



# BCT COMMAND

# KANDAHAR

## JOINT WARFARE IN AFGHANISTAN

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# RULEBOOK

An **ACTION** is a single block of text on a Joint Ops Card.

A Unit is **ACTIVE** when it is not Covert. Active Units have their J-2, Combat, and J-9 Values visible.

An **APPEAL TO HIGHER COMMAND** is an expenditure of Victory Points to temporarily increase C2 Level.

To **ASSEMBLE** a SWET/Net Marker is to place it on the Map. This is usually done by playing a J-9 Card.

An **ASSET** is a Marker that represents specialized equipment or forces. Assets have J-2, Combat, and J-9 Values indicated the same way that Units do. Markers that do not have J-2, Combat, and J-9 Values are not Assets. Assets add their Values to those of the Unit with which they are Associated.

To **ASSOCIATE** a Tactical Unit with an HQ, place the Tactical Unit in the corresponding HQ Box. Immobile Tactical Units – Lashkar, and Militia – may not be Associated with HQs, nor may Bases or other HQs. To *Associate* an Asset with a Unit, place the Asset on the Unit. Assets Associated with a Covert Unit may be placed under the Unit.

The **ATTACKER** during a Battle is the Phasing Player.

A player's **AVAILABLE PILE** is his or her deck of Joint Ops Cards.

A **BASE** is a hexagonal piece representing an immobile center capable of providing support to Units. Coalition Bases are Forward Operating Bases (FOBs). Insurgent Bases are Training Camps (TCs).

A **BATTLE** is a single combat initiated with a J-3 Card.

To **BUILD** a Base means to transfer it from the Reinforcement section of the Friendly Sanctuary to the Map. This is usually done by playing a J-4 Card.

To **BUY** an Asset means to move it from the pool and Associate it with a Friendly Unit already in play. This is usually done with a J-8 Card. Air Assets are Bought with J-3 instead of J-8 Cards.

# 1.0 INTRODUCTION

## 1.1 GENERAL

*BCT Command: Kandahar* is a two-player, operational-level war game set in the Kandahar province of Afghanistan during the first decade of the 21st century. One player takes the role of a Coalition commander in charge of the blue forces. The other player takes the role of an Insurgent commander in charge of the red forces. Each player must accomplish objectives using regular and irregular forces.

Players use a military staff system to record and implement their operational decisions. Each turn, players allocate operational orders, represented by Joint Operations (Joint Ops) Cards. How well a player chooses his or her Joint Ops will significantly impact the outcomes of battles, the ability to react to hostile actions, the effectiveness of civil-military cooperation (CIMIC), logistical efficiency, and intelligence efforts.

Game activity includes combat, intelligence, and political operations, and involves different types of formations which players coordinate via the Joint Ops Cards. Players earn Victory Points not only by destroying enemy units but also by fulfilling objectives on Objective Cards. Consequently, players must consider more than just the kinetic effects of modern combat when planning missions.

*BCT Command: Kandahar* uses many procedures similar to those currently in use by NATO armed forces. However, a number of abstractions were made to provide a playable game in a reasonable format. The game is intended to showcase how modern armed forces work in a ground combat environment, using Kandahar Province as the stage.

## 1.2 SETTING UP THE GAME

Players agree on a Scenario to play from the Appendix. Any changes indicated in the Scenario supersede the main rules.

Shuffle the deck of Chaos Cards to form a face-down deck. Place the Game Turn Markers, C2 Markers, and Victory Point (VP) Markers on the Record Track as indicated by the Scenario.

Each player takes command of one side, Insurgent (red counters) or Coalition (dark and light blue counters). Each player Selects Objective Cards as indicated by the Scenario. Each player then shuffles his or her remaining Objective Cards to form a face-down deck. Finally, the player draws his or her Objective Card hand up to a total of three cards. Each player may look at his or her own Objective Cards.

Each player takes the Units designated by the Scenario as Initial Deployment and places them on the game board as indicated by the Scenario. **The player listed first in the Scenario sets up first.** The Scenario will typically direct players to place units in specific Districts and Sanctuary boxes. Initial Tactical Units that are Friendly and mobile may be Associated with an HQ in the same District. This is also true when such Units are in the Ready section of the Sanctuary with an HQ. Covert-capable Units may begin Covert or Active at the owner's discretion.

