

# GAME MANUAL



# AFGHANISTAN '11



EVERY · SINGLE · SOLDIER



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## INTRODUCTION

Afghanistan '11 is a single player, turn-based strategy game.

Set in the most recent conflict in Afghanistan, the classic game involves a high level of tactical management requiring players to win the Hearts and Minds (H&M) of the local population in just 60 turns.

Playing as the USA military forces and Afghan National Army (ANA), engaging the enemy is not the only mission. Gathering intelligence, uplifting the area through nation building activities and handing over combat responsibility to the ANA also form part of your primary objectives.

The Wardord Militia (MIL) and Taliban (TAL) are not going to make victory easy. MIL cadres will infiltrate the area from hidden caves around the map, enacting various missions to decrease the H&M score of villages and, subsequently, the whole district.

If a village H&M score reaches a low level, the TAL forces will enter the battlefield from across the border with Pakistan. These units will help consolidate the MIL gains by setting up safe havens (caves), attacking US bases and generally targeting the USA and ANA forces.

Use your USA and ANA forces to search for and destroy the MIL and TAL units as well as the opium crops they plant to finance their operations. You will also need to deliver aid and services to the local villages to increase their H&M score individually and the H&M score overall.

You will also need to balance the political support for the ongoing war from back home in the USA. Measured in Political Points (PP), these represent the level of support from the folks back in the USA and act as the currency in the game.

The more successful you are in military operations and nation building, the more support you will receive, the opposite is just as true. Should the political support remain in the negative for too long, you will suffer a humiliating political defeat.

## GAME PLAY

As the US commander you are tasked with securing a district consisting of ten villages on the border of Pakistan.

At the start of play, all ten villages start the game with an H&M score of 50. The district H&M score is the average of all the villages, making the starting district H&M score also 50.



The player will command the US and ANA military forces, whilst the enemy (MIL/TAL) are controlled by the computer.

The US Player starts with no units in play and has to recruit the units he needs for the mission.

Recruiting units costs Political Points (PP).

The PP cost increases for every subsequent recruitment of the same unit.

All reinforcements arrive in the US HQ.

The Player has two primary goals:

## 1. Win the Hearts and Minds of the local population:

- Interdict enemy operations
- Clear the region of IED's
- Deliver UN Aid and infrastructure to the villages

## 2. Training and equipping the Afghanistan National Army (ANA) to take over combat responsibility after the US forces have withdrawn.

- Use US Special Forces to train the ANA
- Expose the ANA to combat in order to gain experience
- Withdraw and let the ANA continue to wage war against the Taliban

## VICTORY CONDITIONS

With the classic game, US forces will withdraw on turn 50 and the ANA will remain for a further 10 turns. The game ends on turn 60.

Thereafter the victory/loss will be calculated based on the District H&M score as follows:

- 0 to 40      Decisive TAL victory
- 41 to 49      TAL victory
- 50 to 60      US victory
- 60 to 100      Decisive US victory

## WINNING/LOSING HEARTS AND MINDS

The H&M score is a representation of the local population's sentiment towards the US and Afghan government forces. The higher the score the more support the US/ANA has.

The H&M score of the nearest village to the combat/structure is increased whenever:

- US/ANA forces damage/destroy an enemy unit or IED/Boobytrap
- US/ANA infantry enter a village that has a burning fire



- US deliver UN Aid to a village.
- US connect a village to the Highway with the construction of a road

The H&M score of the nearest village to the combat/structure is decreased whenever:

- A MIL intimidation mission reaches the village
- A MIL/TAL unit inflicts a hit or destroys any US/ANA unit
- A US/ANA unit detonates an IED/Boobytrap
- A US/ANA unit runs out of supply and is destroyed
- An opium crop is destroyed
- A waterworks becomes non-operational

The movement of the H&M score is recorded by the Personnel SO in the INTEL screen.

(See Staff officers section below)

## WINNING/LOSING POLITICAL POINTS

PP represents the support for the war effort back home in the United States.

PP is increased whenever:

- TAL or MIL units and IEDs are damaged or destroyed
- A village has an operational Waterworks
- US units are repatriated back to the USA from the HQ
- US forces are ahead of the targets set for handover to the ANA

PP is decreased whenever:

- US/ANA units are damaged or destroyed
- Reinforcements are deployed
- US forces are behind the targets set for handover to the ANA

The following actions are still possible, even whilst PP is negative:



- Unit movement
- Building/Repairing Waterworks

If Political Points are negative for 6 consecutive turns, the US Player will suffer a political defeat and the game will end.

(see Political Defeat below)

The movement of the PP is recorded by the Logistics SO in the INTEL screen.

(See Staff officers section below)

## US WITHDRAWAL

The US Ground Forces withdraw on turn 50, with the following consequences:

- All US bases are handed over to the ANA
- All US Supply Trucks and Engineer units are handed over to the ANA
- All other US units, including helicopters are withdrawn from the map
- The US Airstrike and Emergency supply actions remain in play
- The TAL launch an offensive

The game continues for another 10 turns and then ends

## NATION BUILDING

In addition to searching for and destroying the MIL/TAL units, the US player also need to conduct civilian operations in order to both increase the district H&M score and earn PP.

There are three actions available to effect nation building:

- Deliver UN Aid to villages  
This is the simplest but least impactful operational option. A Supply Truck/Chinook can deliver aid from the HQ to any village. Every shipment increases the village H&M by 2 points, up to a maximum of 60.

- **Build Waterworks**

Engineers can construct one Waterworks at any village, which produce PP every turn. The longer the Waterworks are operational, the more PP is produced.

The village H&M score is decreased by 2 for every turn the Waterworks is not operational, but will not decrease below 40 as a result of the damaged Waterworks.

Once constructed, the waterworks cannot be destroyed, only damaged.

- **Road building**

Engineers can construct roads and by connecting the villages to the highway, increase the H&M of the connected village by 1 for every turn connected.

The village H&M score cannot increase above 55 due to the road connection.

## **TURN SEQUENCE**

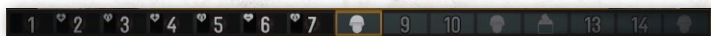
The US player conduct operations, including movement, combat, reinforcements, repairs and various other missions. The US player's objectives are to search for MIL/TAL units and opium crops and destroy them and to deliver services and aid to the local population.

