

THE SIEGE OF ORGUN AFGHANISTAN 1983

BONUS SCENARIO 01

This Bonus Scenario plays shortly with the map and counters provided with The Siege of Orgun game.

Situation:

A couple of Mujahideen tribes have succeeded in seizing the Octogonal fort in Orgun. The DRA army is overwhelmed and a column of Soviet units intends to take Orgun back. The Council of Tribes in Orgun sends for help but has no idea how long they can hold back the *Shuravi* (soviet soldiers).

Number of Turns/Initiative:

12 turns, initiative goes to DRA/Soviet on Turn 1

Special Rules:

- Mujahideen Reinforcements:** before Turn 1, the Mujahideen player roll 1d3+3. The result is the turn number where the reinforcement arrive. The units enter map according to the tribe's color on the unit (see terrain key on map). The T-55 cannot enter via a mountain area.
- Soviet Reinforcements:** the units enter via area 5. If the area is occupied by the Mujahideen, they are postponed one turn ahead and so on.
- Card Draw:** number of cards drawn each turn depends on the table «Card Drawn» (see on the right).
- Initiative:** whoever is in control of a the Octogonal Fort (32) gets a +2 DRM to initiative. DRA/Soviets in control of the Airfield (19) gets a +1 DRM to initiative.

CARD DRAW

Turn		
1	3	1
2	2	1
3	2	2
4	1	1
5	0	1
6	1	2
7	2	2
8	2	2
9	2	2
10	1	1
11	1	2
12	1	1

VICTORY CONDITIONS

DRA/SOVIETS

Being in control of aera 32 at the end of Turn 12 with non-leader DRA or Soviet unit(s).

MUJAHIDEEN

Being in control of aera 32 at the end of Turn 12 with non-leader Mujahideen unit(s).

Sudden Death: if area 32 is controlled by at least one *Soviet* unit by Turn 5, the game ends with a DRA/Soviets victory.

Draw: if aera 32 is contested at the end of Turn 12, the game is a draw.

SET-UP

DRA/SOVIETS:

Area 5: 6 5 4 5 4 4 5 4 4

Reinforcement (Turn 6): 5 4 4 5

Area 15: 3 2 4 3 2 4 AIRFIELD

Area 19: 4 3 4 1 5

MUJAHIDEEN:

Area 32: 2 3 4 4 4 3 2 4 3 -1 5

Anywhere in the Orgun Zones (28, 29, 33):

2 4 3 2 4 3 2 4 3 3 4 3 -1 5 2 4 3 1 4 3 -1 5

Area 38: 2 4 3

Reinforcement (see special rule 1): 2 3 4 1 4 3 1 4 3 2 4 3

REVOLUTION

G A M E S