujahideen only)
- Do nothing and remain Fresh

The opposing player may now activate an Area.

Pass – A player may choose to pass instead of activating an Area. If both players pass, one after the other, the Action Phase ends.

11.0 MOVEMENT

11.1 Mechanics of Movement

All of the units in an Area may Move/Attack/Raid if the player has chosen that Area to be his Active Area. Units in the activated Area may Move/Attack/Raid until there are no units left to perform an action.

Movement into and out of Areas is restricted to the common border of those Areas (i.e. not through corners). Units move one at a time or as stacks of units. Units may move from an Area to an adjacent Area, the number of Areas entered during movement being limited by the Movement Points (MP) of the moving unit. At any point units that began this Action Phase in the Active Area, or enter an Area with enemy units, may Attack (12.0) those enemy units within the same Area.

11.2 Movement Costs

Movement requires the expenditure of Movement Points (MP) during an Action.

A unit may continue to move into adjacent Areas until it either lacks enough MP to enter another Area or it enters an Area occupied by an enemy unit, where it must stop. Movement into an Area incurs the following MP costs (**use the most expensive cost in MP that applies**):

- .5 MP** Moving along a Main Road
- 1 MP** Enter a Neutral or friendly Controlled Area
- 2 MP** Enter an Area adjacent to an enemy combat unit or an Area containing enemy combat units.

To receive the main road movement costs the unit must be moving along the road from Area to Area and not be moving adjacent to or entering Areas with enemy combat units.

If a unit has not yet expended MP in the Action Phase, and lacks sufficient MP to enter an adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all its MP.

If a player wishes to resolve combat within a Contested Area **no movement takes place** within the Contested Area. The Attacker simply announces his intention to Attack and performs the steps listed under Attack Resolution (12.4).

If the Active Area is contested friendly units may exit the Area at normal MP costs, so long as the first Area they enter is Neutral or friendly Controlled.

11.2.1 Multiple Area Destinations

Units beginning their Action in the Active Area may move and/or Attack/or Raid into different Areas during the same action. Attacks made into different Areas do not have to be designated in advance. The Attacker may wait for the results of one Attack or Raid before moving, Attacking, or Raiding into another Area in the same Action by other units starting in the Active Area.

Once an Area is Attacked additional units may not move into that Area during the same Action. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all units moving during an Action have to move simultaneously.

11.3 Movement Restrictions

The following situations restrict movement:

11.3.1 Overstacking

Units may not end movement in a fully stacked Area (7.1).

11.3.2 Exiting a Contested Area

Units within a Contested Area must first move to a Neutral or Friendly Area before entering either another Contested Area or an Enemy-controlled Area.

11.3.3 Mountains

Tank units (T-55, T62) may not move into Mountain Areas if not on a Main Road.

11.3.4 DRA Militia

DRA Militia may not enter forts, minefields, nor create a minefield.

11.3.5 Entering Minefields

Mujahideen units that attempt to enter an **enemy Controlled**, not Contested, minefield Area may suffer Casualty Points (i.e. damage to units) (12.6). Roll a die. On a 1 or 2 the units suffer 1 Casualty Point. On a 3 or 4 the units suffer 2 Casualty Points. On a 5 or 6 the units suffer 3 Casualty Points. These points are applied immediately to the units while they are in the Area the units were leaving to enter the minefield Area and can cause the units to retreat, become Spent, or take a loss just like Attack. (12.6). Any units that do not retreat or become Spent may then enter the enemy Controlled minefield Area. *Note: It is far better to move as a group and take this die roll once then attempt to move as individual units.*

11.3.6 Removing Minefields

If at the end of the turn the Mujahideen player controls an Area with a minefield counter the minefield is removed.

11.3.7 Movement into Mountains

If DRA/Soviet ground combat units wish to move into an enemy occupied Mountain Area, the Mujahideen unit must be "spotted" first.

Before entering the Area, the DRA/Soviet player rolls a die and adds any Leader Cohesion modifier (if any). Note this die roll does not cause the leader to become Spent. Then apply the result below:

Die Roll Result

- 1 to 4 DRA/Soviet players units are Spent and must cease moving.
- 5 to 6 Units spotted. The DRA/Soviet units may enter the Area.

12.0 ATTACK

An Attack is performed when one or more friendly units attempt to clear an Area of enemy units. An Attack costs no additional MP beyond that for entering an enemy-controlled Area.