These operations will increase the Hearts and Minds score and thus ultimately win the game.

Once the US Player has completed all operations for the turn, the player will select the End Turn button. The enemy units are then able to proceed with their missions and operations before the US player begins their next turn.

## TURN TRACK

The turn track is found at the bottom of the INTEL map and serves to keep track of the current turn as well as to inform the player of upcoming events and past performance.



Once a turn has passed, the heart icon will indicate the net movement of the H&M score for that turn, being '+', '-' or '0'.

A flag will also appear in the background indicating the status of the overall H&M score as at the end of that turn.

The following future events are indicated on the track:

- Sandstorms
- National Elections
- ANA handover targets
- Reinforcements

## ANA COMBAT RESPONSIBILITY HANDOVER

The player needs to train and handover security of the district to the ANA by turn number 50.

The US forces will withdraw on turn 50 and the ANA will have to continue the struggle for a further 10 turns to win over the H&M's of the local population without US military forces on the ground.

US Special Forces can train ANA infantry at Forward Operating Bases (FOB) and ANA Mechanized and ANA Artillery units at the HQ.

Training these units costs time, not PP, and need to be supported by the US units until experienced and numerous enough to keep the District HM above 50 with limited support from the US.

The Player has goals/targets to reach along the path to the withdrawal of US Ground Forces, being rewarded or penalized with PP accordingly.

The goal set is calculated as follows:

$$[\text{ANA Forces} / (\text{US Combat Forces} + \text{ANA Ground Forces})] * 100 = \% \text{ ANA Target}$$

US Combat Forces = (US Infantry + US Special Forces + US Artillery + US MRAP + US Stryker)

ANA Forces = (ANA Infantry + ANA Special Forces + ANA Artillery + ANA ASV)

45 Turns		60 Turns		100 turns	
Turn No.	Target %	Turn No.	Target %	Turn No.	Target %
8	5%	10	5%	17	5%
11	10%	15	10%	25	10%
15	20%	20	20%	33	20%
19	30%	25	30%	42	30%
23	45%	30	45%	50	45%
26	55%	35	55%	58	55%
30	65%	40	65%	67	65%
34	80%	45	80%	75	80%
38	100%	50	100%	83	100%

The US player needs to ensure that the following goals are met or will be penalized/rewarded with a decrease/increase in PP points.

If these goals are not met, the following PP penalties apply:

- For every point over the set target, 10 PP is added every turn.
- For every point under the set target, 50 PP is deducted every turn.

The calculation and the performance to the ANA target is recorded by the Personnel SO in the INTEL screen.

(See Staff officers section below)

## ENEMY OPERATIONS

### MILITIA MISSIONS

The MIL use a network of caves spread randomly on the map (away from the Highway) as a springboard for launching operations.

The villages, terrain, and the caves are randomly generated at the start of every new game.

At the beginning of every turn, MIL missions are created and units spawned at a cave nearest to their mission target.



MIL units conduct three types of missions:

1. Intimidation

Villages are targeted and should they successfully reach it, the H&M score of that village will decrease.

2. IEDs

MIL units will plant IEDs on the Highway, roads, and bridges.

3. Plant Opium crops

Opium crops are planted at the base of mountains. Should they be harvested, more TAL units are recruited from the funds realized from the sale of the crop.



For every village that has a HM score of below 45, a boobytrap is placed in close proximity to that village.

### TALIBAN MISSIONS

The TAL operate from across the border in Pakistan (Eastern map edge). The TAL forces are more conventional by nature than the MIL units and therefore are a much stronger military force.

The lower the district H&M score, the higher the probability of such missions.

TAL units conduct three types of missions:

**1. Ambush**

MIL units will setup ambushes alongside the Highway, roads, villages and bridges.

**2. Military targets**

US/ANA units and bases are targeted, the destruction thereof resulting in the lowering of the H&M's of the local villages and generally impeding US operations.

**3. Civilian targets**

Waterworks, roads and bridges are targeted thereby negating support for the US.

Should the H&M of a village drop below a point [40], the TAL will take over the MIL cave nearest that village and commence missions therefrom, thereby enabling rapid deployment into the area.

Additionally, if the H&M score movement is negative for three consecutive turns, the TAL will launch an offensive, which is represented by TAL SUV vehicles crossing the border to attack US bases.



## CAMPAIGN



The full list of all the Campaign scenarios are listed on this screen.

The first four missions form the tutorial and it is strongly advised that they are played in order to get a grasp of the fundamental mechanics of the game.

The first six missions are unlocked and can be played in any order, the remaining missions are unlocked as the previous mission in the list is successfully completed.

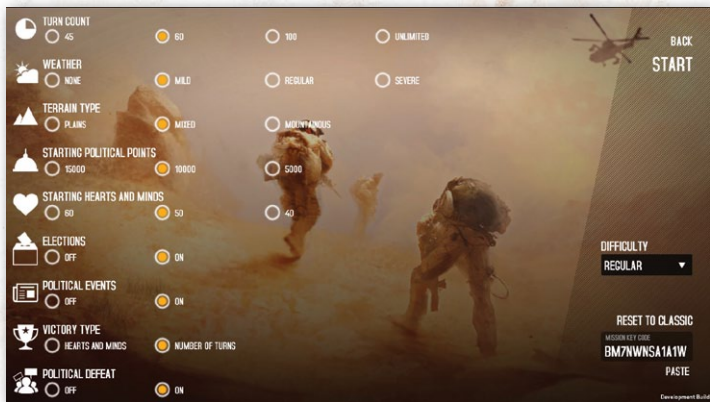
The game automatically saves at the beginning of every new turn, and should there be a campaign game in progress, the option to continue will be displayed on the main menu.

## SKIRMISH

The defaults for the Skirmish game settings are customizable by the player:

- The number of turns to ending the game can be increased/decreased
- Increasing/decreasing the difficulty level of the game





This includes the frequency and quantity of enemy missions and units initiated each turn, H&M earnings on Nation Building operations, prevalence of IEDs, injured units penalties, Taliban cave thresholds and offensives.

