

# ENDURING FREEDOM: US OPERATIONS IN AFGHANISTAN, 2001-2002

## CONTENTS

- 1.0 INTRODUCTION
- 2.0 SOLITAIRE GAME STRUCTURE
- 3.0 GAME COMPONENTS
- 4.0 NETWAR POINTS (NP)
- 5.0 HOW TO WIN
- 6.0 HOW TO SET UP THE GAME
- 7.0 SEQUENCE OF PLAY
- 8.0 THE MAP & POSITIONING OF UNITS
- 9.0 COALITION FORCES
- 10.0 ISLAMIST FORCES
- 11.0 J-1 MOBILIZING COALITION UNITS
- 12.0 J-1 REFITTING COALITION UNITS
- 13.0 J-2 INTELLIGENCE OPERATIONS
- 14.0 J-2 INFOWAR (IW) ATTACKS
- 15.0 J-3 COALITION STAGING
- 16.0 J-3 COALITION GROUND MOVEMENT
- 17.0 J-3 COALITION AIR OPERATIONS
- 18.0 COALITION DRONES
- 19.0 J-3 AIR TRANSFER & AIR ASSAULTS
- 20.0 FOG OF WAR & REVEAL PHASE
- 21.0 ISLAMIST AIR DEFENSE FIRE
- 22.0 J-3 JOINT STRIKE
- 23.0 J-3 GROUND COMBAT
- 24.0 FIRING & THE BRT
- 25.0 REDUCTIONS & ELIMINATIONS
- 26.0 WINNING A BATTLE
- 27.0 J-4 COALITION SUSTAINMENT
- 28.0 ISLAMIST JIHAD LEVEL
- 29.0 JIHAD EVENTS
- 30.0 ISLAMIST UNDERGROUND
- 31.0 ISLAMIST OPERATIONS
- 32.0 COALITION SPECIAL UNITS
- 33.0 LOYA JIRGA

## CREDITS

**Design & Development:** Joseph Miranda  
**Final Rules Editing:** Eric R. Harvey  
**Playtesters:** Ty Bomba, Dr. Roger Mason, Jeremy Smith, Trevor Ringrose, Robin Smith, John Heim  
**Counter Graphics:** Larry Hoffman  
**Map Graphics:** Joe Youst  
**Production:** Chris Cummins & Lisé Patterson

© 2017 Decision Games  
Bakersfield, CA.  
Made & Printed in the USA.



**Note:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

## 1.0 INTRODUCTION

*Enduring Freedom* is an operational level simulation of the US-Coalition invasion of Afghanistan in the wake of the 11 September 2001 terrorist attacks in New York and Washington. *Enduring Freedom* is a solitaire game; The player controls the forces of the Coalition (US, NATO, and the Northern Alliance). The game system controls the opposing Islamist forces (Al Qaeda, the Taliban, and Pakistani Volunteers). The objective of the game is for the Coalition to destroy Al Qaeda and establish the basis for a stable Afghanistan such that a new civil war will not break out later. The game covers the period of October 2001 (the initial US invasion) to March 2002 (the conclusion of Operation Anaconda).

**Old Hands Note:** *Enduring Freedom is based on Crete '41 and Cuba '62, but there are some rules changes due to differences in scale of the operations and developments in weapons and tactics.*

**Note:** *A parenthesized number references another rules section.*

## 2.0 SOLITAIRE GAME STRUCTURE

*Enduring Freedom* is designed as a solitaire game, and thus it requires only one player to play. You, the player, control the Coalition and

all of their contingents (US, NATO, Northern Alliance, Iran). The game system controls the Islamist side and its contingents (Al Qaeda, Taliban, Pakistani). You have the option to maneuver Coalition units as you desire within the rules and make attacks. When a rule calls for the Islamists to do something, you the player must execute that action.

Central to the game are NetWar Points (NP). These are a quantification of each side's political will to fight as well as ability to exploit information operations and execute command control warfare. They are also a measure of relative victory.

## 3.0 GAME COMPONENTS

### 3.1 Game Map

The map shows Afghanistan and surrounding areas, with displays (boxes) representing Coalition staging areas.

### 3.2 Game Displays

Game displays record various information, listed as follows:

**Turn Record Track:** Shows the current turn.

**CENTCOM Air Tasking Boxes:** Used to organize Coalition Air Assets.

**Islamist Underground, Eliminated Units, Airlift of Evil, Loya Jirga (misspelled Jirga on the map):** Used to organize various off map Islamist units.

**Islamist Jihad Level:** Indicates overall Islamist Jihad and command control level.

**NETWAR Points:** Used to track available NETWAR Points.

### 3.3 Game Tables/Charts

The following charts provide various randomized events and actions:

**Combat Results Table:** Provides the die roll ranges generating outcomes in various types of combat.

**Islamist Events:** Generates commands for Islamist forces (see the end of these rules).

**NetWar (NP) Points Table:** Lists events which will change the NP level (see the end of these rules).

**Random Location Placement Table:** Generates a location for placement (or sometimes removal) of units. Note that the placement table misspells Kunduz (as Konduz) and Lashkargam (as Lashkar Gah).

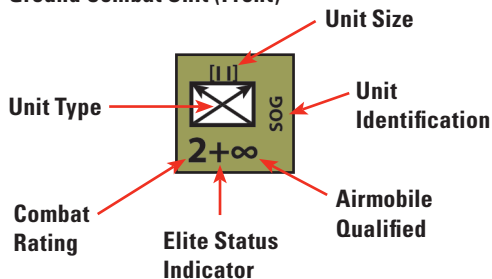
**Tactical Edge Die Roll Modifiers:** Mnemonic list of modifiers for Tactical Edge Die Rolls.

**Terrain Effects Chart:** Lists the effects of operating in each zone on the map.

### 3.4 Game Units

There are four general types of counters in the game: ground combat units, air units, assets, and administrative markers. These are further divided into sub-types.

#### Ground Combat Unit (Front)



**Note:** In some cases, elite units lose their elite status when on their reduced side.

#### Ground Combat Unit (Back)



**Note:** Islamist Contingents and the Northern Alliance do not have reduced side, they are instead printed with a flag representing the faction they are a part of.

#### Heavy Ground Combat Unit



#### Forward Operating Base



**Errata:** The Pakistani unit noted as a FOB is incorrectly noted it is an Islamist Base.



Islamist Base



Leaders/  
High Value  
Targets



Ambush



Intelligence



Rescue



Terrorist  
Spectacular



Deception

**Note:** "Elite" is a relative term in the game; this generally refers to units with vastly superior leadership, or to SOF which were more suited for operations in Afghanistan

#### Ground Unit Types (Light)



Airborne



Air Assault (helicopters with assault troops)



Armor

**Note:** Armor units without the brackets around their combat factor are light units.



Engineer



Mechanized Marine



Headquarters (HQ)



Marine



Infantry



Security Forces



Insurgent Base



Special Forces



Jihadis/Guerillas



Terrorists

**Note:** Mechanized units without the brackets around their combat factor are light units.

#### Ground Unit Types (Heavy)



Armor



Air Defense



Armored Cavalry



Artillery



Heavy Weapons



Mechanized

**Note:** Any unit with a thick black bar on the left of their symbol are considered to have heavy weapons.

**Note:** The term "airborne" includes both parachute and helicopter borne forces. Also, note that helicopter gunships are treated as modified ground units in the game.

**Note:** While the Coalition has heavy and static category units, all Islamist units are mobile and light. This models a wide range of asymmetrical factors.