All defending units in an Area being Attacked can potentially be affected by the combat results of that Attack. An Attack is resolved only after all units have entered the Attacked Area in that Action. Other units starting in the Active Area not involved in the Attack may move, but no additional units may enter the Area being Attacked during the current Action once the Attack is resolved.

12.1 Mandatory Attacks

Friendly units must make a Mandatory Attack whenever they enter an enemy Controlled Area. If a Mandatory Attack results in a Repulse (12.5) all participating units must retreat (12.7).

12.2 Optional Attacks

If friendly units enter a Contested Area, the Attacker may Attack with some, all, or none of his units that entered the Area. If he chooses to Attack at least one unit must Attack. If the Attack results in a Repulse

(12.5), the Attacking units must retreat to a friendly or neutral Area (12.7). If no Area is available, the Attacking units remain in the Area.

12.3 Contested Area

If the Active Area is already contested at the start of the Action, all, some or none of the units starting in that Area may Attack. If the Attacker loses the Attack the Attacking units must retreat to a friendly or neutral Area (12.7). If no Area is available, the Attacking units remain in the Area.

12.4 Tribal Coordination (Mujahideen Only)

If multiple tribes participate in an Attack and the Council marker is not in the same Area as the Attack, the Mujahideen player applies a -2 DRM to his Attack value. The T-55 units may cooperate with any tribe without penalty.

12.5 Attack Resolution

Attacks are resolved by comparing the Attack Value (AV) of the Attacking unit(s) against the Defense Value (DV) of the defending units(s).

The following procedure is used to resolve an Attack:

- 1) The Attacker selects the participating units.
- 2) The Attacker totals the Firepower value of all participating units and adds to this the relevant DRM as well as the result of a die roll. (1d6) Event Cards may be played by the attacker (e.g. "Night Attack"). The final sum is the Attack Value (AV).
- 3) The defender totals the Fire Power value of all units in the Attacked Area and adds to this the relevant DRM, Terrain Modifier as well as the result of a die roll. (1d6) Events cards may be played (e.g. "Fierce Defense" or "Desperate Defense"). The final sum is the Defense Value (DV).
- 4) If the $AV - DV > 0$ the Attack is a success. The defender applies the number resulting from the subtraction of DV from AV as Casualty Points to the defending units. All units that participated in the Attack are Spent.
- 5) If the $AV - DV \leq 0$ the Attack has been repulsed. All Attacking units become Spent and Retreat.

Mujahideen at home: if the Attacker is DRA/Soviet and the attack takes place in one Orgun Zone Area, a -1 DRM is applied to the Attacker die roll. The "Informer" Event card blocks this penalty.

12.6 Casualty Points

If the Attack is successful, the defending units must absorb Casualty Points (CP) equal to the combat result. The defender must apply the CP's using the following table.

CP	Result
1	One Fresh unit becomes spent One Fresh unit retreats
2	One Spent unit is eliminated One Fresh unit becomes Spent and Retreats
3	One Fresh unit is eliminated

All CP loss results must be applied even if it means applying more CP than the result.

12.7 Retreats

As a result of Attack, Ambush, or Raid, units may be forced to retreat to an adjacent area.

When units within an Area retreat, they do so one at a time. A unit's retreat route must be made in the following order of precedence:

- 1) Toward a Neutral or Friendly Controlled Area and in the direction of the shortest supply route to a supply source. If the unit is already in a supply source it must retreat to any adjacent Neutral or friendly controlled Area.
- 2) Toward a Neutral or Friendly Controlled Area with no supply route.

If a unit cannot comply with the above restrictions, the unit is eliminated (i.e. captured). If a unit retreats into an Area that is overstacked it retreats an additional Area.

12.9 T-55 Ammo (Mujahideen Only) (Optional Rule)

Each time a Mujahideen T-55 is engaged in an Attack, the player rolls a die after combat is resolved. On a die roll of 6 the T-55 is considered out of ammo. Place an out of ammo marker on the unit. While out of ammo the unit has a Firepower value of 0 and may not Attack but functions normally in all other respects.

13.0 AMBUSH

An Ambush may occur when an enemy unit(s) moves into an Area adjacent to Fresh friendly unit(s), including areas already occupied by friendly or enemy units. Thus units adjacent to an Area may ambush to support the troops in the Area that is being entered by enemy units. The following conditions must be met to perform an Ambush:

- 1) The Ambushing Area must have 3 or less Mujahideen units or 1 DRA/Soviet unit (leaders do not count).
- 2) The terrain modifier for the Ambushed Area is > 0
- 3) The Ambushing Area may not be Contested.
- 4) The unit(s) Ambushing must be Fresh. Spent or Low Supply (15.2) units may not perform Ambushes.