- The frequency of sand storms
- Terrain type, selecting the proportion of mountains to plains in the map generation
- The number of Political Points at the commencement of the Skirmish
- The starting H&M score for the villages at the commencement of the Skirmish
- Enabling/disabling elections in the Skirmish
- Enabling/disabling external political events in the Skirmish
- Setting the game to end upon reaching the set number of turns OR ending upon reaching a H&M score of 65, regardless of the number of turns
- Enabling/disabling Political Defeats in the Skirmish, enabling the player to continue playing indefinitely with negative Political Points

The game automatically saves at the beginning of every new turn, and should there be a skirmish game in progress, the option to continue will be displayed on the main menu.



# UNIFORM



All possible medals, badges and awards are listed along with the criteria and progress towards the player achieving them.

all medals, badges and awards already earned by the player are displayed on the uniform and highlighted in the awards list.

The player can customize the name tag by clicking on it and then entering their name of choice.

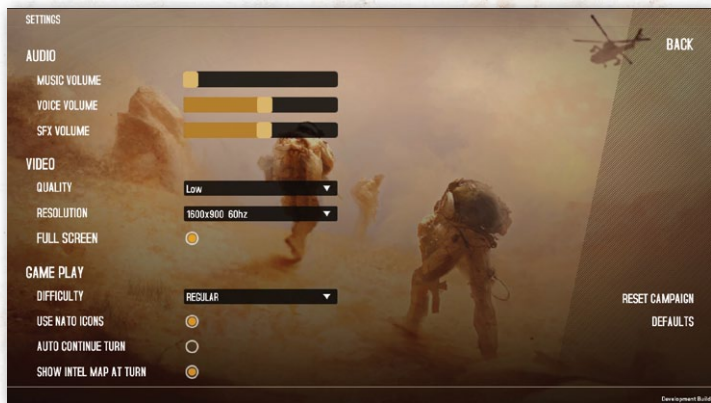
# SETTING

## AUDIO

Volume settings for the three audio layers.

## VIDEO

Video quality settings and choice of full screen/window mode



## GAME PLAY

- Nato Icons can be switched off and replaced with graphical icons representing own forces on the Intel map.
- Setting to commence each turn with own forces automatically executing existing orders, without the player initiating the continue orders function.
- Setting to enable/disable the Intel map automatically appearing at the end of every turn

## INTERFACE



### 1. Main Menu

The main menu is displayed, enabling access to setting, save games, uniform screen etc.

## 2. Mission Objectives

The victory conditions for the scenario are displayed or collapsed

## 3. INTEL Map

Opens the INTEL map (See Intelligence section below)

## 4. HQ

Centers the camera on the US HQ

## 5. Hearts and Minds score

Displays the current district Hearts & Minds score

## 6. Turn counter

Displays the current turn number

## 7. Political Points

Displays the current Political Points

## 8. Air Strike

Calls an airstrike to the location selected by the player, provided the airstrike is available. The airstrike costs PP to deploy and can be used to attack any detected enemy unit. Once deployed, the Air Strike will be unavailable for a number of turns before being available to select once more.

The Air Strike is also unavailable during a sandstorm.

## 9. Air Supply

Calls an air supply drop to the unit selected by the player, provided the air supply is available. The air supply action will resupply the selected unit up to its maximum supply level, whether fuel or rations. This action costs PP to deploy and can only be used once per turn and is also unavailable during a sandstorm.

## 10. Recon Drone

Calls in a recon drone to the area selected by the Player. The drone will hover over the selected area and detect any enemy units/opium fields

entering the detection zone. The drone costs PP to deploy and once deployed will remain over the area for a number of turns, thereafter it will return and once again be available for selection.

#### 11. Info Messages

The info messages are displayed or collapsed. All significant events are logged in these messages, the player can click on any of the messages and the camera will pan to the location of the selected incident.



#### 12. Previous Unit Selector

The player can cycle back to the previous unit currently without any orders

#### 13. Skip Turn

The player can elect to not issue orders to the selected unit for the current turn. This will remove the unit from the Prev/Next unit cycle for the current turn only. The number represent the number of units remaining without orders.

#### 14. Next Unit Selector

The player can cycle to the next unit currently without any orders

#### 15. End Turn/Continue/Confirm

This button changes depending on the current status of issued orders:

#### 16. Continue

Selecting this option will execute all outstanding orders to all units with standing orders from a previous turn

#### 17. End Turn

Selecting this option will end the players turn, execute enemy operations and then proceed to the next turn



## 18. Confirm

This option appears if the player selects 'End Turn' and there are still units without orders, selecting it will end the turn as above

HOTKEYS			
F1	Objectives	Num 1	Unit Action 1
F2	Intel Map	Num 2	Unit Action 2
F3	Center on HQ	Num 3	Unit Action 3
F4		Num 4	Unit Action 4
F5	Airstrike	Num 5	Unit Action 5
F6	Supply Drop	Num 6	Unit Action 6
F7	Recon Drone	Num 7	Unit Action 7
F8	Notifications	Num 8	Unit Action 8
Return	End Turn	Num 9	Unit Action 9
W	Scroll Up	Num 10	Unit Action 10
A	Scroll Left	Backspace	Return to HQ
S	Scroll Down	.	Next Unit
D	Scroll Right	,	Previous Unit
Esc	Pause	Space	Skip Unit

The game is automatically saved at the beginning of every turn

## TERRAIN

There are various terrain types, each with their own characteristics and limitations.



### 1. Plain

This terrain has no limitations and any US/ANA unit can traverse it. Helicopters can drop and pick up US/ANA units from these hexes.

### 2. Mountain

This terrain restricts the movement of US/ANA units. Helicopters cannot drop, embark nor disembark US/ANA infantry units from these hexes,

but can drop supplies to all units in these hexes. US Special Forces are the only exception and can rappel from helicopters (disembark) into these hexes.

Only infantry units can traverse mountains, no ground vehicles can enter these hexes.

### 3. River plain

This terrain is identical to the Plains and is purely aesthetic.

### 4. Opium crop

This terrain acts in the same way as the Plain hexes. It is destroyed by any US ground unit entering the hex.

### 5. Villages

This terrain acts in the same way as a Plain hex.

### 6. Highway

This terrain is present at the start of the game and greatly increases the movement range of units traversing them.

### 7. Road

This terrain is constructed by engineers on plain hexes and substantially increases the movement range of units traversing them.