## Unit Sizes

- XXX** = corps
- XX** = division
- X** = brigade
- |||** = regiment
- ||** = battalion
- |** = company, detachment
- [ ]** = group, task force

## Coalition Abbreviations

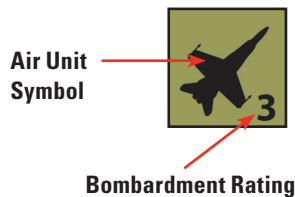
- 1 Cav**: 1<sup>st</sup> Cavalry Division (Armored)
- 1 RPM**: 1<sup>st</sup> Marine Parachute Regiment
- 21 RIM**: 21<sup>st</sup> Marine Regiment
- 75R**: 75<sup>th</sup> Ranger Regiment
- Avn**: Aviation
- BCT**: Brigade Combat Team
- CENTCOM**: Central Command
- CJMP**: Combined Joint Military Police
- CJSOTF**: Combined Joint Special Operations Task Force
- CJTF**: Combined Joint Task Force
- GO**: Gary Owen
- JTF**: Joint Task Force
- FR**: France
- InfoWar / IW**: Information Warfare
- IRGC**: Iranian Revolutionary Guards Corps
- ISAF**: International Security Assistance Force
- ISR**: Intelligence, Surveillance, Reconnaissance
- MEB**: Marine Expeditionary Brigade
- MEU**: Marine Expeditionary Unit
- PMC**: Private Military Contractor
- PPCLI**: Princess Patricia's Canadian Light Infantry
- RCR**: Royal Canadian Regiment
- SOF**: Special Forces
- SOAR**: Special Operations Aviation Regiment
- TF**: Task Force
- TFP**: Task Force Pegasus
- UK**: United Kingdom

## Islamist Abbreviations

- ISI**: Inter-Services Intelligence

## Air Units

Air units have the following information:



## Backprinting of Units

Coalition US and NATO units (generally) have two sides. The front shows the unit at full combat strength. The reverse side shows the unit at reduced combat strength.

**Note:** in some cases, Elite units which are reduced lose their Elite status.

Coalition Northern Alliance units have two sides. The front shows their combat values. The reverse shows their unknown status.

Islamist units have two sides. The front shows their combat values. The reverse shows a generic Islamist symbol.

## Coalition Contingents

- US
- NATO
- Northern Alliance
- Iranian

## Islamist Contingents

- Al Qaeda
- Taliban
- Pakistani

**Note:** All Islamist Contingents have the same reverse side.

## 3.5 Assets

Assets represent Coalition strategic or operational level forces which have an impact on play.



**InfoWar:** PSYOP, cyberwar, and EW



**Drones:** UAVs and cruise missiles



**ISR:** Various forms of intelligence, surveillance and reconnaissance

## 3.6 Administrative Markers

The following types of markers are included in the game to facilitate play.



**Air Move:** Indicates a unit which made an Air Move (19.0).



**Phase:** Indicates current Phase.



**QRF:** Designates a unit assigned to the Quick Reaction Force mission (35.0).



**Turn:** Indicates current turn.



**Loya Jirga:** Indicates a pro-Coalition Afghan national assembly has taken place.



**Net War Points:** Indicates current number of Netwar points.



**Islamist Jihad Index Level:** Indicates current Islamist control and willingness to continue the battle.



**Battlespace:** Indicates a space in which units have been temporarily removed to resolve a combat on the Battle Display.

## 3.7 Definitions

The following terms used throughout the game are defined as listed below:

**"1Dr", "2Dr", etc:** Roll that number of dice. For example:

"2Dr" means roll two dice and total the results to provide an outcome. "0Dr" means do not roll any dice.

**<=:** Less than or equal to.

**>:** Greater than.

**Control (a Zone):** A side controls a zone if it has at least one ground unit in it and there are no enemy ground units in it (regardless if the units are revealed or not). If both sides have ground units in a zone, then it is **disputed**. If neither side has ground units in a zone, then it is **uncontrolled**. Air units and assets cannot control zones.

**Force:** One or more units conducting some game action together.

**Coalition:** A general term for US, NATO, Northern Alliance and Iranian forces.

**Conceal:** Place an Islamist unit face down.

**Islamist:** A general term for Al Qaeda, Taliban and Pakistani forces.

**"May":** The player can choose to take this action or not.

**"Must":** The player has to take this action.

**Pick or Pick at Random:** Choose without looking at a counter.

**Reveal:** Flip a face down Islamist counter face up.

**Select:** Choose a marker or other item intentionally.

**"You":** The player.

**Zone:** A space on the map. This can be a region (large space), city (square) or stronghold (hexagon).

### 3.8 Dice

You will need a six sided die (plural = dice). A helmet full would be useful.

**Die Roll Modifier:** A "die roll modifier" is a number added to a dice roll which changes the final outcome.

**Example:** A game action calls for a die roll modifier of "1"; the player rolls a "3" and adds "one" to it, for a final result of "4".

### 3.9 Randomization Procedure

Since the game is solitaire, certain actions will call for the player to "choose randomly" (for ex: between two different zones). In this case, assign each alternative an equal number of possibilities for a six sided die, roll the die, and then implement that path.

### 3.10 Game Scale

Ground units generally represent Coalition brigades, regiments or battalions. Coalition air units represent 1 to 3 squadrons. Northern Alliance and Islamist units each represent 500 to 2000 fighters. Each turn equals anywhere from three days of intense combat to several weeks of low level warfare or refitting.

## 4.0 NETWAR POINTS (NP)

Central to play of Enduring Freedom is the concept of netwar points. NP are a quantification of Coalition command control, political resolution, and organizational capabilities. NP are used for various game functions as well as a measure of victory (5.0).

### 4.1 NP Index markers

Use the NP markers to indicate the current number of netwar points. Use the 1's marker to indicate digits on the track, and the 10's marker to indicate tens. If the NP level reaches 99, it can go no higher. If it goes to zero or below, the game ends in a Coalition catastrophe (5.1).

### 4.2 Scoring NP

The NP Table gives the conditions for gaining and losing NP.

1) The following NP are scored immediately:

Coalition mobilization of units (11.0).  
Elimination of units in combat (25.0).

**Note:** A two-step unit which is reduced and is later eliminated counts NP for both the reduction and the elimination. A one step

unit which is eliminated counts NP for elimination. A two-step unit which is reduced and later refit does not restore lost NP.

For eliminated HVT (High Value Target) and Islamist bases, roll the number of dice indicated on the table and total the result to determine the number of NP.

For Collateral Damage (24.3).

2) Consult the NETWAR Points Table to determine the NP awarded for control of certain cities and strongholds.

**Note:** They will not apply if you have a catastrophe per (5.1).

### 4.3 Uses of NP

See Mobilization (11.0), Refit (12.0), Combined Operations (9.4), and other rules.

## 5.0 HOW TO WIN

At the end of the game, check the NetWar Points (NP) Index (4.0). The range it is within will determine the level of Coalition victory:

1-20: Strategic defeat  
21-40: Operational defeat  
41-60: Draw  
61-80: Operational Victory  
81-99: Strategic Victory

**Note:** In game terms, the campaign was a Coalition Operational Victory. Al Qaeda and the Taliban were routed, but Osama Bin Laden escaped and the war dragged on until the present day. Thus, only a Strategic Victory should be considered a true win.

### 5.1 Catastrophe

If at any time in the game the NP level goes to zero or lower, the game immediately ends in a Coalition catastrophe.

### 5.2 Victory Evaluation

Otherwise, victory is evaluated only at the end of the game.

**Note:** there is no Coalition sudden death victory.

## 6.0 HOW TO SET UP THE GAME

Perform the following actions in the order listed:

1) Place the NP markers at 50.

2) Place the Islamist Jihad marker on the 9 space.

3) Place all Islamist combat units face down.  
Mix them up. Place them as follows:

Kabul, Kandahar, Konduz, Mazar-i-Sharif: 4 each.  
Herat, Zaranj, Ghazni, Jallalabad, Bagram: 2 each.  
Tora Bora, Shah-i-Kot: 3 each  
Helmand, Spin Boldak, Lashkargam, Gardez, Khyber: 2 each.  
Farah, Turkestan, Balch, Baghlan, Hazarajat: 1 each

4) Place all remaining Islamist units face down in the Islamist Underground Display.

5) Deploy Northern Alliance Forces: Place all Northern Alliance combat units face down. Mix them up. Place them as follows:

Panshjiir Valley, Shebergan: 3 each.  
Chaghcharan, Fayzabad: 2 each  
Hindu Kush West, Hindu Kush Central,  
Hindu Kush East, Hazarajat, Turkestan: 2 each.  
Balgh, Khyber: 1

**Note:** *In some cases, Islamist and Northern Alliance units are set up in the same zone.*

## 6) Conduct Pre-Operation Intelligence:

Roll one die. Designate that number of zones containing concealed (face down) Islamist units. Reveal all units in those zones. Then roll a second die. Designate that number of zones containing concealed Northern Alliance units. Reveal all units in those zones. (See also 20.0).

## 7) Deploy Coalition US and NATO Forces:

Place all Coalition ground and air units in the Mobilization Box. You can then recruit any or all US and/or NATO units by paying the NP cost. Place mobilized ground units in Coalition Staging Areas (Persian Gulf, Pakistan, Central Asia). Place mobilized air units in Coalition Staging Areas.