If the above conditions are met, interrupt the movement of the moving units. The player performing the Ambush selects a single unit from the moving enemy stack and a single ambushing unit and the moving player rolls a Cohesion Test for the unit being ambushed. If there are multiple units that may Ambush and multiple moving units that may be Ambushed the Ambushing player matches them up one on one before any Cohesion Tests are rolled.

If the moving units pass a Cohesion Test (4.2) the Ambush fails and the moving units may continue to move. The Ambushing unit is Spent.

If the moving units fail a Cohesion Test (4.2) the Ambush is successful and the moving unit who performed the Cohesion Test is Spent and Retreats back to the Area it entered from. The Ambushing unit is spent.

Regardless of the result of the Cohesion Test the Ambushing unit remains in its Area.

14.0 RAID

During the Mujahideen Action, a single in-supply activated Mujahideen combat unit may attempt to Raid one DRA/Soviet unit in an adjacent Area. Mujahideen player chooses which enemy unit he is targeting with the Raid. **You may not Raid with more than one unit during an action.** Move the unit attempting the Raid into the target's Area. This movement does not trigger minefield effects (11.3.5) This Mujahideen unit immediately performs a Cohesion Test which may be modified by a Leader's Cohesion Modifier. A +1 DRM is applied if the Raided Area has a Terrain Modifier of 0, has a minefield, or is a fort. **These modifiers are cumulative.**

If the Cohesion Test is passed, the targeted unit is Spent and Retreats. If the targeted unit is already spent, it is eliminated. Move the unit performing the Raid back to the Area it came from where it is now Spent.

If the Cohesion Test fails, the Mujahideen unit is Spent and retreats from the target's Area. **If the die roll for the cohesion test is an unmodified 6 the Mujahideen unit is eliminated.**

15.0 SUPPLY PHASE

A unit is in supply if it can trace a path to one of its friendly supply Areas through neutral or friendly-controlled Areas. Remove all Low Supply or Out of Supply markers from units that are in supply. Flip all in-supply Spent units back to their Fresh side at this time.

If the unit cannot trace a path to one of its friendly supply Areas, a Low Supply marker is placed on the unit. If the unit already has a Low Supply marker then place an Out of Supply marker on the unit.

15.1 Low Supply

A unit in Low Supply is flipped from its Spent side to its Fresh side. A Low Supply unit suffers a -2 DRM for Attacking an Area and -1 off the unit's Movement Allowance. **Note:** *Low Supply units continue to defend normally.* Low Supply units may not perform Raid or Ambush actions.

15.2 Out of Supply

Spent Out of Supply units may not be flipped back to their Fresh side. Out of Supply units additionally suffer all the effects of Low Supply.

16.0 END PHASE

Check for Automatic Victory (19.1). If neither player has achieved an Automatic Victory move the turn marker to the next turn.

17.0 REINFORCEMENTS

Reinforcements enter play during the Reinforcement Phase in the indicated Areas:

- DRA: the Airfield
- Mi-24 placed in "Mi-24 base" box on the map.
- Soviet: the Red Star Areas
- Mujahideen: Green, Red, or Yellow Areas according to the tribe's color on the unit. See terrain key on map.

If a reinforcement Area is enemy-controlled the card may not be played, or if it is a Soviet ground unit the reinforcement is postponed to the next Turn (place the reinforcement on the next space of the Turn Track).

17.1 Soviet Mi-24 Helicopter

Through event cards the DRA/Soviet player may receive a Mi-24 helicopter unit. The Mi-24 may be used once per turn to attack enemy units at any point during the DRA/Soviet Action. Roll one die and apply the results below:

Die Roll	Result
1	No Effect
2	Apply 1 CP to the defender
3	Apply 2 CP to the defender
4	Apply 3 CP to the defender
5	Apply 4 CP to the defender
6	Apply 5 CP to the defender.

The casualty Points results are applied to the defender just like Casualty Points from ground combat (12.6).

Apply a negative die roll modifier equal to the Terrain Modifier for the Area Attacked. Example: a Mountain Area would be a -3 DRM to the helicopter die roll.