### 8. River

This terrain impedes US/ANA movement and can only be traversed via a bridge constructed by the engineers. The only exception being that US/ANA Special Forces can cross rivers without a bridge.

## US BASES

There are two types of US bases:



## HEADQUARTERS (HQ)

This is the main US Base in the game. Here US units are reinforced, healed, resupplied and repatriated.

Clicking on the base opens the HQ interface screen.

The US player starts the game with the HQ already in play, with the startup units inside where applicable.

- US units are rotated back to the USA from here, thereby allowing the US to balance the forces and not incur penalties (PP) for having a disproportional amount of US units as compared to ANA units. Repatriation also results in PP credits.
- ANA mechanized, artillery and helicopter units can be trained at the HQ.
- Whenever any US unit ends its turn in the HQ it is healed and the hit is removed, for a cost of 10% of the original unit cost.
- Whenever any US unit ends its turn in the FOB it is resupplied up to its maximum supply amount.
- The HQ is the only place where ammo for artillery can be loaded from.
- The HQ is the only place where UN Aid for villages can be loaded from.
- This base cannot be attacked nor destroyed.
- Houses artillery units for fire support





Selecting the base brings up the HQ interface screen.

### 1. Garrison Units tab

This tab is highlighted when the base interface is displayed. The player can toggle between the GARRISONED UNITS and REINFORCEMENTS tab by clicking on them.

### 2. Reinforcement tab

In order to procure reinforcements, the player will click on the REINFORCEMENTS tab.

(See below)

### 3. List of units currently garrisoned in the base.

### 4. Unit actions

### 5. Convoys

### 6. Repatriation

This button repatriates the relevant unit back to the USA, thereby gaining PP credits and assists in the ANA handover process (see below)

### 7. ANA training

US Special Forces can train ANA mechanized and artillery units at the HQ, selecting the relevant button here starts the process



## 8. Info panel

Contains a summary of all the relevant information on the selected unit

## 9. ANA training stats

These keep track of the number of units trained at the HQ and shows the maximum amount that can be trained for each unit type.

To procure reinforcements, click on the REINFORCEMENTS tab in the HQ interface screen.

## 10. List of units

## 11. Procurement button

Clicking on this button will result in the procurement of that unit, which appears immediately in the HQ. The PP cost for the procurement is displayed on the button.

The cost of each unit increases with each successive procurement.



## FORWARD OPERATIONS BASE (FOB)

- These bases are built by the Engineer (Buffalo) or the Chinook at any location, provided the location is not within three hexes of a village, within 12 hexes of another FOB and is a clear plain hex.



- The player can build as many FOB's as he wishes, provided he has sufficient PP.
- The FOB comes standard with an 82mm mortar which can attack detected enemy targets within range.
- Whenever a US Special Forces unit is deployed into this base, training of ANA infantry units can commence, subject to a maximum of three ANA infantry units per FOB.
- The FOB holds stock of supplies, up to a maximum 5 units. The base can be resupplied by either the Supply Truck or the Chinook.
- All units ending the turn in the FOB do not expend any supply points.
- All units ending their turn in the FOB have their supply increased by 1 per turn.
- Infantry units within 5 hexes of the FOB can choose to be resupplied from the FOB or are automatically resupplied from the FOB (provided there is supply stock), when they run out.
- The FOB also detect any enemies within 2 hexes (electronic sensors)
- A FOB can be extended by the Buffalo to include a field hospital, repair yard or an artillery pit (see below)

Clicking on the FOB opens the FOB interface screen.



1. List of units garrisoned at the FOB
2. Number of ANA infantry trained at this FOB
3. Current supply level at FOB

Extending the FOBs costs PP which increase with every successive extension. A FOB can have as many extensions as there are clear hexes adjacent to it.

There are three types of extensions:

### ARTILLERY PIT

- Artillery can only be deployed either at the HQ or at a FOB with an artillery pit extension
- Once the artillery extension is complete, the artillery gun needs to be delivered to the artillery pit using a Chinook, Blackhawk or Supply Truck.
- Artillery exists in addition to the base mortar, and has much greater range and firepower.





### VEHICLE MAINTENANCE YARD

- Vehicles/helicopters that end their turn in this extension are both repaired and refueled at the end of the turn.
- For every repair or refuel at the Repair Yard, the supply stock of the FOB is reduced by 1.
- Only one vehicle/helicopter can occupy this extension at any point in time.





## FIELD HOSPITAL



- Infantry units that end their turn in this extension are healed and all injuries (hits) are removed
- For every infantry unit healed, the supply stock of the FOB is reduced by 1.

## US OPERATIONS

Select a unit by clicking on it or via the Next/Prev unit selection buttons. The unit type, health and supply status of the selected unit will be displayed bottom left.

### 1. Unit type icon

The relevant icon for the type of unit is displayed.

### 2. Unit rank

As US units gain experience in combat they earn rank, this will be displayed on the unit icon.

### 3. Unit name

The Player can customize the names of all units and bases by clicking on the text and then inputting their own name.



#### 4. Movement/Action point

This displays the number of movement/action points this unit has remaining. Every action by the unit expends a number of Action points.

#### 5. Supply status

This displays the number of rations/fuel this unit has remaining. US units expend rations/fuel whenever they end a turn outside of a base.

#### 6. Range

Upon selecting a unit, an orange range path indicator will show the possible locations the unit could move to in the current turn. The player can select a location outside the range, the unit will move as far along the path as far as is possible in that turn and then continue with the order in the next turn.

#### 7. Actions

Whenever the player selects a unit various actions specific to that unit are displayed. Only actions specific to the unit are displayed and are covered below in the US units section. T

# US UNITS

## US INFANTRY



- Searches for and destroys enemy units  
Infantry placed inside a village will not prevent MIL units from entering the village, MIL units have to be detected and engaged before they reach a village.
- Detection range of one (1) hex.  
They automatically detect TAL/MIL units close to themselves (1 hex) and can attack any enemy unit by moving onto them. Opium crops are also destroyed in this manner.
- Resupplied by Chinook or Supply Truck delivering rations from the HQ or a FOB or by ending a turn in a Base.
- Gather intelligence from the local population  
Infantry attempt to gather Intelligence from villages whenever they enter them, this will give the location of enemy units/opium crops if successful (see INTEL section below).