**Note:** *Units must be placed within the capacity of each Staging Area (8.5).*

## 8) Place the turn record marker on the "1" space.

### 6.1 Begin Play

Use the Sequence of Play (7.0), which provides an outline of actions to be executed during each turn. Continue playing until one of the following occurs:

- 1) The end of turn 7; or,
- 2) A Coalition catastrophic defeat occurs (5.1).

## 7.0 SEQUENCE OF PLAY

Each turn consists of a series of discrete steps called "Phases". You must follow the Sequence of Play (below) each turn. Execute each phase (step) sequentially.

**Note:** *the Sequence of Play uses the term "J-" (Joint) for actions which the player takes for the Coalition; other phases are on behalf of the Islamist, or for administration.*

### 7.2 The Sequence of Play

#### 1) J-1 Organization Phase

##### a) Coalition Mobilization Phase (11.0)

You may expend NP to build Coalition reinforcements.

##### b) Coalition Refit Phase (12.0)

You may expend NP to Refit reduced Coalition units.

#### 2) J-2 Intelligence Phase

##### a) Coalition Info War Phase (13.0)

You may execute Information Warfare for Coalition IW Assets assigned to attacking the Islamist Jihad Index (28.0).

##### b) Coalition Intelligence Phase (14.0)

You may conduct Intelligence operations by expending ISR markers (13.0).

### 3) J-3 Operations Phase

#### a) Coalition Staging Phase (15.0)

You may (in any order): (1) Transfer Coalition units from any Staging Area to any other Staging Area. (2) Commit Coalition air units to missions.

#### b) Coalition Ground Movement Phase (15.0)

You may move Coalition units in Afghanistan via ground movement.

#### c) Coalition Air Movement Phase (17.0)

You may: (1) Move Coalition air units in Staging Areas to any zones in Afghanistan. (2) Move Coalition ground units via air transfer from Staging Areas to a landing zone in Afghanistan. (3) Move Coalition ground units via air transfer from a pickup zone in Afghanistan to Staging Areas.

#### d) Islamist Reveal Phase (20.0)

You must reveal Islamist units in zones containing Coalition ground units.

#### e) Islamist Air Defense Phase (21.0)

You must fire Islamist air defense units at Coalition air units in the same zones.

#### f) Coalition Joint Strike Phase (22.0)

You must execute combat for all Coalition air and drone units assigned to joint strike and attacking Islamist ground units in zones.

#### g) Coalition Ground Combat Phase (23.0)

You must execute combat with all Coalition ground units in the same Zones as Islamist units.

#### 4) J-4 Sustainment Phase (27.0)

You must check all Coalition US and NATO ground units in Afghanistan for their logistics status.

#### 5) J-5 Civil-Military Phase

You may decide to enact a Loya Jirga (33.0).

### 6) Islamist Reaction Phase

#### a) Jihad Event Phase (28.0)

You must make check for a number of Jihad events equal to the number under the current Jihad level.

#### b) Islamist Mobilization Phase (28.0)

You must mobilize a number of Islamist units equal to the number under the current Jihad level. Deploy them in Afghanistan per random location placement (30.2).

#### c) Coalition Defensive CAS Phase

You may now fly any Coalition air units committed to defensive close air support, and fire any enemy air defense against them.

#### d) Islamist Counterattack Phase (31.0)

If there are Islamist units in the same zones as Coalition ground units, then you must execute counterattack combat with them.

### e) Islamist Jihad Adjustment Phase (28.0)

Make any adjustments to the Islamist Jihad level per rule (28.2).

## 7) Admin Phase

- a) Execute any game action called for in the Admin Phase.
- b) Conceal all revealed Islamist units [20.0] unless there is a Coalition ground unit in the same zone.
- c) If this is turn 7, the game comes to an end. Otherwise, advance the turn marker one space.

## 8.0 THE MAP & POSITIONING OF UNITS

There are two general types of “spaces” in the game:

**Holding Displays:** The boxes off of Afghanistan used to organize forces (for ex: Coalition Staging Areas, Islamist Reserves).

**Zones:** The spaces in Afghanistan; These represent regions (such as Helmand), cities (such as Kabul), and strongholds (such as Tora Bora).

### 8.1 Zones

You place units in zones. Movement and combat are conducted in or via them.

### 8.2 Zones & Adjacency

A zone is adjacent to another zone if it has a common border. Units can move via adjacent zones.

*Note: Cities and strongholds are shown as smaller on the map. However, they are independent zones unto themselves. For example, Kandahar is its own zone adjacent to Lashkargam and Spin Boldak; Jalalabad city is a zone, even though it is within the Khyber region.*

### 8.3 Terrain

Mountains and desert are explained on the Terrain Effects Chart (TEC).

*Note: A city or stronghold located within a mountain province (such as Jalalabad within Khyber) is not itself a mountain zone.*

### 8.4 Roads:

These are the lines running through certain zones. They provide enhanced movement. See (16.5).

### 8.5 Coalition Staging Areas

There are three Coalition Staging Areas: Persian Gulf, Pakistan and Central Asia. A Staging Area has the following effects:

- 1) Air-basing:** The number in the display is the number of Coalition air units which can be based in that Staging Area.
- 2) Ground Forces Basing:** The number in the display is the number of Coalition ground units which can be based in that Staging Area (i.e., placed in it at any one time).

### Total capacity

The number is the total for ground and air units each.

**Example:** The Persian Gulf could base ten air units and ten ground units.

*Note: Airbases in Afghanistan cannot be used for airbasing for a variety of logistical reasons.*

## Movement

Each of the three Staging Areas is adjacent to certain regions on the map, indicated by the lines on the map.

### 8.6 Assets Ready

This is a convenient place to place assets which you have mobilized. Assets do not count against Staging Area capacity.

### 8.7 Coalition Units

**Coalition Ground Units:** Coalition ground units can be in Staging Areas, in Afghanistan, in the Mobilization Box (not yet in play), or in the Eliminated Box (and out of play).

**Coalition Air Units:** Coalition units can be based in Staging Areas, placed in mission boxes, moved to a zone (in Afghanistan), or in the Eliminated Box (and out of play).

**Coalition Assets:** Coalition assets can be in the Assets Ready Box, in Afghanistan (only when executing a mission), in the Mobilization Box (not yet in play).

### 8.8 Islamist Units

Islamist units can be in zones, in Islamist Displays, or eliminated. The Eliminated Box is for Islamist units which have been destroyed in combat (and cannot return to play). The Underground Display is for Islamist units which are in play but not on the map. The Airlift of Evil is explained under (29.3).

### 8.9 Stacking

Stacking is having more than one unit per hex.

**Holding Boxes:** An unlimited number of units may be in a holding box. Only Coalition units can be in Coalition holding boxes. Only Islamist units can be in Islamist boxes.

### Coalition units in Zones (in Afghanistan):

- 1)** The number of Coalition units which can be in a zone is indicated by the TEC. Generally, this is unlimited.
- 2)** An unlimited number of Coalition air units can fly missions in a zone.
- 3)** Coalition ground units being transported by air units do not count for stacking until they land.

### Over-stacking:

If for any reason a zone has more Coalition ground units in a zone beyond the TEC stacking limit it at the end of any phase (6.0), then you must eliminate excess units to restore the limit. You may not place air units in zones in excess of stacking limits. Otherwise, an unlimited number of units can be moved through a zone.

### 8.10 Stacking of Islamists

Theoretically, this can be unlimited but will be limited by various deployment instructions.

### 8.11 Zones & Engagement

There may be both Coalition and Islamist units in the same zone. This will lead to combat (23.0).

## 9.0 COALITION FORCES

### 9.1 Deployment

US, NATO and Iranian units generally are brought into the game via mobilization (11.0). Northern Alliance units either begin the game on the map, or are brought in via mobilization. Events may also bring in units.

### 9.2 Two Step Coalition Units

Coalition units which have two steps function in the same manner whether full strength (front side) or reduced (reverse side)—the only difference is the combat strength. A reduced unit may be restored to full strength via refit (12.0).

**Note:** Unlike Northern Alliance and Islamist units, US, NATO and Iranian units are always revealed.

### 9.3 Northern Alliance Untried Units

Northern Alliance units are initially placed face down (unless otherwise indicated). They are revealed:

- 1) The instant they engage in combat (23.0).
- 2) Via ISR operations (13.0).
- 3) Via the Events Table (29.0).

Once revealed, a Northern Alliance unit remains so for as long as it is on the map.