Each player assigns the Assets indicated by the Initial Deployment by placing them on top of previously placed Friendly Units, including Tactical Units Associated with an HQ, as well as HQs themselves.

Each player places all Units listed as In Reinforcements in the Reinforcement section of the Sanctuary. All remaining Units are placed nearby as that side's Reserves.

HQs initially in the Reinforcement section of the Sanctuary do not start with any Tactical Units Associated with them.

All Assets listed as Assets in the Pool are placed in the pool along with all remaining non-Asset Markers. All remaining Assets are placed in the owning side's Reserves.

Each Player places a number of SWET/Net Markers on the Map as indicated by the Scenario. The extras are placed nearby, along with the Suppression Markers and VP Chips, as a pool.

Each player places his or her respective Joint Ops Cards in a convenient location. Each player Selects an initial hand of Joint Ops Cards to form his or her Joint Ops hand. A player's Joint Ops hand is separate from the player's Objective Card hand. The size of a Player's Joint Ops hand equals his or her C2 Level. The Joint Ops Cards that were not Selected form the player's Available Pile.

# 2.0 COMPONENTS

## 2.1 DICE

The game is shipped with four six-sided dice. Various game functions will require players to roll one or more dice. The game has no die roll modifiers. That is, there are no rules or tables in the game that add or subtract to the result of a die roll. Many rules and effects can add to the number of dice thrown. Successes are needed for intelligence operations, CIMIC activities, and combat.

DIE RESULT	EFFECT
1-4	No Effect
5	One Success
6	Two Successes

## 2.2 CARDS

### CHAOS CARDS

Chaos Cards are a mechanism the game uses to reflect the instability of the situation on the ground and in the larger world around the battlespace. In the context of a real-world insurgency, creating chaos is a common means of the insurgent side to prosecute its strategy of destabilizing the government. The more chaotic the environment, the less faith the population will place in the government. In the game, A Chaos Card is revealed at the end of each turn. Typically, the Chaos card gives a benefit to the player who earned more Victory Points during that turn.

### JOINT OPS CARDS

Joint Ops Cards are used to perform Actions during the game. They are labeled J-1 thru J-9. While the cards are usually self-explanatory, further clarifications are available in the appropriate appendix. Each Card has a number of colored boxes indicating how many Cards of that type are in the player's deck.

Joint Ops Cards are normally played one at a time during a player's Joint Operations Phase in any order desired. Each Card's Action is performed, the next Card is played, and so forth. Some Cards may be played simultaneously, in combination, to enhance their effects. Effects that enhance or can be combined appear on the Cards. After a Joint Ops Card is played, it is discarded.

For most Joint Ops Cards, the player simply places the Card face-up, declares which Action to use, and carries out the chosen Action from the Card.

For J-2 and J-9 Cards, the procedure is different. To use either of these, the player chooses one Friendly Unit and rolls a number of dice equal to the corresponding Value of the Unit. Each die result of five is one Success. Each die result of six is two Successes. The player spends Successes to buy effects according to the prices indicated on the Joint Ops Card played. The player may buy as many effects as he or she can afford, including multiple uses of the same effect.

### OBJECTIVE CARDS

Each player begins the game with a hand of three Objective Cards. Each Objective Card has one condition printed on it. The owning player scores Victory Points by meeting the condition on the card. In that sense, Objective Cards define the player's doctrine by determining the actions that yield Victory Points for that side. Each player has a hand of three Objective cards, and chooses one of the three to reveal each turn. A player derives most of the Victory Points gathered during the game from Objective cards revealed throughout the game. Some choices and events permit or force a player to discard one Objective Card in favor of a new, random one. This allows, or forces, a player to alter doctrine in the face of challenges on the ground, usually generated by the other player. There is frequently a Victory Point cost for these doctrine changes. The Victory Point cost reflects the loss of political favor due to changing doctrine.

## 2.3 GAME BOARD

The main features of the game board include the Map, two Sanctuaries, twelve Headquarters Boxes, and the Record Track. Players usually sit on either side of the game board with the Coalition player next to the blue (left) side and the Insurgent player next to the red (right) side.



Chaos Cards



Joint Ops Cards



Objective Cards

**C2** stands for Command and Control.

Each side has its own C2 Level, which is a numerical measure of how well the player can organize and use his or her Units.