Whenever infantry enter a village, the flag is updated to reflect the level of the H&M score as follows:

- Village score is greater than 60 then US flag
  - Village score is greater than 50 then Afghan flag
  - Village score is greater than 40 then Pashtun flag
  - Village score is less than 40 then Taliban flag
- Promoted after every successful combat  
combat strength is increased with every promotion accordingly. The rank of the unit is displayed bottom left when the unit is selected.

Once reaching the highest rank, this unit is able to call in an A10 airstrike.

- Set an ambush  
By selecting this action the unit changes pose and goes into sentry mode. The unit will remain static until it is either selected directly by the player or an enemy unit moves into its detection zone. If an enemy unit moves into the detection zone (1 hex), the unit is awakened and will have 20% more firepower for that turn.

The unit will continue to use up rations in this mode and will be skipped when cycling through units that have not moved.

Ambushes cannot be set within 2 hexes from a village.

This action costs Action points to initiate.

- IED sweeping  
By selecting this action the unit will detect and destroy all IED's and Boobytraps within its sweeping zone (2 hex).

This action costs Action points to initiate.

- Resupply from nearby FOB  
Whenever the unit is within close proximity to a FOB with supply stock, selecting this action will resupply the units rations to the maximum (5).



## US SPECIAL FORCES



- Searches for and destroys enemy units
- Detection range of five (5) hexes.  
They automatically detect TAL/MIL units within 5 hexes of themselves (5) and can attack any enemy unit by moving onto them. Opium crops are also destroyed in this manner.
- Resupplied by Chinook or Supply Truck delivering rations from the HQ or a FOB or by ending a turn in a Base.
- Rappel from helicopters, thereby allowing them to be offloaded by helicopters into mountain terrain.
- Special Forces are not detected by TAL or MIL units, enabling them to follow and move close in with the enemy (covert ops).
- Special Forces are the only unit that can cross a river without a bridge
- Sniper  
Detected MIL and TAL units can be engaged by this action. There is a small chance that they can inflict a hit and destroy a MIL/TAL unit but will always result in ending a MIL mission or forcing a TAL unit to retreat. No PP or H&M scores are affected by this action.

- Forward air controller

An A10 Warthog airstrike can be called onto any detected enemy unit within 4 hexes.

Only one A10 airstrike is available each turn, regardless of the number of Special Forces units and veteran infantry units.

- Train ANA infantry/mechanized/helicopter

Special Forces can train ANA infantry units at a FOB, taking three consecutive turns to deploy. The number of ANA infantry units is restricted to three per FOB.

ANA ASV/Artillery/Helicopter units are trained at the HQ, taking four consecutive turns to deploy. The number of these units are restricted.

- Observation post

This option can only be selected if the unit is on mountain terrain, and will then will expend Action points to deploy the OP. Once setup, the OP will increase the detection range of the unit from 5 to 8. To dismantle the OP also costs Action points.

- Resupply from nearby FOB

Whenever the unit is within close proximity to a FOB with supply stock, selecting this action will resupply the units rations to the maximum (5).

- Promoted after every successful combat

combat strength is increased with every promotion accordingly. The rank of the unit is displayed bottom left when the unit is selected.

## ENGINEER (BUFFALO)

- Constructs/repairs infrastructure and vehicles
- Has no inherent detection range
- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base.



- Are soft targets and if any enemy unit is within a close distance attack it.
- Build a FOB  
The engineer unit can build a FOB for the cost of PP 500.
- Extend a FOB  
The FOB can be extended to include an artillery pit, a Field Hospital or a Vehicle Maintenance Yard.

Every successive extension at a FOB costs progressively more PP to construct. (See above)

- Repair FOBs/Waterworks/Vehicles/Helicopters  
In order to conduct repairs, the Engineer needs to be adjacent to the damaged vehicle/helo/base. Repairs cost PP and Action points per action.
- Construct Road  
An Engineer can build a road that is adjacent to another road or building hex by selecting the Build road action key, costing PP per hex.
- Construct Waterworks  
The Engineer can build one Waterworks next to any village, which once built will commence production of PP.



- **Bridge building**  
The engineer can build a bridge over a river, costing PP and Action points.
- The Buffalo is IED resistant, so when it hits an undetected IED it is not automatically damaged, it has a 50% chance of survival.
- The Buffalo can diffuse a detected IED without any risk of damage  
These units don't count towards the handover ratio calculation of US/ ANA units (see below) and are handed over to the ANA when the US withdraw.

## MINE RESISTANT AMBUSH PROTECTED (MRAP)



- Transports troops and supplies, as well as engaging the enemy.
- This unit has no inherent detection range but gets a detection range of one (1) hex when carrying infantry or special Forces units.
- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base.
- This unit will only engage enemy units that have been detected.
- This unit can load and unload infantry from and to any hex, as well as carry supplies. Loading and unloading takes place in the hex adjacent to the unit.



- Promoted after every successful combat  
combat strength is increased with every promotion accordingly. The rank of the unit is displayed bottom left when the unit is selected.
- The MRAP is IED resistant, so when it hits an undetected IED it is not automatically damaged, it has a 60% chance of survival.
- If an already damaged MRAP hits a mine and is destroyed, the infantry it carries will survive.

## MINE CLEARANCE (HUSKY)



- Mine clearing  
Automatically detect and diffuses IEDs that are within close proximity (2 hex).
- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base.
- This vehicle is 100% IED resistant

## SUPPLY TRUCK

- Transports troops, ammo, supplies, artillery and UN Aid
- This unit has no inherent detection range but gets a detection range of one (1) hex when carrying infantry or special Forces units.



- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base
- Collect rations from the HQ or a FOB and deliver it to a selected infantry unit.
- Collect fuel from the HQ or a FOB and deliver it to a selected vehicle/helicopter.
- Collect ammo from the HQ and deliver it to a selected FOB (mortar) or artillery pit
- Collect FOB supplies from the HQ and deliver it to a selected FOB to replenish the supply stock
- Collect UN Aid from the HQ and deliver it to a selected village  
Delivering UN Aid to a village will only increase the villages H&M score to a max of 60.
- The Supply Truck is destroyed after taking only 1 hit and any cargo/passengers are also destroyed with it.
- These units don't count towards the handover ratio calculation of US/ANA units (see below) and are handed over to the ANA when the US withdraw.