**Note:** Northern Alliance units are initially placed face down representing the chaotic situation in Afghanistan in which the Coalition is not sure of the extent of this support. Otherwise, you can operate Northern Alliance units as Coalition forces.

### 9.4 Combined Operations:

Units of different Coalition contingents can conduct operations together.

**Note:** If using the optional combined operations rule, this changes.

### 9.5 Mutual Logistics

All Coalition units can draw sustainment per (27.0).

## 10.0 ISLAMIST FORCES

For game purposes, there are no distinction between the three Islamist contingents (Al Qaeda, Taliban, Pakistani Volunteers). Most Islamist units are combat units, but there are some special units.

### 10.1 Unknown Status

Islamist units are printed with their “unknown” status on the reverse and their specific type and strength on the front. Islamist units are initially deployed on their unknown side and can be revealed by various game actions.

### 10.2 Special Islamist units

Special Islamist units are generally treated as combat units until revealed. When revealed:

#### High Value Targets

These represent major Al Qaeda and Taliban leaders. They are elite combat units. Eliminating them provides variable NP.

#### Bases

These function as combat units, but provide variable NP when eliminated (see the NetWar Points Table).

#### Terrorists

These are elite units. When they engage in combat, they are automatically eliminated at the end of the action. They can be eliminated normally prior to this.

#### Ambush

The instant this counter is revealed, pick a number of Islamist units equal to the number on the lower line of the Islamist Jihad Level Index (from zero to four). Place them in the zone (face down) which the ambush counter occupied, Then place the ambush counter in the Islamist Underground Display.

#### Intelligence Information

The instant this counter is revealed, designate any one zone in Afghanistan and reveal all Islamist units in it. Then place it in the Islamist Underground Display.

#### Deception

The instant a deception counter is revealed, place it in the Islamist Underground Display.

#### Option

This is for use in future variants. For now, it has the same effect as deception.

#### Rescue Mission

The instant this marker is revealed, place it on the map. If during the Admin Phase, you have at least one SOF in the same zone, roll one die and gain that number of NP. If you do not have an SOF unit in that zone, roll one die and you lose that number of NP. Then place the marker to the Underground Display. A rescue mission has no other effect on play. It does not affect nor is affected by combat, does not block movement, etc.

#### Terror Spectacular

If terror spectacular is revealed as part of combat, this gives an additional (+1) DRM for resistance tactical superiority determination. Also, if the Islamists win the battle, then roll one die and the Coalition loses that number of NP. If the Islamist lose the battle, roll one die and the Coalition gains that number of NP. If the battle is a draw, there is no NP change.

If terror spectacular is revealed outside of a battle, then it is removed from the map without going into effect.

Regardless of the outcome, terror spectacular is returned to the Underground Display.

### 10.3 Initial Deployment and Special units

If ambush, intel information, deception, rescue situation or terror spectacular are revealed owing to initial intelligence during setup (7.0), they are returned to the Underground Display and substitute counters are picked and placed.

## 11.0 J-1 MOBILIZING COALITION UNITS

You bring new Coalition units and assets into play via mobilization.

### 11.1 Mobilization

You may recruit Coalition ground and air units and assets during the Mobilization Phase. Each unit and asset costs a designated number of NP as listed on the NETWAR Points Table. Expend

the NP, take the units from the US & NATO Units and Assets Available for Mobilization Display (the display on the map), and place them per deployment instructions, below.

**Note:** Some assets have fractional costs. For example, if an asset costs one third point, you could mobilize three for one NP.

## 11.2 Deployment

Deploy is defined as placing a unit from a Mobilization Display onto the map.

**1) US and NATO ground and air units:** place these in any activated Staging Area, up to the staging limit.

### 2) Forward Operations Bases (FOB)

FOBs are a special case. You can build FOB only in zones in Afghanistan containing a Coalition engineer. Pay the NP and place the FOB in that space.

**3) Coalition Assets:** place these in the Assets Ready Box.

**Note:** The staging limit is the number of land and air units—thus, a limit of 10 would mean you could have ten air and ten land units in it.

### 4) Northern Alliance forces:

There are two ways in which you can mobilize Northern Alliance units:

a) By paying NP. In this case, you must place the units in a zone within Afghanistan containing a Coalition SOF unit.

b) Due to random events. In this case, place them per the instructions. There is no NP Cost.

In all cases, when deploying Northern Alliance units, pick and place them at random, face down. They do not move or engage in operations while they are face down. They must first be detected by ISR to be eligible for mobilization.

### 5) Two Step Units

Certain units have two “steps”. The front side represents their full strength; their reverse is their reduced strength. They initially are deployed on their full strength side (unless a scenario indicates otherwise).

## 11.3 Initial Setup

You can mobilize Coalition units during initial set up (6.0). Pay the NP cost and deploy them in Staging Areas. Note that you can also mobilize units during the Mobilization Phase of Turn 1 (and all subsequent turns).

## 11.4 De-Mobilization

Generally, when a unit is placed on the map it remains until eliminated. During any Coalition Mobilization Phase, you can remove a FOB from the map and return it to the Mobilization Display. You can rebuild it normally starting with the next turn. You do not receive any NP for demobilizing.

## 11.5 Mobilization Limits

The number of counters in the mix is a limit. Units cannot be recruited above this even if called for by an event.

## 12.0 J-1 REFITTING COALITION UNITS

You restore reduced Coalition ground and air units to their full strength side via refit. Refit occurs during the Refit Phase.

### 12.1 Refit Procedure

Expend one NP per ground unit to be refit, or two NP per air unit to be refit. Flip the unit to its full strength side.

To refit a ground unit, it must be located either in:

- 1) A Staging Area; or,
- 2) A Coalition controlled airfield zone; or,
- 3) In a zone containing a Coalition FOB or HQ unit (in this case, the zone can be Coalition controlled or disputed).

To refit an air unit, it must be located in the CENTCOM Air Tasking Boxes.

### 12.2 Limits

You can refit any number of Coalition units as long as you can fulfill the above.

Completely eliminated US and NATO units may not be refit or returned to play.

**Note:** A unit which is refitted functions normally in the same turn.

## 13.0 J-2 ISR OPERATIONS

You can attempt to reveal concealed Islamist units in by utilizing ISR markers. This is executed during the J-2 Intelligence Phase.

### 13.1 Intelligence Procedure

Place ISR markers in zones and/or the Islamist Underground Display. Then for each ISR marker:

**1) In Zones:** Roll one die:

“1-3” = reveal all Islamist units in the zone  
“4-6” = no effect

**2) In the Underground Display:** Roll one die:

“1-5” = select and reveal one Islamist unit in the display  
“6” = no effect

### 13.2 Details

You must execute all ISR missions once placed, even if a prior mission reveals all units. ISR markers are expended after use. You may recruit them again on a later turn.

**Note:** See also the Fog of War rules (20.0).

## 14.0 J-2 INFOWAR (IW) ATTACKS

You can use IW to attempt to change the Jihad Index (28.0). This is executed during the J-2 InfoWar Phase.

### 14.1 Procedure

Commit one or more Coalition IW markers, and roll one die for each IW marker.

“1-3” = the attack succeeds  
“4-6” = the attack fails

### 14.2 IW Outcomes

If the attack is successful: Reduce the Jihad index by one level. If the attack fails: There is no effect.



If the die roll is “6”: The attack fails and increase the Jihad Index by one (Blowback).

### 14.3 Details

You must execute all IW missions once placed. IW markers are expended after use. You may recruit them again on a later turn.

## 15.0 J-3 COALITION STAGING

During the Staging Phase, you can

- 1) Move Coalition units in the Staging Areas to any other Staging Areas.
- 2) Assign air units to missions (17.0). Place them in the CENTCOM Air Tasking Display.

**Note:** *Staging is at your option. You can leave units in their areas; further, you are not required to commit air units to missions*

## 16.0 J-3 COALITION GROUND MOVEMENT

Ground movement is a general term for moving Coalition ground units in Afghanistan from zone to zone. You can also under limited conditions move ground units between Staging Areas and Afghanistan (and vice versa). All ground movement is conducted during the Coalition Ground Movement Phase. You may move any and all mobile ground units.