An unmodified die roll of 6 removes the Mi-24 from the game if the Area being Attacked contains a Mujahideen DSHK, ZGU, and/or RPG unit. This can modify the Initiative die roll (8.0).

If the Mi-24 survives the attack place the Mi-24 counter on its Spent side in the Mi-24 base box printed on the map.

17.2 DRA/Soviet Reinforcements

DRA/Soviet reinforcements enter play through event cards or through a die roll on the turn record track.

Two event cards *They came from Kabul* and *Hellfire* allow for Soviet units to enter play. DRA reinforcements enter play through a third event card called *Airlifted Reinforcement*.

Soviet ground unit reinforcements may enter play starting with Turn 7. The DRA/Soviet player rolls a die. If the result falls within the die roll range on the turn track, randomly select one Soviet unit to enter as a reinforcement that turn.

DRA/Soviet entry Areas are marked with a Soviet Red Star. To determine the entry Area roll one die:

- 1-3: North Area (Area 5)
- 4-6: Southwest Area (Area 35)

18.0 VICTORY CONDITIONS

The game can end with either an Automatic or Operational Victory.

18.1 Automatic Victory

The game ends immediately if one of the following conditions applies at the end of a turn:

18.1.1 Mujahideen Government has a New Home

Fresh or Spent Mujahideen unit controls the Octagonal Fort (Area 32) and at least one other Orgun Area (28, 29, 32 or 33) at the end of any turn.

18.1.2 DRA/Soviet Triumph

Two Mujahideen tribes are entirely eliminated, i.e. no more units of those two colors remain on the map.

18.1.3 Mutual Automatic Victory

If both players achieve an Automatic Victory at the end of the turn the DRA/Soviet Player wins.

18.2 Operational Victory

If Automatic Victory is not achieved before the end of the last turn, check at the end of turn 12 to determine if one side wins an Operational Victory.

18.3.1 Mujahideen "Bottleneck"

Mujahideen units control the Airfield (19) and control or contest both outposts (15 and 38).

18.3.2 DRA/Soviets Repel the Siege

DRA/Soviet units control the Airfield and at least one outpost (15 or 38)

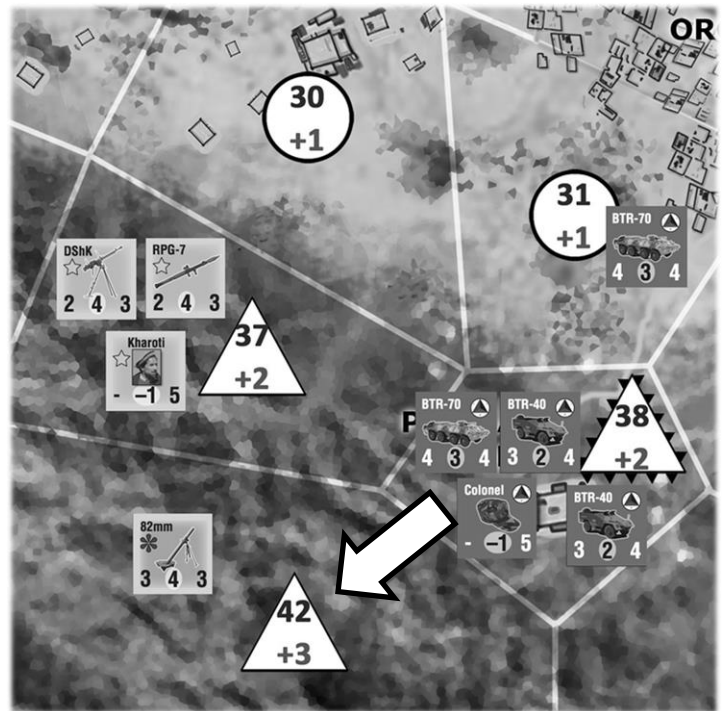
If by the end of the final game turn neither side achieves an Operational Victory the game is a draw.

19.0 PLAY EXAMPLES

19.1 Attack in Mountains

The *Pischiano Gar* outpost (area #38) is approached by a small insurgent force (areas #37 and 42). The DRA Colonel in charge of the fort is confident (the Mujahideen player has no more Event cards in hand) and attempts an Attack on the Mortar unit in area #42.