## US ARTILLERY



- Long range fire support
- Artillery units have no movement ability and can only be moved by Helicopter or Supply Truck, and can only be deployed in either the HQ or a FOB with artillery extension.
- Resupplied by Chinook, Blackhawk or Supply Truck delivering ammo from the HQ to the artillery pit
- This unit can only fire once per turn at a detected enemy unit that is within range.

## BLACKHAWK TRANSPORT HELICOPTER

- Transports troops, artillery, ammo and rations.
- This unit has no inherent detection range
- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base.
- Collect rations from the HQ or a FOB and deliver it to a selected infantry unit.
- Collect ammo from the HQ and deliver it to a selected FOB (mortar) or artillery pit



- Helicopters can only load and unload troops in clear terrain.



## CHINOOK TRANSPORT HELICOPTER



- Transports troops, artillery, ammo, rations fuel, UN Aid and FOB supply
- This unit has no inherent detection range
- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base.



- Collect rations from the HQ or a FOB and deliver it to a selected infantry unit.
- Collect fuel from the HQ or a FOB and deliver it to a selected vehicle/helicopter.
- Collect ammo from the HQ and deliver it to a selected FOB (mortar) or artillery pit
- Collect FOB supplies from the HQ and deliver it to a selected FOB to replenish the supply stock
- Collect UN Aid from the HQ and deliver it to a selected village
- Can build a FOB, but not any extensions.

## APACHE HELICOPTER GUNSHIP



- Indirect and direct fire support
- Much stronger on indirect fire support
- This unit has no inherent detection range
- Resupplied by Chinook or Supply Truck delivering fuel from the HQ or a FOB or by ending a turn in a Base.

## ANA INFANTRY



They are exactly the same as US infantry, with the following exceptions:

- Created by Special Forces training them at FOB's.
- Weaker in combat
- Better at gathering intelligence from villages
- Promoted after every combat engagement, regardless of result
- Upon reaching the highest rank, they can convert into ANA Special Forces

## ANA SPECIAL FORCES

They are exactly the same as US Special Forces, with the following exceptions:

- Created when an ANA infantry unit reaches maximum rank and the player chooses to convert them
- Cannot call in A10 Airstrikes



## ARMORED SECURITY VEHICLE (ASV)

They are exactly the same as US MRAP, with the following exceptions:

- Created by Special Forces training them at the HQ
- Promoted after every combat engagement, regardless of result
- The ASV is IED resistant, so when it hits an undetected IED it is not automatically damaged, it has a 40% chance of survival.





## ANA ARTILLERY



They are exactly the same as US Artillery, with the following exceptions:

- Created by Special Forces training them at the HQ
- Weaker in combat
- Shorter range

## M18 TRANSPORT HELICOPTER



They are exactly the same as US Blackhawk, with the following exceptions:

- Created by Special Forces training them at the HQ
- Shorter range

## SUPPLY

Infantry and Special Forces consume one ration (1) whenever they end the turn outside of a base.

All vehicles and helicopters consume one fuel (1) whenever they end the turn outside of a base.

All Units are automatically resupplied to the maximum amount when ending a turn inside the HQ.

FOBs hold a stock of supplies, up to a maximum of five supply units(5). FOB's are resupplied from the HQ by either the Supply Truck or the Chinook.

Units are resupplied by a FOB under the following circumstances:

- 1. All units have their rations/fuel increased by one (1) per turn ended in the FOB, up to their respective maximum. This has no effect on the supply stock held at the FOB**
- 2. All units ending their turn inside the FOB do not consume any rations/fuel**
- 3. Infantry/Special Forces units within a five (5) hex radius from the FOB can request a rations resupply. This action results in a full resupply to the unit as well as costing one (1) supply unit from the FOB's supply stock.**
- 4. Infantry/Special Forces units that are at critical supply status automatically get resupplied from a FOB that is within a five (5) hex radius from the unit, provided the FOB has supply stock.**

- 5. Vehicles/Helicopters can be fully refueled in a single turn at the FOB if the Maintenance Yard extension has been deployed at the FOB. The Vehicle/Helicopter needs to end its turn in the same hex as the extension. Only one unit can occupy the Repair Yard extension at any given point. This resupply at the FOB extension costs one (1) supply point from the FOB supply stock.**

Infantry/Special Forces units further than five (5) hexes away from the HQ/FOB can also be resupplied by dispatching an MRAP/Supply Truck/Black Hawk/Chinook/ASV from any base and carry rations to the relevant unit. This will reduce the FOB supply stock by one (1) and resupply the unit to maximum.

Should an infantry/Special Forces have zero supply at the end of a turn and is outside a base, it will get injured, take a hit. All units are destroyed upon taking two hits.

Vehicle/Helicopter units can be resupplied by dispatching a Supply Truck or Chinook from the HQ or FOB and carry fuel to the relevant unit. This will reduce the FOB supply stock by one (1) and resupply the unit to maximum.

Should a Vehicle/Helicopter run out of fuel, it will take a hit and breakdown. The unit will need to be refueled by a Supply Truck in order to get it moving again.





Should the Vehicle/Helicopter already be damaged, have a hit, it will not take another by running out of fuel.

Whenever an unit is running low on supplies (1 or less) a yellow supply/fuel icon will appear on the unit giving the US player the heads up on the need to resupply the unit.

A red icon appears when supply is critical and unit will take a hit at the end of the turn if not resupplied.

Any unit can be resupplied by an emergency airdrop, which costs PP to execute. In order to effect an emergency resupply, the Airdrop key is selected then the relevant unit to be resupplied to full capacity. The airdrop can only be used once per turn.

## CARGO



Various vehicles can carry troops and supplies.

Whenever a vehicle is carrying troops or supplies, the icon of the cargo currently carried is displayed in the bottom right unit portrait.

In addition, various changes are effected to visually represent the cargo being carried :

- When Infantry are embarked on MRAP/ASV/Supply Truck/Blackhawk/Chinook the relevant flag of the unit is displayed on the vehicle
- When Special Forces are embarked on MRAP/ASV/Supply Truck/Blackhawk/Chinook the relevant flag of the unit is displayed on the vehicle and the vehicle is modified in color (black) and shape.
- When a MRAP/ASV is carrying rations, they will be visible on the back of the vehicle
- When a Supply Truck/helicopter embarks any type of cargo, other than troops, the cargo type will be displayed accordingly
- When a Supply Truck, Blackhawk or Chinook loads an artillery howitzer, the howitzer will be seen as the cargo type.