**Note:** *A unit which moves in the Ground Movement Phase can move via airmobile movement as an air transfer (19.0) in the same turn.*

### 16.1 Movement Allowance

Movement allowance is the number of zones through which a unit can move in a single Ground Movement Phase. These are as follows:

**US and NATO units:** Two zones.

**Northern Alliance and Iranian units:** One zone.

**Coalition Static units (FOB):** No zones (once placed, they cannot move).

**Note:** *If a City is entirely within a zone, a unit would still have to expend a movement point to enter it. For example...a unit moving from Farah to Herat would pay one movement point.*

**Example:** Moving from Kabul (city) to Khyber (region) and then Tora Bora would cost two movement points. Moving from Kabul to Bagram and then to Panjshir would require two movement points.

### 16.2 Procedure between Staging Areas and Afghanistan

- 1) The ground unit starts the movement in a Staging Area. Move it to a zone in Afghanistan connected by a road. The unit must cease movement when it enters its first zone in Afghanistan.
- 2) The ground unit starts the movement phase in a zone in Afghanistan connected by a road to a Staging Area. Move it to that Staging Area. The unit must cease movement in the Staging Area.

**Note:** *A unit which performs either of the above moves a maximum of one space (to or from Afghanistan). This cannot be enhanced.*

### 16.3 Procedure for movement within Afghanistan

You may move Coalition ground units in Afghanistan up to their movement alliance. Units move from zone to adjacent zone. You move each unit singly.

## 16.4 Restrictions

**Contact:** Coalition ground units must cease movement if entering a zone containing Islamist combat units (revealed or concealed). If a Coalition unit starts in the same zone as an Islamist unit, it may move out of that zone (or remain in it), but would cease movement when it entered another enemy occupied zone.

**Terrain:** Coalition ground units must cease movement if entering a mountain or desert zone via ground movement. They may move out normally on a subsequent turn.

## 16.5 Roads

Coalition mobile ground units which are moving entirely along roads gain an additional one movement point (except into mountain or desert zones). That is, they must start on a road and continue moving on a road. Furthermore, the starting road space must contain a Coalition engineer unit or FOB. Other restrictions apply.

The engineer must start in the same zone (if it subsequently moves, it can move up to three zones along roads).

**Example:** A NATO unit starts in Kandahar with a FOB. It could move up to three zones along that same road. It could not move off that road in that same turn.

**Note:** *These restrictions represent the generally poor state of the Afghan road net after a couple decades of warfare, as well as low level guerrilla warfare not otherwise shown on the map.*

## 17.0 J-3 COALITION AIR OPERATIONS

There are two types of Coalition air units: aircraft and drones. They function in the same general way.

### 17.1 Air Missions

Mobilized air units are placed in the Staging Areas up to capacity (8.0). During the Coalition Staging Phase, you may place them in the CENTCOM Air Tasking Boxes. There are two air missions:

- 1) **Joint Strike:** This is conducted during the Joint Strike Phase. You can conduct joint strike against any zone in Afghanistan to attack revealed Islamist units. These units must have been revealed prior to launching the strikes.

**Note:** *You can conduct joint strike in zones in which no US or NATO units are present. However, there must be at least one revealed Islamist unit. The presence of air units alone does not reveal enemy units.*

- 2) **Close Air Support (CAS):** This is conducted during the Coalition Defensive CAS Phase of the Islamist Reaction Phase. You can conduct CAS only in zones in which one or more US or NATO units are present. (If only Northern Alliance units are present, then CAS cannot be conducted there.)

**Note:** *Essentially, CAS involves air units flying missions to support defending Coalition forces.*

### 17.2 Target Acquisition

Air missions may attack only revealed Islamist units in a zone. If there are no revealed Islamist units, then any air missions assigned to that zone do not conduct attacks.

**Note:** *Air units alone are not sufficient to reveal enemy units in a zone. You have to have acquired them by J-2 intelligence*

operations (which occurs prior to the Air Movement Phase), or have boots on the ground which will reveal Islamist units (20.0).

### 17.3 Range

Air units may be employed anywhere on the game map.

### 17.4 Air Unit Movement procedure

Move the air unit from its Air Tasking Box to any zone in Afghanistan. The unit remains in that zone until it either completes the mission or is eliminated by air defense fire.

### 17.5 Mission Completion

Coalition air units which complete a mission are returned to a Staging Area. This does not have to be the same Staging Area from which they launched their mission—but it must be within capacity. Air units may fly additional missions on an ensuing turn (but not the same turn).

### 17.6 Other Stuff

Air units do not have any effects on play other than those specifically stated in the rules.

## 18.0 COALITION DRONES

You use drone assets in the same manner as airstrikes.

- 1) They are not affected by enemy air defense fire (21.0).
- 2) They are expended upon use. (You can recruit them again.)
- 3) There is no NP loss for them.

### 18.1 Range

Drones can fly against any zone in Afghanistan

## 19.0 J-3 AIR TRANSFER & AIR ASSAULTS

You can move certain Coalition ground units via air movement. These missions include air transfer and air assault.

*Note: There are no Coalition air transport units in the game—US airlift capacity is figured into the various air movement rules. You can use the air transport markers as a mnemonic, but they have no other effect on play.*

### 19.1 Air Transfer

You conduct air transfer by moving a US or NATO ground unit from one Coalition air base to another Coalition air base. Air bases include:

- 1) Coalition Staging Areas.
- 2) Airbases in Afghanistan which are either Coalition controlled or disputed (see 3.7 for definitions).

**Example:** Bagram has both a US unit on the ground and an Al Qaeda unit. The Coalition can conduct Air Transfer into and out of it.

### 19.2 Air Transfer Procedure

Pick up the unit to be air transferred. Move it to any airbase (per 19.1). Units using air transfer are subject to enemy air defense fire (21.0).

### 19.3 Air Transport Capacity

Air capacity is the number of ground units which can take off or land from an airbase. Each light unit counts as one point of capacity, and each heavy unit counts as two points of capacity. This is regardless of size or step loss.

1) The capacity for a Staging Area is the basing number.

2) The capacity for an airbase in Afghanistan is equal to:

If a Coalition FOB is in the zone: Four.

If no Coalition FOB is in the zone: Two. The presence of more than one FOB in the zone will not increase this to above two.

**Example:** A capacity of six would allow four units to take off and two to land in the same phase.

### 19.4 Restrictions

Northern Alliance and Iranian units cannot be air transported. Units cannot air transfer into an airbase which is uncontrolled or enemy controlled.

### 19.5 Air Assaults

Only Coalition airmobile qualified (with an infinity symbol) units can conduct air assaults. They move:

- 1) From a Coalition Staging Area or airbase to any space in Afghanistan; or,
- 2) From a Coalition Staging Area or airbase to any Staging Area or airbase; or,
- 3) From any zone in Afghanistan to a Coalition Staging Area or controlled airbase.

*Note: In other words, units using any kind of airmobile movement (transfer or air assault) must either start in a Coalition controlled air base, or end in a base, or both; they cannot move from a non-base zone to another non-base zone. The presence of enemy units in the airfield zone has no effect on air assault moves—units can air assault out of or into them.*

### 19.6 Air Assault Procedure

Pick up the unit to make the air assault. Move it to a target zone (per 19.5). Units using air transfer are subject to enemy air defense fire (21.0).

*Note: Unlike other games in this series, there is no need to check for success of an air assault...this is owing to the scale of the game and the technologies involved.*

### 19.7 Altitude

Only SOF units can use air assault into or out of mountains. This is so even if there is a road running through the zone. However, the presence of mountains does not block air movement through such zones. Otherwise, units can make air assaults into any zone.

*Note: A stronghold or city which is within a mountain zone does not count as mountain terrain. Thus, you can air assault units into, say, Shah-i-Kot.*

### 19.8 Airmobile Details

A unit which conducts airmobile movement can employ normal ground movement in the same turn.

There is no limit to the number of airmobile moves which can be made into or out of a particular zone (other than stacking).

*Note: The Air Movement Phase occurs after the Ground Movement Phase. A unit could thus move by ground and if otherwise qualified, then make an air movement.*

### 19.8 Post landing combat

Units making air assaults and air transfers engage in combat with any Islamist units in the same zone per the combat rule (23.0).

### 19.9 Commitment

You cannot abort air transport missions once launched. The units must attempt to land. And once a unit has been landed in Afghanistan, it may not be moved off of the landing point.

### 20.0 FOG OF WAR & THE REVEAL PHASE

You can always examine US, NATO and Iranian units. Northern Alliance and Islamist units are initially deployed face down. You reveal (turn them face up) them in the course of play.

### 20.1 Islamist Fog of War

Islamist units are in one of two states: Concealed (face down) or Revealed (face up). You may not examine concealed Islamist units, unless some game action reveals them.