The Colonel, one BTR-40 and the BTR-70 attempt to move from #38 to #42 but must first spot the enemy before entering the Area. (11.3.7). The DRA player rolls a die and gets a 4, adding 1 for the Colonel DRM. With a total of 5, the 82mm Mortar unit is spotted and the DRA stack now fully enters area #42. Note that the Leader is not spent. (11.3.7)



DRA: #31 (1xBTR-70), #38 (2xBTR-40, 1xBTR-70, 1xColonel)

MJ: #37 ("yellow tribe": 1xDShK, 1xRPG-7, 1xKharoti Leader), #42 ("red tribe": 1x82mm)

The DRA Attack is resolved:

- The Attack Value (AV) for DRA totals 11: 7 for the units + 4 for the die roll,
- The Defense Value (DV) for the Mujahideen is 9: 3 for the unit + 3 for the terrain + 3 for the die roll.
- The net difference between the AV and the DV is positive 2 and the Attack is a success. Two Casualty Points must be applied to the 82mm Mortar unit.
- The Mujahideen player decides to spend the Mortar unit and have it retreats (see Table in 12.5 for how to apply CP) further into the mountains, toward a Mujahideen supply point (see 12.7).
- Both DRA units that participated to the Attack are now spent.

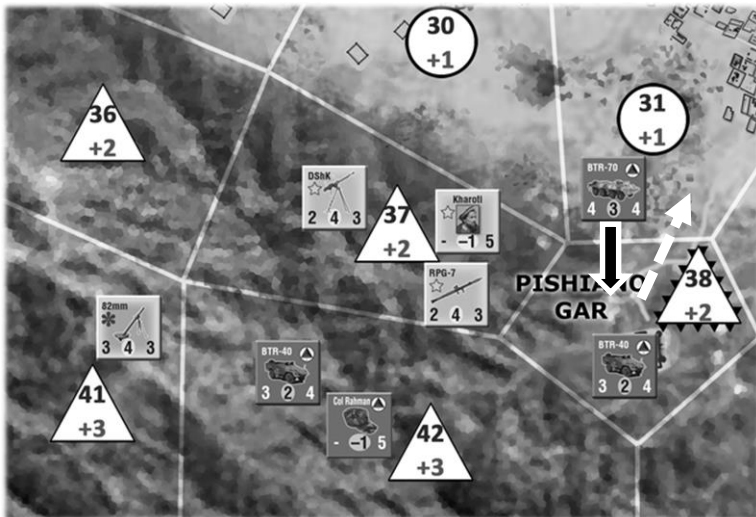
The DRA action ends and goes to the Mujahideen player. This later may decide either to:

- Counter-attack the DRA column in area #42 with its fresh unit in area #37. But it would be risky. The Mujahideen AV would be 4 + the result of a die. The DRA DV would be 8 (5 for the units + 3 for the terrain) + the result of a die.
- Attack the outpost in area #38 with a slight disadvantage (DV in favor of the DRA)
- Launch a Raid attack by one unit from #37 into #42. If it was successful it could eliminate a DRA unit as they are already spent and would only fail on a roll of 6, eliminating the attacker.
- Do nothing, pass and wait for the next move of his adversary. This will be the end of the turn soon and the player expects to draw Event Cards that will help launching an Attack (e.g. "Night Attack", "Radio Jamming"...).

19.2 Raid

The Mujahideen player decides to Raid the BTR-70 unit in area #42 with his RPG-7 in area #37. The RPG-7 unit moves into area #42, and performs a Cohesion Test. The player rolls a 4 which is enough to pass the test and the Raid is a success and the BTR-70 is eliminated since it was already spent. The RPG-7 goes back to area #37 and is Spent. The Mujahideen player could have increased his odds even further if he had used his leader in area #37 as he could have modified the unit's cohesion value by one so that only a die roll of six would have failed. (Which also would have eliminated the Mujahideen unit since a roll of six always eliminates a raiding unit)

19.3 Ambush



DRA: #31 (1xBTR-70), #38 (1xBTR-40), #42 (1xBTR-40, Colonel)
MJ: #37 ("yellow tribe": 1xDShK, 1xRPG-7, 1xKharoti Leader), #41 ("red tribe": 1x82mm)

All units from the previous example are now fresh. The upcoming action is DRA with the activation of area #31 in order to reinforce the *Pishiano Gar*. The BTR-70 moves into area #38 and an ambush is triggered by the *adjacent* insurgent RPG-7 unit in area #37. All conditions to set-up an ambush are met (13.0):

1. The ambushing area #37 contains only 2 units (Leaders do not count).
2. The terrain modifier in the targeted area (#38) is greater than 0.
3. Area #37 is not contested.
4. Mujahideen ambushing unit is fresh.