A side's C2 Level affects when that side acts, how many Joint Ops cards that side holds, and the number of Tactical Units that may be assigned to that side's HQs. C2 Levels may be raised or lowered by game events.

**C2 MARKERS** are used to record each player's C2 level on the Record Track.

**COALITION** refers to the light blue and dark blue playing pieces. It also refers to the side composed of those counters, the player who controls that side, or the Sanctuary used by that side.

**COLLATERAL DAMAGE** occurs during Battle when a player Destroys the targeted Hostile Unit and has Successes remaining. The targeted player receives VPs for each unapplied Success, except in Remote Districts.

The **COMBAT VALUE** of a Unit is indicated by its grey-shaded middle die printed on the Unit.

A player has **CONTROL** of a District if that player has one or more Operational Units or SWET/Net Markers in that District and the opposing side has none.

**COVERT** refers to a special status that some Units can have. All Units have an Active side, but only Covert-capable Units have a Covert side. When a Unit is Covert, it has the side that says "Covert" face up.

The **DEFENDER** during a Battle is the non-Phasing Player.

To **DESTROY** a Unit means to remove it from the Map and place it in the Reinforcement section of the Sanctuary. Lashkar and Militia Units go to Reserves instead. Assets Associated with a Destroyed Unit go to the Pool. A Suppression Marker on the Destroyed Unit returns to the pool.

A **DETACHED UNIT** is a Tactical Unit that is not associated with an HQ. To **DETACH** a Tactical Unit means to move its counter from the HQ Box to the District occupied by the HQ.

## THE MAP

The Map consists of the 19 Districts of Kandahar Province in Afghanistan. These represent the various locations that Units occupy in the active theater. The District of Kandahar is one of the central Districts of Kandahar Province. The yellow lines indicate the two main roads in Kandahar Province. Pakistan and the provinces adjacent to Kandahar are not part of the Map. They are present only to provide context.

## SANCTUARIES

The Sanctuaries are safe zones away from the active theater. The Airbase is the Coalition Sanctuary. For movement purposes, it is adjacent to every District, given the massive airlift capability of Coalition forces. The Cave is the Insurgent Sanctuary. For movement purposes, it is adjacent to the five Districts that border Pakistan — Maruf, Arghistan, Spin Boldak North, Spin Boldak South, and Shorabak.

**Note:** Additionally, Districts containing Insurgent SWET/Net Markers are adjacent to The Cave for Units that are moving out of The Cave. This effect does not apply to Units attempting to move into The Cave.

Each Sanctuary is composed of two sections, each of which can contain Units and their Associated Assets. The Ready section holds Units that can move onto the Map. The Reinforcement section holds Units that must be Drafted/Built in order to enter play. If a game effect refers to the Sanctuary without specifying a section, either section may be used but not both.

During the game, Units may move to or from the Ready section of the Friendly Sanctuary as a normal part of Movement. Units may not move into a Hostile Sanctuary. Tactical Units and Coalition HQs transfer from the Reinforcement section to the Ready section by being Drafted as a J-1 Action. Insurgent HQs are Trained as a J-7 Action. When a player Builds a Base, the Base counter is removed from Reinforcements and placed into any Friendly Occupied District. When a Headquarters is Drafted or Trained it maintains control of Tactical Units Associated with it. When a Unit is moved, Drafted, Trained, or Built, Assets Associated with it move with it.

Units in a Sanctuary cannot affect, or be affected by, game effects or Units. The Sanctuary represents a place outside of the area that can be affected by events inside of Kandahar province.

## HEADQUARTERS BOXES

The six trapezoidal areas on the sides of the game board are the Headquarters Boxes. A Tactical Unit is placed in a Headquarters Box to indicate that it is under the command of — and in the same space as — the corresponding Headquarters.

## RECORD TRACK

The Record Track at the bottom of the game board is used to track various game statuses including Current and Total Victory Points, C2 Level, and Game Turn.

The Record Track has a tens row and a units row. The tens row is used to record values higher than nine for functions that require double-digit numbers.