### 20.2 Revealing Islamist Units

An Islamist unit is revealed:

- 1) As a result of intelligence operations (13.0).
- 2) During a Reveal Phase if the zone it occupies is occupied by a Coalition ground unit.
- 3) During an Islamist Reaction Phase if in the same zone as any Coalition units.
- 4) When in the Islamist Airlift of Evil or Eliminated Boxes.

### 20.3 Endurance

Once revealed, Islamist units remain face up until the Admin Phase. If in Afghanistan and there are no Coalition ground units in the same space, conceal it; otherwise, it remains revealed.

### 20.4 Northern Alliance Units

See 9.3.

### 21.0 ISLAMIST AIR DEFENSE FIRE

During the Air Defense Phase, you must fire revealed Islamist air defense units at Coalition air units flying missions in the same zone, and against Coalition ground units which either flew into the zone via air transport. During the Coalition CAS Defense Phase, you must fire revealed Islamist air defense units at Coalition air units flying missions in the same zone.

*Note: Air defense fire does not affect Coalition drone or other assets.*

### 21.1 Air Defense Fire Procedure

Air defense fire is conducted after all air units and air movements have been completed.

- 1) Roll one die for each air defense unit.
- 2) If the die roll is less than or equal to the air defense unit's combat factor, then reduce one Coalition air unit or one unit using air transfer or air assault into the zone.
- 3) If the die roll is greater than the air defense unit's combat factor, there is no effect.

If a casualty is inflicted, you can select which air unit or ground unit moving by air transport is affected.

*Note: Unlike other games in this series, each Islamist air defense unit fires only once, regardless of the number of Coalition air units in a zone.*

*Note: An air defense unit can potentially fire at a ground unit using airmobile movement twice: once as part of air defense, and a second time during the ensuing ground combat. Thus, as was the case historically, helicopter units can be brittle.*

### 21.2 Air Defense against Close Air Support

If there are any revealed air defense units in a zone when close air support is called in (which will happen during the Combat Execution Sequence (23.4), then air defense is fired against them. This occurs after all air units for CAS have been placed.

### 21.3 Effects of Reduction

For effects of reduction, see (25.0). A full strength unit is flipped to its reduced side. It then completes its missions (at its reduced strength). If a reduced unit is eliminated, it is removed from the map before completing its mission.

*Note: If there is more than one air defense unit in a zone, then potentially a unit could take more than one loss, thereby eliminating it. For example, there are two Islamist air defense units in a zone. They fire at Coalition air and airmobile units. If two hits are inflicted, then you could choose to reduce two different units, or eliminate one unit entirely.*

### 21.4 Air Defense Units

Air Defense units also function as heavy ground units. They use their combat strength for ground combat.

*Note: Coalition air units do not fire at Islamist air defense units during the Air Defense Phase; they can attack them in the Coalition Joint Strike Phase. Also, note that ground units using air movement into a zone and which survive air defense fire engage in combat against enemy ground forces—including any surviving air defense units.*

### 21.5 Ground Pounders

Air defense units do not fire at airmobile units which used ground movement to enter a zone.

### 22.0 J-3 JOINT STRIKE

You use Coalition air units and drone assets to attack Islamist units in zones. This is executed during the Coalition Joint Strike Phase.

### 22.1 Fly the Friendly Skies

There is no limit to the number of air units and drone assets you can commit to attacking a single zone.

### 22.2 Joint Strike Procedure

Place all joint strike missions in zones. Then resolve strikes on a zone per zone basis, one at a time. For each attacking air and drone unit, roll one die:

- 1) If the die roll is less than or equal to the air or asset's combat factor, inflict one hit (eliminate one Islamist ground unit).
- 2) If the result is greater than the air unit's combat factor, there is no effect. But,
- 3) If the roll is a "6" then deduct one NP (Collateral Damage).

*Note: For joint strikes, do not conduct the combat routine per (23.0)—there is no tactical edge check, etc.*

### 22.3 Targeting

Joint strikes can attack only revealed Islamist units. You do not have to state which air or asset will attack which Islamist unit ahead of time. Apply results after all dice have been rolled, selecting the units to be eliminated.

**Note:** For effects of reduction, see (25.0).

### 22.4 Targets

Islamist ground units being attacked do not fire back at Coalition air units during this phase. (The effects of ground fire, operational damage, etc., are figured into the NP loss on a die roll of "6").

**Note:** See also air defense (21.0).

### 22.5 Defensive Terrain

Reduce by one, each, the combat factor of air units (but not drones) which are attacking enemy units in mountains and strongholds.

**Note:** Mountains and strongholds do not reduce the combat factor of any drone!

## 23.0 J-3 GROUND COMBAT

Ground units engage enemy ground units in combat when in the same zone.

### 23.1 Ground Combat units

Each ground combat unit has a combat factor. This generally functions the same whether heavy or light, or if mobile or static.

**Note:** See the TEC for terrain which affects certain units.

### 23.2 When Combat Occurs

Ground combat occurs during the J-3 Ground Combat Phase and the Islamist Reaction Phase when there are both Coalition and Islamist units in the same zone. This can be in:

- 1) The Ground Combat Phase. In this case, the Coalition is the attacker and the Islamists the defender. Attacks in this phase are at the option of the player.
- 2) The Islamist Counterattack Phase if there are both Coalition and Islamist units in a zone. In this case, the Islamists are the attacker and the Coalition the defender.

**Note:** Combat is only between enemy units in the same zone. It cannot be conducted between adjacent zones.

### 23.3 Mandatory Combat

You must resolve combat in all zones containing both Coalition and Islamist units (per 23.2). You can select the order which combat will be resolved, zone by zone.

### 23.4 Ground Combat Sequence

Each combat must go through the following stages:

#### 1) Tactical Edge Determination

Roll one die for each side and apply the listed modifiers. The side with the higher total has the tactical edge. Make the die rolls simultaneously.

##### a) Coalitions

If the Coalition have any elite units in the engaged force, then add "one" to the die roll. This is a maximum of "one" regardless

of the number of elites. You may expend one NP to add "one" to the die roll (you expend the NP prior to the die roll).

##### b) Islamists:

If the Islamists have any elite units in the engaged force, then add "one" to the die roll. This is a maximum of "one" regardless of the number of elites.

If the Islamist Jihad Level is "Fanatic" then add "one".

If the Islamist Jihad Level is "Dismal" then subtract "one".

##### c) Tactical Edge Winner

The side with the higher total gets the tactical edge for the battle in that zone. In the event of ties, the Terrain Effects Chart indicates who wins, depending on the type of zone.

**Example:** A Coalition force which includes two elite units makes an air assault into a mountain zone containing an Islamist unit. The Coalition die roll is "2" which is modified to "3" (due to the presence of elites). The Islamist die roll is "3". It's a tie, and in mountain the Islamists win, so the Islamists get the tactical edge.

## 2) Battlespace Deployment

Place each side's combat units in the respective Battlespace Display. Place the battlespace marker in the zone temporarily while the combat is being resolved.

## 3) 1<sup>st</sup> Fire Round

The side with tactical edge fires all of its units and inflicts any casualties (per 24.0).

## 4) 2<sup>nd</sup> Fire Round

The side without tactical edge fires all of its units and inflicts any casualties (per 24.0).

## 5) End of Battle

The battle ends. Determine if one side won.

**Note:** A battle can last a maximum of one round. This is due to the nature of insurgent warfare.

## 23.5 Winning a Battle

This is explained in (26.0).

## 24.0 FIRING & THE BRT

During the fire rounds of a battle, enemy units fire at each other.

### 24.1 Firing Procedure

You "fire" a unit by rolling one die per unit. You may do this in any order for both sides (targets do not need to be designated for every unit before firing begins).

- 1) If the die roll is less than or equal to the firing unit's printed combat factor, then that unit inflicts one hit on the enemy. Hits are explained below.
- 2) If the die roll is greater than the firing unit's combat factor, there is no effect.

### 24.2 Targeting

Each unit fires individually—there is no adding of unit combat strengths. Each unit can fire only at a single enemy unit.

**Note:** It is mandatory that you fire for the Islamists!

### 24.3 Application of Fires

Apply any hits after all dice have been rolled for a round. Firing is non-sequential and one side will possibly take losses and be reduced in strength or even wiped out before firing back. Eliminated units may not fire back.