The Mujahideen player selects the BTR-70 moving unit as the target. The BTR-70 rolls its Cohesion Test (see 4.2) and gets a 6, an automatic failure.

As a result, the BTR-70 retreats to area (#31) and is spent. The RPG-7 ambushing unit is also Spent.

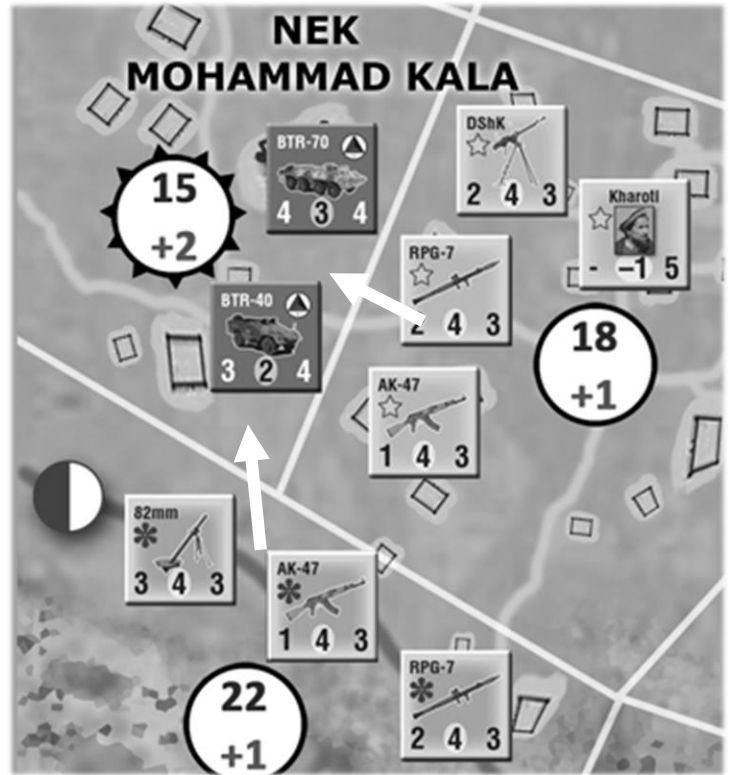
19.4 Minefields, Radio Coordination

The Attack on the *Nek Mohammad Kala* fort is about to start. The Mujahideen plays a "Radio Coordination" Event Card at the beginning of his action. The effect is that both areas #18 and #22 will be

activated at once so that both groups of units may enter Area #15 and then make an Attack.

The group of units from area #18 attempts to enter Area #15 and rolls a die for the effects of the minefield. On a roll of 3 the moving units take 2 CP and the Mujahideen player decides to flip one unit, the AK-47, to its Spent side and retreat to satisfy the 2 CP.

The second group of Mujahideen from Area #22 now attempt to enter Area #15 and a die is rolled for the minefield. On a roll of 6 the units must take 3CP. The Mujahideen player eliminates one unit, AK-47, to satisfy the 3 CP.



RA: #15 (1xBTR-70, 1xBTR-40)
MJ: #18 ("yellow tribe": 1xDShK, 1xRPG-7, 1xAK-47, 1xKharoti Leader), #22 ("red tribe": 1x82mm, 1xAK-47, 1xRpg-7)

The Mujahideen player has multiple tribes in the Attack and does not have the Tribal Council helping coordinate the action hence he will be forced to apply a -2 DRM to the Attack (see 12.4). The Mujahideen player plays a "Night Attack" Event card. The DRA player wanted to play his "Fierce Defense" Event card but he is not allowed to as the Attack is conducted by night.

The AV of the Mujahideen is 13: 9 for the units +3 for the Event Card + 3 for the die roll and -2 for the Tribal Coordination. The DF of the DRA is 15: 7 for the units + 2 for the terrain + 6 for the die roll. The Attack is repulsed. (12.4 #6)

All Mujahideen units are spent and the Mujahideen units must retreat towards supply.

20.0 DESIGNER'S NOTES

The game you have in your hands has become a better game... thanks, first and foremost, to the play-testers who deliver the first blow of reality check to the design. Then the team of Roger Miller and Richard Handewith at Revolution Games continued the development and testing of the games systems and finally additional graphics by Charles Kibler to make the final product.