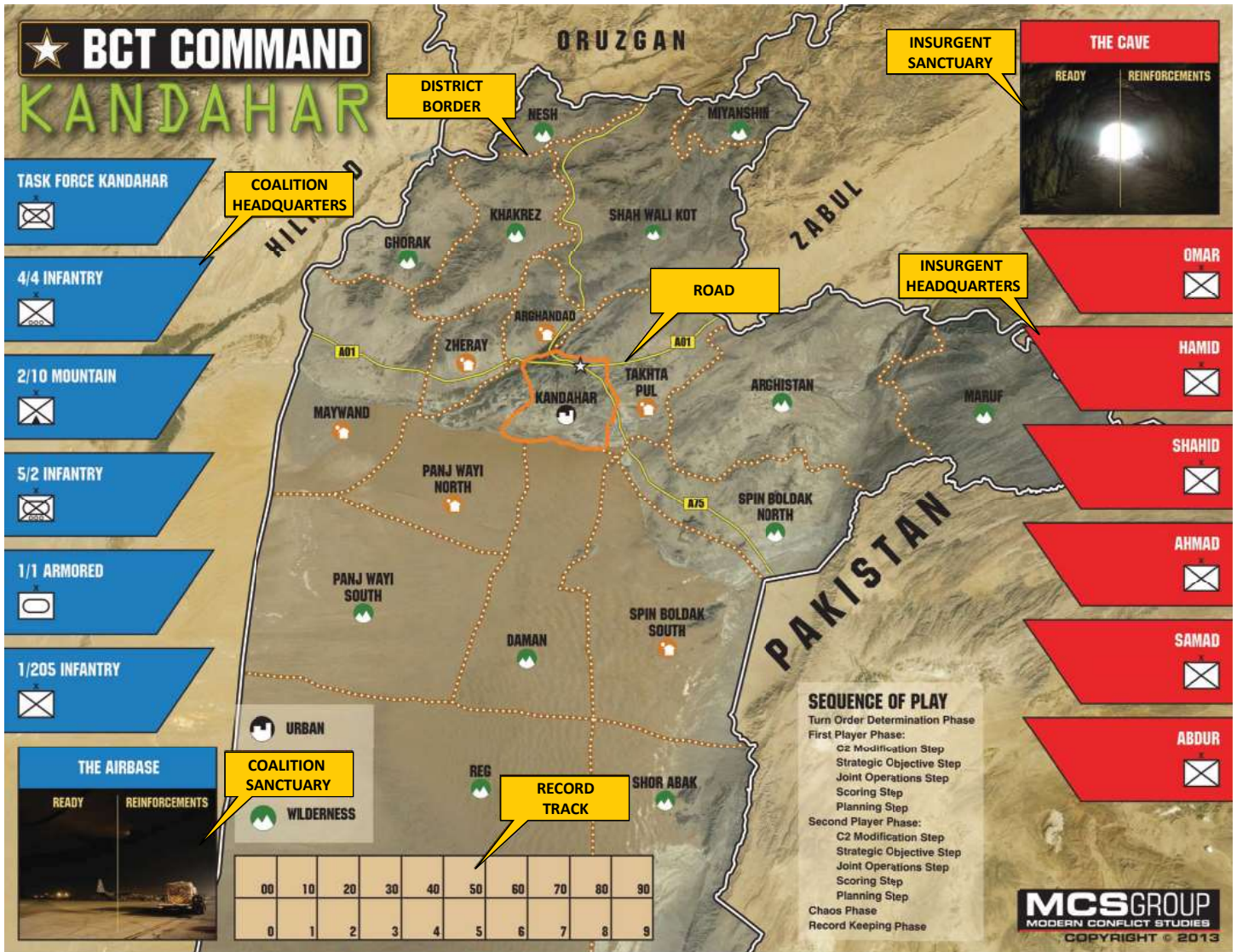
## 2.4 UNITS

There are three types of Units: Tactical Units, Headquarters, and Bases. Tactical Units are the smaller square counters. Headquarters are the larger square counters. Bases are the hexagonal counters. Most Units have three dice symbols in a column on the right side of the respective counter's face, a flag indicating the type of Unit, and a one or two word Unit description. Units on the Map may be freely examined by either player unless they are Covert.

## TACTICAL UNITS

Tactical Units represent various military forces. They have three vertically arranged boxes containing dice pips. From top to bottom, these are J-2, Combat, and J-9 Values. If a box is empty, the Unit does not have the corresponding Value, i.e. the Value is zero and cannot be increased by modifiers from any source, including card play, effects, or Assets.