Convoys can be formed to control and manage the movement of ground vehicles.

## CONVOY

This feature is coming soon.



Convoys can be formed to control and manage the movement of ground vehicles.

Convoys can be formed up in the HQ or inside FOBS.

The first step in forming a convoy is selecting the Lead Vehicle by selecting the Convoy lead action. Thereafter up to five (5) vehicles can be added to the convoy by selecting the Join Convoy action.

Once all the convoy vehicles have been loaded up, de-garrisoning the Convoy lead will result in the whole convoy leaving the base. The convoy is now controlled by ordering the lead vehicle, the convoy following.

A vehicle can leave the convoy by simply selecting it and giving it other orders. The remaining vehicles in the convoy continue to follow the lead vehicle.

Any vehicle can choose to join an existing convoy by selecting the join convoy action and then selecting the lead vehicle of the convoy it wishes to join.

## DAMAGE / INJURY

Whenever a unit or base is involved combat, whether direct, indirect or an IED, and loses the encounter, it will suffer a hit.

Whenever a unit receives a second hit, it is destroyed and removed from play. The only exception is the Supply Truck which is destroyed (along with its cargo) upon receiving the first hit.

A Red Cross icon will be displayed over the unit when it is injured/damaged.

Infantry units have to return to the HQ or a Field Hospital extension at a FOB to have a hit removed. This occurs automatically when that unit ends its turn in the HQ or the FOB Hospital. Healing occurs in the hospital at the end of the turn and costs PP to perform, as well as reducing the FOB supply stock by one (1).





Damaged Vehicles/Helicopters have to return to the HQ or a Maintenance Yard extension at a FOB to have a hit removed. This occurs automatically when that unit ends its turn in the HQ or the FOB Repair Yard. Healing occurs in the hospital at the end of the turn and costs PP to perform, as well as reducing the FOB supply stock by one (1).

Engineers can also repair Mechanized units/FOBs in the field, by moving next to them and selecting the Repair action key. This costs PP to perform.

For every turn that wounded infantry or Special Forces units are not hospitalized, the player incurs an ever increasing PP penalty.

## COMBAT

### DIRECT COMBAT

Whenever a US unit and an enemy unit share the same location they will engage in direct combat.

The percentage probability of the US unit to win the combat are displayed, the player then confirms or cancels the order.



MIL units are destroyed after taking one (1) hit and TAL units two (2).

### US/ANA VS MIL

US wins:

- MIL unit destroyed and removed from play
- Player earns PP
- US/ANA unit gets promoted to a higher rank
- H&M score of nearest village increases

MIL wins:

- US/ANA units takes a hit (If unit already has a hit then the unit is destroyed)
- MIL unit runs away and are removed from play
- H&M score of nearest village decreases
- ANA unit gets promoted to a higher rank

### US/ANA VS TAL

US wins:

- TAL unit takes a hit (If unit already has a hit then the unit is destroyed)
- Player earns PP

- US/ANA unit gets promoted to a higher rank
- H&M score of nearest village increases
- TAL unit retreats and resumes mission (if not destroyed)

TAL wins:

- US/ANA units takes a hit (If unit already has a hit then the unit is destroyed)
- TAL unit retreats Eastwards and continues on original mission
- H&M score of nearest village decreases
- ANA unit gets promoted to a higher rank
- TAL unit retreats and resumes mission (if not destroyed)

NB. MIL units are removed from play regardless of winning or losing combat.

## COMBAT MODIFIERS

The firepower strengths of units are modified as follows:

1. **Terrain**
2. **Proximity to Special Forces**
3. **Ambush**
4. **Health**
5. **Weather**
6. **Sand Storms**

## INDIRECT COMBAT

Only Artillery, Apache Gunships, Strykers and Mortars are capable of indirect combat.

The percentage probability of the US unit to inflict injury/damage displayed.

The attacking unit can inflict injury/damage to the enemy, with no risk of damage to itself.





Indirect combat can only occur against detected enemy units within range of the attacking unit.

When selecting indirect fire action, the range of the weapon will be highlighted.

- Mortars can only engage in indirect combat
- Artillery can only engage in indirect combat, but has the longest range of all indirect combat enabled units.
- The Apache Gunship is most effective with indirect combat, with its strength considerably reduced when engaged in direct combat.

## MILITIA / TALIBAN OPERATIONS

At the end of every turn new MIL and TAL missions are created, the chances of such missions being created are higher as the District H&M gets lower, and vice versa.

### MILITIA MISSIONS

The MIL start their missions from the cave network, from the cave closest to the targeted village or mission objective.



The MIL conduct three mission types:

- **Intimidation**

This is the primary mission of the MIL. They proceed from the caves towards a targeted village, upon reaching that village they negatively impact the H&M score of that village, and as a result, the H&M score for the district is lowered, as it is the average of all the villages.

- **IED's**

MIL units will plant IEDs on the Highway, roads, and bridges

- **Opium crops**

The MIL proceed to a location at the base of the mountains, not close to a village or highway, and plant an opium crop. An opium crop takes three turns to mature and if it survives the crop is harvested. Whenever a crop that is harvested, a new TAL Guerrilla is recruited. This TAL unit is the deployed in addition to the TAL unit potentially deployed every turn based on the HM score of the district.

An opium crop will continue to go through the growth cycle until destroyed.

## TALIBAN MISSIONS

The TAL conduct three mission types:

The TAL commence their missions from across the border in Pakistan (Eastern edge of map).

If a village H&M score is below 40 and the cave nearest the village is closer to the objective than the Pakistan border, the TAL will commence from the cave.



- **Ambush**

The TAL unit will proceed from Pakistan or a TAL cave to a random ambush location either on a Road, Highway or hex close to a village. They will then setup ambush and any US/ANA unit that enters the ambush zone (3 hexes) will be attacked indirectly by mortar/rocket fire.

If a TAL ambush is not triggered within a number of turns, the TAL unit is re-assigned.

- **Military targets**

US/ANA units and bases are targeted, the destruction thereof resulting in the lowering of the H&M's of the local villages and generally impeding US operations.