20.1 A Failed Siege

The *Siege of Orgun* featured the following actors:

- A large scale force of 800-1000 Mujahideen with an ambitious plan facing both a tribal coordination and a supply challenge,
- DRA garrisons already settled with stronger firepower than the insurgent,
- Soviet support units and possible reinforcement that finally arrive to lift the siege.

The original plan was to take the outer DRA forts and airfield first, isolating the main fortress in Orgun then striking a single blow from all directions with every Mujahideen warriors as possible.

During this campaign that took place during the last weeks of 1983, Mujahideen set up many ambushes, one of them trying to steal a T-55 from the DRA. The Afghan warriors captured more than 200 DRA soldiers plus weapons and ammunitions from a fort (area #15) and succeeded in turning some of them to the insurgent cause. After initial surprise, losing outposts (areas #15 and #38) in the process, the DRA tried a few sorties in order to disrupt the siege, at the same time reinforcing their position in Orgun and the vital Airfield (area #19).

Difficult coordination and communication problems of the insurgent forces and the coming of winter slowed the advance on the city of Orgun. During the Siege, deception tactics were the order the day. For example, during the final night Attack on the Octagonal Fort in Orgun, one group in the south recorded the sound of a moving tank and played it on some loudspeakers to make the DRA believe a tank attack was coming from the east. Likewise, toying with DRA/Soviet radio nets was a common sport ("*Radio Jamming*") prior to an Attack or in order to cover a retreat.

The final night Attack reached some 50 meters from the 19th century old fortress before being forced to retreat. Soviet aircrafts - destroying Mujahideen tanks, bombing units caught in the open outside Orgun – and a regiment arrived from Ghazni to reinforce the Orgun garrison and launch counter attack on the Mujahideen which drove them from the area.

20.2 Strategy Tips

The DRA

The motivation is a strong issue for the DRA units. Their low morale relates to the "bunker mentality" of the Afghan Army observed during the conflict. Minefields can help you keep a position with a couple of units, leaving the other to move around the enemy forces. Closing the insurgents in Attack is done either by force or by targeting isolated units. You should not hesitate to disrupt the supply routes of the Mujahideen ("*Failed Supply*" card or maneuvers) when you have the opportunity.

When the fight is closing the Orgun areas, keeping a KhAD "*Informer*" (Afghan secret police) around is a smart move to help a counter attack. The Militia is weak but may help to hinder the progression of the insurgents or to cut their supply. You have the control of the main roads, moving fast to reinforce hot spots. If you need to push the fight into the mountains, make sure you have back up nearby. Mujahideen are at home there.

The Soviets

In this specific battle, they provide supports to the DRA. The "advisor" is a strong asset that should not be neglected where the Afghan Army seems to be in desperate situations. Ground units show a better morale than the local army and are acting like the cavalry (quite heavy indeed) coming to the rescue. Soviet units are also better suited to search the mountains than their DRA counterparts because of their higher cohesion values which withstand ambush and search better.

Air support with the "*Bombing*" card and the HIND unit remains, of course, a differentiator. Try to push back Mujahideen units in the open and get them spent and release the dreaded Mi-24 helicopters. You can now send the DRA unit after the survivors. Support can also come from the airport ("*Airlifted reinforcement*") if the Airport is still under control.

The Mujahideen

You have three tribes to manage. During the war, the resistance was never fully united and co-operation was always an issue. Still, you need to gather forces around strong fortified points in order to achieve some results. The Council is here to help and, like a runner, may move from area to area in order to boost morale (Cohesion Check) and coordination. Maintaining supply is another key issue. You cannot sustain a coordination effort on the long term without carefully organizing your supply (and retreats) routes.

Less than 2 out of 10 warriors were former professional soldiers: family and tribe came first when fighting and the motto "leave to fight another day" translated more into retreats, Raid and ambush actions than the opponents. Raid is in many ways the most effective tool the Mujahideen have and some planning on how to use it will be needed. One group advances into an area while leaving another fresh group next to the area entered is a good tactic. If the DRA or Soviets counterattack into the area moved into the fresh group can immediately Raid the now spent DRA/Soviet units causing casualties

You will need those Event Cards that help setup ambushes and night Attacks, a preferred way of fighting the DRA/Soviets in order to clear a path for larger Attack or simply seize opportunity of presented by the terrain. The Defection card is also a great way of weakening a key position.