Some Units are upgrades from less capable Units or are capable of upgrade to more powerful Units. These Units are measured by their Tier from one to three. A Unit's Tier rating is indicated by one, two, or three small, black triangles next to their flag indicating first, second, or third Tier respectively.



## LASHKAR AND MILITIA UNITS

Lashkar (Coalition) and Militia (Insurgent) Units are locally recruited villagers and part-time fighters. They may not move and they may not be Associated with an HQ. Lashkar Units may not have Assets Associated with them but Insurgent Militia may. If Destroyed, they are placed in Reserves instead of the Sanctuary. Assets Associated with Destroyed Militia Units return to the Pool.

## HEADQUARTERS

Headquarters (HQs) are the larger square counters. Each side has six HQs in their counter mix. Each HQ may have one or more Tactical Units Associated with it under its command. Tactical Units are Associated with an HQ during the Setup or by taking the appropriate J-1 Action. When a Tactical Unit is Associated with an HQ, it is placed in the corresponding Headquarters Box on the game board. Except as noted below, HQs move and act in all ways as individual Tactical Units. **An HQ can exist without any Associated Assets or Tactical Units.**

Insurgent HQs are only put into play with the appropriate J-7 Training Action. They may be Covert when placed on the Map. This play removes an Insurgent SWET/Net from the map, returning it to the pool. **Insurgent HQs may be moved from (or to) the Ready section of the Sanctuary with J-3 and J-4 Cards to (or from) any of the five spaces adjacent to The Cave. They do not transfer from Reinforcements to Ready with a J-1 Card, but instead use a J-7 Card to transfer from Reinforcements by replacing a SWET/Net marker anywhere on the board. They never have to enter the Ready Section of The Cave.**

Each time the Coalition player Drafts an HQ from the Reinforcement section to Ready section of the Friendly Sanctuary or the Insurgent player Trains an HQ, move the C2 Marker to raise that player's C2 Level by one. Each time one of a player's HQs is Destroyed, move the C2 Marker to reduce that player's C2 Level by one.

Tier 1

Immobile

Insurgent Militia Tactical Unit

J-2 Intelligence

Combat

J-9 CIMIC

Coalition Airbrn Logstc Tactical Unit

Tier 2

Coalition ANA 1 Tactical Unit

TF KNDR HQ

Coalition Headquarters

To **DISASSEMBLE** a SWET/Net Marker is to remove it from the Map and place it in the pool. The Suppression Marker on the SWET/Net is returned to the pool. The normal method for Disassembling a Hostile SWET/Net is to direct Friendly Units in the same District to apply J-9 Successes against it. The first Success Suppresses a SWET/Net. The second Disassembles it.

A **DISTRICT** is one of the 19 zones of the game board that comprise the main theater of operations. Districts can be Urban, Rural, or Wilderness as indicated by the game board legend.

To **DRAFT** a Unit means to move it from the Reinforcement section of the Friendly Sanctuary to the Ready section. This is usually done by playing a J-1 Card.

To **DRAW** a Card means to take one from the top of the deck, as opposed to Select. To Draw a Card from the opponent's hand means to choose one randomly.

The **FIRST SHOOTER** during a Battle is the player with the most Tactical Advantage Points. If the players are tied, the Insurgent player is the First Shooter.

A **FORWARD OPERATING BASE (FOB)** is a Coalition Base.

A **FRIENDLY** Unit, Marker, or Sanctuary is one that belongs to a given player's side, Coalition or Insurgent. Units and Markers are color-coded for easy identification. Red Units and Markers are Friendly to the Insurgent side. Blue Units and Markers are Friendly to the Coalition side. Light blue Units are composed of Afghani forces. Dark blue Units are composed of US and NATO forces.

A **FRIENDLY-OCCUPIED DISTRICT** is one that contains a Friendly Unit. It may also contain Hostile Units.

The **GAME TURN MARKERS** are used to count down the number of game turns left. On the Record Track, one is used for the ones place and the other is used for the tens place.