**Example:** Three Coalition units are engaged against two Islamist units. The Coalition has tactical edge, so roll three dice. Say they inflict one hit; eliminate one Islamist unit. Then roll one die to fire the surviving Islamist unit. However, had both Islamist units been eliminated, none would fire back.

### 24.4 Collateral Damage

Collateral damage occurs if:

- 1) A heavy unit, airstrike or drone is firing; And,
- 2) The die roll is five or six (if in a city zone).
- 3) The die roll is six (any other zone).

### Effects of Collateral Damage

If a Coalition unit is firing, then reduce the NetWar index by one. If an Islamist unit is firing, then increase the NetWar index by one. The air unit that caused the collateral damage loses a step (and the NP is reduced by one).

### 24.5 Zero Combat Factor Units

Units with a "0" combat factor do not fire. They otherwise are treated as units in combat.

### 24.6 Islamist Special Units

See 10.0.

### 24.7 Terrain

If defending units are in certain types of zones, then the combat strength of each attacking heavy unit and air unit is reduced by "1". However, a unit with a combat strength of "1" remains at "1". See the Terrain Effects Chart for specific zones.

## 25.0 REDUCTIONS & ELIMINATIONS

Losses inflicted in combat are applied according to the following:

### 25.1 Against Islamist Units

When applying hits against Islamist units, you must select the weakest combat factor unit first. If there is more than one unit with the lowest combat factor, then you can select which one will be affected.

- 1) If an Islamist leader or special forces unit is eliminated, remove it from the map and place it in the Eliminated Islamist Units Display. It never returns to play.
- 2) If other Islamist units are eliminated, place them in the Islamist Underground Display. They can return to play as reinforcements

**Note:** Regardless of the status of the unit, it still counts for NP (4.0.)

### 25.2 Against Coalition Units

You can always choose which Coalition units against which hits will be applied.

- 1) If a two-step Coalition unit that is at full strength (front side) is hit, it is reduced. Flip it to its reverse (reduced) side.
- 2) If a two-step Coalition unit that is at reduced strength (reverse side) is hit, it is eliminated. Remove it from the map and place it in the Eliminated Coalition Units Display.
- 3) If a Northern Alliance leader is eliminated, remove it from the map and place it in the Eliminated Coalition Units Display. It never returns to play.
- 4) If other Northern Alliance units are eliminated, place them in the Northern Alliance Units Available for Mobilization Display. They can return to play as reinforcements.

### 25.3 Overkill

If there are more hits inflicted than there are enemy units to absorb them, then there is no additional effect; that is, units in other zones would not be affected

## 26.0 WINNING A BATTLE

At the end of each combat, check to see who wins.

- 1) The Coalition wins if all Islamist units in the space have been eliminated.
- 2) The Islamists win if all Coalition units in the space have been eliminated.
- 3) If both Coalition and Islamist units survive, the battle is a draw.

### 26.1 Continuing Engagement

If there are surviving units in a zone at the end of a combat, they remain in place. If the situation continues until the next combat phase (Coalition Ground or Islamist Counterattack), then combat occurs.

**Example:** A Coalition attack during a combat phase leaves both Coalition and Islamist units in Torah Bora. During the Islamist Counterattack Phase, you must make a counterattack with the Islamist in Tora Bora to counterattack the Coalition. The Coalition may move units into that zone to reinforce their force.

## 27.0 J-4 COALITION SUSTAINMENT

During the J-4 phase, you must check the logistical status for all US and NATO ground units. Units are either sustained or non-sustained.

### 27.1 Automatically Sustained Units

- 1) All units in Coalition Staging Areas.
- 2) All Coalition SOF and air units, and assets.
- 3) All Coalition FOBs and HQs.
- 4) All Coalition units in the same zone as a Coalition FOB or HQ which are also located in airbase zones. This is regardless of the presence of enemy units.
- 5) All Coalitions units in a zone adjacent to Coalition FOBs or HQs per 4). The adjacent zone with the FOB or HQ cannot have any Islamist units. The zone with the units being sustained may have Islamist units (or not).

**Note:** A city or stronghold within a zone is considered to be “adjacent” to the zone it is within.

### 27.2 Effects of Lack of Sustainment

For each non-sustained unit, you must do one of the following:

- 1) Expend NP:  
If a heavy unit, expend two NP.  
If a light unit, expend one NP.

OR:

- 2) Reduce the unit one step.

**Note:** The NP expenditure represents aerial delivery of logistics.

### 27.3 Northern Alliance, Iranian and Islamist Units

These never check for sustainment.

## 28.0 ISLAMIST JIHAD INDEX LEVEL

The Islamist Jihad Index has two lines. The upper line shows the current Jihad level (1 - 12). This can be:

Dismal (1), Low (2-4), Medium (5-8), High (9-11), or Fanatical (12).

The lower line has a number which indicates:

- 1) The number of Jihad events rolls you must make each Events Phase (29.0) and
- 2) The number of automatic Islamist reinforcements (28.6).

### 28.1 Changing the Jihad Level

The Jihad Index may be affected by information warfare (14.0), automatic Jihad adjustment (28.3), Loya Jirga (33.0), or events (see the Table).

### 28.2 Islamist Jihad Check Procedure

When a game action requires you to make an Islamist Jihad check:

- 1) Roll two dice.
- 2) Total the results.
- 3) If the total is less than or equal to the current Jihad Level then the Islamists pass.
- 4) If the total is greater than the current Jihad Level then the Islamists fail.
- 5) Specific rules will indicate the results of a pass or fail.

**Example:** The current Islamist Jihad Level is 9; a check causes two dice to be rolled and the total is “6”—the Islamists pass the check

### 28.3 Automatic Jihad Adjustment

During the Islamist Jihad Adjustment Phase, you must: raise the Islamist Jihad Level by “one” for each Islamist controlled (but not disputed city space printed on the map, and each controlled or disputed stronghold printed on the map.

**Note:** The Jihad Level is not reduced for Coalition occupation of cities and strongholds. However, the Coalition capturing them will reduce the ability for the Islamists to adjust upwards.

## 28.4 Effects on Combat

The Jihad Level has the following effects on combat, as indicated:

**Fanatical:** If the Jihad Level is at 12, then the Islamist side adds one to its tactical edge die roll [23.4].

**Dismal:** If the Jihad Level is at 1, then the Islamist side subtracts one to its tactical edge die roll [23.4].

## 28.5 Limits

The Islamist Jihad level can never go lower than “1” or higher than “12”.

## 28.6 Islamist Reinforcements

During the Islamist Mobilization Phase, you must pick a number of Islamist units from the Islamist Underground Display equal to the number underneath the Jihad Index (from one to four). Deploy them via the random location procedure (30.2). Roll for each unit.

**Note:** Jihad Events may generate additional reinforcements.

## 29.0 JIHAD EVENTS

Jihad events represent the Islamist response to Coalition operations in Afghanistan.

### 29.1 Procedure

During the Jihad Event Phase, you must make a number of Jihad event checks equal to the number below the current Islamist Jihad Level. Consult the Islamist Events Table at the end of the rules.

**Example:** The current Islamist Jihad Level is “7” (Medium).

This means you make two event checks. For each such check, roll two dice, add the results, and use the outcome to determine an event (for a total of two events).

### 29.2 General

Each event is rolled and implemented before the next check. An event may cause the Islamist Jihad Level to change. If so, apply any change to the level after all events have been rolled.

An event can occur only once per turn. If rolled again in the same turn, treat as No Effect (and do not re-roll). Event explanations may supersede other game rules.

### 29.3 Airlift of Evil

If the event Airlift of Evil occurs, then you must check each airbase zone in Afghanistan. If they have any Islamist units in them, then for each such airbase:

- 1) If there are no Coalition units in that airbase, roll one die. On a “1-3” pick up all Islamist units in that zone and place them in the Airlift of Evil Display.
- 2) If there are Coalition units in that airbase (as well as Islamist), roll one die. On a “1” pick up all Islamist units in that zone and place them in the Airlift of Evil Display. They are permanently out of the game.
- 3) On other results, the units stay in place.

## 30.0 ISLAMIST UNDERGROUND

The Islamist Underground Display represents units which are not otherwise accounted for on the game map, but may come into play.

### 30.1 Islamist Reinforcements

There are two general ways in which Islamist units are moved from the Underground Display to the map:

- 1) When an uprising event occurs (see the Events Table): pick the designated number of Islamist units from the Islamist Underground Display. Determine one zone via the Random Location Table. Then place all those units in that zone.
- 2) During the Islamist Mobilization Phase, you must pick a number of Islamist units from the Underground Display equal to the number underneath the current Jihad Level. For each one, use the Random Location Table to determine which zone they will be placed in.