Note that you have the Initiative to start with and a higher number of Event Cards the first two turns. This gives you some leverage you might want to use to hit hard on one fortification outside Orgun (area #15, 19, 38). But be aware a rapid advance gives the DRA/Soviet good counterattack possibilities so always watch where the fresh enemy units are and where they can move to. Special thanks to Lance McMillan and to my daughter, Clara, a rebel at heart.

SEQUENCE OF PLAY

Initiative Phase (8.0)

DRA/Soviets	+1 DRM if the Airfield (Area 19) and Octagonal Fort (Area 32) are under DRA control after Turn 7.
Mujahideen	+1 DRM for control of Airfield (Area 19) OR if the Mi-24 unit is removed from play. +2 if the Octagonal Fort is under Mujahideen control.

Card Draw Phase (9.0)

Each player draws a number of Event Cards equal to the number indicated on the Turn Track from their deck (9.0).

Reinforcement Phase (17.0)

Reinforcement cards, if any, are played and die rolls for reinforcements are performed at this time and units are placed on the board (17.0).

Action Phase (10.0)

During each Action Phase, the player who won the Initiative performs an action by activating one Area followed by the opposing player who then activates an Area. Players continue alternating actions until the conditions for ending the Action Phase are met (10.0).

Supply Phase (15.0)

Both players check to determine if their units are in supply. If eligible, units recover from Spent and are flipped to Fresh side (15.0).

End Phase (16.0)

Next, determine if either player has achieved an Automatic Victory (18.1). If not, advance the Game Turn marker to the next highest turn number on the Game Turn Track. If the game has reached the End Phase of Turn 12 the game is over and players should check for Operational Victory (see 18.2).

11.0 MOVEMENT COSTS

.5 MP	Moving along a Main Road
1 MP	Enter a Neutral or friendly Controlled Area
2 MP	Enter an Area adjacent to an enemy combat unit or an Area containing enemy combat units.

12.0 ATTACK

Attack Value (AV) = the sum of the Firepower value of all participating units and the relevant DRM as well as the result of a die roll. (1d6) Event Cards may be played by the attacker (e.g. "Night Attack").

Defense Value (DV) = the sum of the Fire Power value of all units in the Attacked Area and adds to this the relevant DRM, Terrain Modifier as well as the result of a die roll. (1d6) Events cards may be played (e.g. "Fierce Defense" or "Desperate Defense").

Result	Procedure
$(AV - DV) > 0$	Apply Casualty Points (CP) to Defender Attacking units become Spent
$(AV - DV) \leq 0$	Attacking units become Spent and Retreat

12.6 Casualty Points (CP)

CP	Result
1	One Fresh unit becomes spent One Fresh unit retreats
2	One Spent unit is eliminated One Fresh unit becomes Spent and Retreats
3	One Fresh unit is eliminated

12.7 Retreat

When units within an Area retreat, they do so one at a time. A unit's retreat route must be made in the following order of precedence:

- 1) Toward a Neutral or Friendly Controlled Area and in the direction of the shortest supply route to a supply source. If the unit is already in a supply source it must retreat to any adjacent Neutral or friendly controlled Area.
- 2) Toward a Neutral or Friendly Controlled Area with no supply route.

If a unit cannot comply with the above restrictions, the unit is eliminated (i.e. captured). If a unit retreats into an Area that is overstacked it retreats an additional Area.



11.3.5 Minefields

Die Roll	Result
1-2	1 Casualty Points (CP)
3-4	2 Casualty Points (CP)
5-6	3 Casualty Points (CP)



12.9 Mujahideen T-55 Ammo (Optional)

Each time a Mujahideen T-55 is engaged in an Attack, the player rolls a die after combat is resolved. On a die roll of 6 the T-55 is considered out of ammo. Place an out of ammo marker on the unit. While out of ammo the unit has a Firepower value of 0 and may not Attack but functions normally in all other respects.



17.1 Soviet Mi-24 HIND

Through event cards the DRA/Soviet player may receive a Mi-24 helicopter unit. The Mi-24 may be used once per turn to attack enemy units at any point during the DRA/Soviet Action. Roll one die and apply the results

below:

Die Roll	Result
1	No Effect
2	Apply 1 CP to the defender
3	Apply 2 CP to the defender
4	Apply 3 CP to the defender
5	Apply 4 CP to the defender
6	Apply 5 CP to the defender.

An unmodified die roll of 6 removes the Mi-24 from the game if the Attacked Area contains a DSHK, ZGU, or RPG unit.