Whenever a US helicopter comes within 2 hex from an active TAL unit, that TAL unit will engage the helicopter with RPG fire.

- **Civilian targets (infrastructure)**

The TAL unit will proceed from Pakistan or a TAL cave to a randomly selected FOB, Bridge or Waterworks. If there are none present, the mission will revert to an ambush mission. The TAL unit will attack a FOB indirectly and the bridge/waterworks directly.

## TALIBAN OFFENSIVES

TAL will launch an offensive under the following circumstances:

- 1. Whenever the H&M score movement is negative for three consecutive turns.**

TAL units (Infantry and SUV's) will launch an attack on a randomly selected FOB. If no FOB exists they will proceed to a random village and setup an ambush, direct attack]

- 2. When Elections are announced (see below)**

When an election is announced, the TAL will conduct one of three types of offensives:

- a. FOB attacks**
- b. Waterworks attacks**
- c. IED attacks**

- 3. When the US Ground Forces are withdrawn on turn 50**

## INTELLIGENCE

The US player can get INTEL from two sources:

## VILLAGES

Whenever a US or ANA infantry unit (not Special Forces) enters a village an attempt to gather INTEL is automatically made. The higher the H&M score of that village (indicated by flag in village) the higher the chance that the village will give the US some INTEL.

A village will have a burning fire to indicate that an attempt to gather INTEL is possible.

The INTEL will be in the form of the location of nearby MIL/TAL units, IED's or opium crops. If successful the enemy unit/opium crop will be displayed on the map until the end of the turn.

The US player can only attempt to gather information after at least five turns have elapsed since the last attempt to gather INTEL at that village.



Whenever US /ANA infantry enter a village that has a burning fire, the H&M score for that village is marginally increased.

ANA infantry have a higher probability to gather Intel than US infantry.

## COMBAT INTELLIGENCE

- Whenever a MIL unit is destroyed in direct combat, INTEL can be gathered.  
The higher the district H&M score the higher the chance of the INTEL.  
The INTEL will be in the form of location of IED's and opium crops.
- Whenever a TAL unit is destroyed in direct, INTEL can be gathered.  
The higher the district H&M score the higher the chance of the INTEL.  
The INTEL will be in the form of location of TAL units and IEDs

## INTELLIGENCE MAP



The US player can access the INTEL map by selecting it from the INTEL map button. The INTEL map is also automatically displayed at the end of every turn. This can be disabled in the settings menu.

The following are always displayed on the INTEL map:

### 1. US/ANA Forces/Bases

All US and ANA forces are displayed on the map. The player can choose whether to display the units with NATO or regular symbols (settings menu).



## 2. Villages

All villages are displayed along with the flag representing the H&M score of that village as at the last time it was visited by US/ANA infantry.

## 3. Infrastructure

All roads, bridges, bases and waterworks constructed by the player will be displayed on the map.

## 4. Detected Enemy Units

Any enemy units that are detected, whether from INTEL or by being inside a US/ANA detection zone, are displayed on the map.

## STAFF OFFICERS

The six tabs at the bottom of the screen represent Army Staff Officers, who give information on various topics to the player as well as displaying information overlaid onto the map.



### 1. Civil Affairs Officer

This SO keeps track of the H&M score, detailing all the changes to the H&M score in the last turn.

Selecting the EYE will display which villages have intelligence available and the net movement in H&M of that village in the last turn.

### 2. Personnel Officer

This SO keeps track of the progress to handing over the combat responsibility to the ANA and the consequences thereof

Selecting the EYE will display the rank of every unit as well as when the unit is damaged/wounded and/or low on supply.

### 3. Logistics Officer

This SO keeps track of the PP earned and spent as well as the number of villages connected to the highway and with Waterworks.

Selecting the EYE will display the supply status for all units.

#### 4. Intelligence Officer

This SO keeps track of the number of active enemy units/opium crops and the body-count.

Selecting the EYE will display a history of all previous enemy contacts, red for MIL and black for TAL.

#### 5. Political Liaison Officer

This SO displays info of the current President and the impact it has on the player.

#### 6. Mission Brief

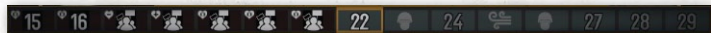
This SO summarizes the mission objective for the current game.

Selecting the EYE will display objectives specific to the mission.

## POLITICAL DEFEAT

Political Points (PP) represents the support for the war effort back home in the United States.

If PP is negative for 6 consecutive turns, the US will suffer a political defeat and the game will end.



The turn track will display the 'protester' icon for every turn ended with negative PP. Once the player has ended a turn with positive PP the political defeat counter is reset to zero.

When the US is experiencing negative PP, one or a combination of the following actions would be needed to rectify the situation and avoid a political defeat:

- Rotate US units back to the USA
- Detect and destroy enemy units
- Build/repair the Waterworks network
- Clear IEDs

## EXTERNAL POLITICAL EVENTS



Every turn there is a chance of an external event occurring that directly impacts the player. These events are announced via newspaper headlines and the effects are displayed in the sub heading.

## NATIONAL ELECTIONS

National elections are held approximately every 15 turns, the longer the time since the last the higher the probability of the next.

When an election is announced, three candidates are presented, being the current President and two others, each from the right and left of the political spectrum.





Each candidate has four policies that will affect different aspects of the current game, marked with a flag to indicate whether the policy is either for or against the US efforts.

The US player also has the option to invest in a particular candidate, which will cost PP and then increase the chance of success of the chosen candidate.

The player needs to choose a candidate best suited to his current mission and situation, by placing an 'X' on the chosen individual (clicking on the white box).

Once a candidate is selected, the election process will begin. The actual election will be held five turns later and will appear on the turn track as well as the election icon on the main map to remind the player that they are in an election period.

## WINNING/LOSING THE ELECTION

In the five turns leading up to the elections all H&M scores are monitored and tracked, ending in a weighted calculation of the results of the election. For the

US player to win they need to ensure they get a net positive H&M score in the five turns as well as protect the infrastructure, as the TALIBAN always launch an offensive in the run up to the elections specifically aimed at destroying infrastructure, planting mines and laying ambush to US/ANA forces.

The results of the elections will be announced via a newspaper headline and the policies of the successful candidate will prevail until the next election is held.

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