**Note:** *The difference between (1) and (2) is that in an uprising all units are placed in the same zone; for mobilization, they are placed individually.*

### 30.2 Islamist Random Location Procedure

To use the Random Location Placement Table:

- 1) Roll two dice. The first number is the row on the table; the second is the column.
- 2) Cross index the roll with the outcomes.
- 3) Place the unit in the location determined.

**Example:** A die roll of three and one would be Zaranj.

### 30.3 Restrictions

Islamist units are placed regardless of the control of the zone (3.7). If there are no units left in the Islamist Underground Display, there is no further effect.

### 30.4 Immunity from Attack

Coalition forces cannot attack Islamist units in the Underground Display.

## 31.0 ISLAMIST OPERATIONS

Islamist units can move and attack under certain conditions.

### 31.1 Counterattacks

During the Islamist Counterattack Phase, you must execute attacks with all Islamist units in each zone that also contains Coalition units. This is regardless if an Islamist offensive occurred or not (see below).

**Note:** *If moving Islamist units enter a space containing other Islamist units and Coalition units, all those Islamist units attack together*

### 31.2 Islamist Offensive Procedure

When an Islamist Offensive Event occurs (see the Events Table): You must move all Islamist units adjacent to zones containing Coalition units to those zones. Units can move a maximum of one zone, and then only to a zone containing Coalition units.

**Exception:** Islamist units in strongholds do not move out of strongholds.

### 31.3 Restrictions

If an Islamist unit begins in the same zone as a Coalition unit, it remains in place.

If an Islamist unit is adjacent to more than one applicable zone, then pick one at random for each such unit.

**Note:** *A counterattack may be triggered by any of the following: Coalition and Islamist units are in the same space owing to a drawn combat from the Coalition Combat Phase; or Islamist units moved into a space containing Coalition units via an offensive event.*

### 31.4 Counterattack Combat

Islamist units attack using the battle procedure (23.0). The Islamists are the attackers and the Coalition the defenders.

## 32.0 COALITION SPECIAL UNITS

### 32.1 FOB & HQ

- 1) If the Coalition has a FOB or HQ in the same zone in which combat is taking place, the Coalition gets a +1 DRM for tactical edge (in addition to other modifiers) if you expend one NP.
- 2) See also the refit (12.0) and sustainment rules (27.0).

### 32.2 Coalition Engineers

Coalition units provide the following bonuses. These can only be for units of the same nationality (US or NATO).

- 1) Building FOB. See (11.0).
- 2) Road movement enhancement. See (16.0).

### 32.3 Iranian Revolutionary Guards Corps SOF

This unit is Coalition controlled. It acts as a separate contingent.

## 33.0 LOYA JIRGA

A Loya Jirga is a general assembly of Afghan leaders. In the game, you can attempt to enact the Loya Jirga marker in order to gain political advantages.

### 33.1 Prerequisites for a Loya Jirga

You may attempt to enact a Loya Jirga if (1) the Coalition controls Kabul; and (2) you have a US or NATO HQ in Kabul; and (3) you have two or more Northern Alliance leaders in Kabul.

### 33.2 Loya Jirga Procedure

Roll two dice and total the results, as follows:

- 1) Total is less than or equal to the current Jihad level = failure: increase the Jihad level by one; then roll two dice, total the results, and subtract that from the NP index.
- 2) Total greater than the current Jihad level = success: decrease the Jihad level by two; then roll one die and add the number to the current NP index.
- 3) You may attempt to enact a Loya Jirga only once per game.

### The Marker

When enacted, place the marker on the display.

| NETWAR POINTS TABLE                                     | NP gained                | NP lost                           |
|---|--------------------------|-----------------------------------|
| <b>Mobilizing US &amp; NATO Units</b>                   |                          |                                   |
| SOF unit  | -                        | 1                                 |
| Other ground units                                      | -                        | # = combat factor (full strength) |
| Air Unit  | -                        | 2                                 |
| Asset   | -                        | 1/2                               |
| Build a FOB   | -                        | 1                                 |
| IRGC SOF  | -                        | 2                                 |
| <b>Mobilize Northern Alliance Unit</b>                  |                          |                                   |
| Any type (draw at random)                               | -                        | 1                                 |
| <b>Awarded as they occur</b>                            |                          |                                   |
| Osama Bin Laden eliminated                              | Total of four dice rolls | -                                 |
| Each other Islamist HVT eliminated                      | Total of two dice rolls  | -                                 |
| Each Islamist SOF unit eliminated                       | 2                        | -                                 |
| Each Islamist Base eliminated                           | 2                        | -                                 |
| Each other Islamist unit eliminated                     | 1                        | -                                 |
| Each US or NATO SOF unit reduced                        | -                        | 1                                 |
| Each US or NATO SOF unit completely eliminated          | -                        | 2                                 |
| Each other US or NATO ground unit reduced               | -                        | 2                                 |
| Each other US or NATO ground unit completely eliminated | -                        | 6                                 |
| Each US or NATO air unit reduced                        | -                        | 1                                 |
| Each US or NATO air unit completely eliminated          | -                        | 2                                 |
| Each Northern Alliance Leader eliminated                | -                        | Total of one die roll             |
| Each other Northern Alliance unit eliminated            | -                        | 1                                 |
| Coalition inflicts Collateral Damage                    | -                        | 1                                 |
| Islamists inflict Collateral Damage                     | 1                        | -                                 |
| <b>Awarded at end of game</b>                           |                          |                                   |
| Coalition controls Kabul                                | 10                       | -                                 |
| Each other Coalition controlled City                    | 2                        | -                                 |
| Each Coalition controlled Stronghold                    | 3                        | -                                 |

### NP Expenditure Summary

**Refit Phase:** Initiate a refit attempt (unit must be in Staging Area, or zone with a HQ, FOB or airfield).

### Ground Combat &

#### Counterattack Phases:

Add +1 to one Coalition tactical edge die roll (HQ or FOB required in zone).

#### Sustainment Phase:

Sustain a US or NATO light unit (1 NP) or heavy unit (2 NP) in zone which cannot trace a LOC to a HQ or FOB.

### ISLAMIST EVENTS (Roll two dice and total the results):

| Die roll | Event  | Explanation  |
|----------|--|--|
| 2        | <b>C2 Breakdown</b>                                      | Nothing happens.   |
| 3        | <b>Coalition Troop Rotation</b>                          | You must select one US or NATO ground unit in Afghanistan or a Staging Area. Place it in the US & NATO Units and Assets Available for Mobilization Display (you may mobilize it on a future turn normally).  |
| 4        | <b>Jihad Situation</b>                                   | <b>Roll one die:</b> results = "1-2" reduce the Islamist Jihad Level by one; "3-6" = increase the Islamist Jihad Level by one.   |
| 5        | <b>Northern Alliance Rallies</b>                         | Roll one die. Pick that number of Northern Alliance units and place them via the Random Location Placement Table. These units cost no NP.  |
| 6        | <b>Islamist Uprising</b>                                 | Roll one die and pick that number of units from the Islamist Underground Display. Determine one zone via the Random Location Placement Table and place all these units in that one zone (see 30.3).  |
| 7        | <b>Islamist Offensive</b>                                | See the Islamist offensive rule (31.0).  |
| 8        | <b>Islamist Morale</b>                                   | Make a Jihad check (28.0): (1) Success = treat the same as an Islamist Uprising Event. (2) Fail = remove all Islamist units from Afghanistan in zones which also have US or Coalition units and place them in the Underground Display. <b>Exception: this does not affect Islamist units in strongholds.</b> |
| 9        | <b>Northern Alliance Opens Negotiations with Taliban</b> | Use the Random Location Placement Table to determine one zone (30.0). Remove all Northern Alliance units from it and place them in the Northern Alliance Units Available for Mobilization Display. If there are no Northern Alliance units in that zone, treat as C2 Breakdown (above).                      |
| 10       | <b>War on Terror</b>                                     | Roll one die. Results: even number = deduct that number of NP from the index; odd number = add that number of NP to the index  |
| 11       | <b>National Level Intelligence</b>                       | Reveal all Islamist units in one zone.   |
| 12       | <b>Airlift of Evil</b>                                   | See the Airlift of Evil rule (29.3).   |