A **HEADQUARTERS (HQ)** is a 3/4" diamond-shaped, cardboard playing piece that represents a command structure

The J-2, Combat, and J-9 Values of an Operational HQ are the sum of the corresponding Values for Assets Associated with it and its Associated Operational Tactical Units. A player should balance unit capabilities in an HQ if the player lacks a long-term plan for that HQ. This will ensure the HQ has some capability in Intel, Combat, and CIMIC. If the player has a specific plan for an HQ, the player may concentrate units with a specific capability for devastating effect.

When an HQ is the target during a Battle, all of the effects of the Battle are distributed among the HQ and its Associated Tactical Units at the discretion of the owning player.

HQs count as normal Tactical Units for Victory Point scoring.

When an HQ is the target of an effect (e.g. Revealing a Covert unit by Hostile J-2 Action), the owner chooses how the effects are distributed. The owner may not apply an effect to a Unit that cannot be affected by that effect. For example, a player can't Reveal an Active Unit, only a Unit in its Covert state.

An HQ's Values effectively do include Assets Associated with its Associated Tactical Units because those Values are already added to the Tactical Units Values (see "Assets" section). An HQ does not need to have an Associated Tactical Unit to benefit from an Asset that is directly Associated with the HQ.

## BASES

Bases are hexagonal counters consisting of Forward Operating Bases (FOBs) for the Coalition and Training Camps (TCs) for the Insurgency. They are immobile centers for Command-Control, fire support, logistics, training and other force functions. They may either be deployed as per Scenario instructions or Built as a J-4 Action.

FOBs and TCs may not be Associated with HQs. FOBs and TCs are immobile. Bases have J-2, Combat, and J-9 Values indicated the same way Tactical Units do. They may not attack. They return fire normally when defending.

## COVERT UNITS

Every Unit has an Active side. Certain Units also have a Covert side.

When a Covert-capable Unit is Drafted, its owner chooses whether it is Covert or Active at that time. When a Covert-capable Unit is upgraded, it maintains its current Covert state if possible.

Units are placed in their Covert state by flipping the counter to the Covert side. If the Unit has any Assets Associated with it, the Unit is placed on top of them.

A Covert Unit is Revealed when the opponent applies a Success generated by the play of a J-2 Card.

All Units Associated with an HQ must match the Covert status of their HQ. If there is a difference, the owning player must immediately Detach all Tactical Units of the status opposite that of the HQ.

Battle is not automatically initiated by Covert Units becoming Active. This still requires play of a J-3 Card.

## COVERT EFFECTS

Covert Units may not be attacked by Hostile Units and do not initiate a Battle when entering a District containing Hostile Units. [More explicitly, a Covert Unit may not initiate a Battle.](#)

A player may not examine the Active side of a Hostile Covert Unit, nor any Assets Associated with the Unit.

Covert Units' Values may not be used to satisfy the play of a Joint Ops Card. Covert Units do not block the movement of Hostile Units. Covert Units do not establish Control of a District but the presence of a Covert unit does prevent Hostile Control. Covert Units may move through a District containing Hostile Units without restrictions, provided that there is a Friendly SWET/Net present. When a player Associates an Asset with a Covert Unit, the Asset is placed under the Unit to mask its type.

## 2.5 MARKERS

Markers are the circular counters. They consist of Assets, SWET/Net Markers and other Markers. Markers are used to modify or record the status of units and game effects.

## ASSETS

Assets are Markers that have J-2, Combat, and J-9 Values. Assets represent various equipment as well as quasi-military/non-military forces that assist Tactical Units and HQs.

When an Asset is Bought – usually with a J-8 Action – it is taken from the Pool and placed on top of any Unit on the Map or in the Friendly Sanctuary to indicate that it is Associated with that Unit. When a Unit is Destroyed, all Assets Associated with the Unit are returned to the Pool. Assets move with the Unit with which they are Associated. Assets on the game board must be Associated with Units. They cannot be deployed by themselves.

The J-2, Combat, and J-9 Values of an Asset are added to the corresponding Values of the Tactical Unit, Base, or HQ it is Associated with. A Tactical Unit or Base may have at most two Associated Assets. HQs may have any number of Associated Assets.

Friendly Units that occupy the same District — or the same section of the Friendly Sanctuary — may freely exchange Assets at any time except during a Battle. The player may remove any Assets Associated with any Friendly Units there and Associate them with any Friendly Units there.

Assets on the Map may be freely examined by either player unless they are Associated with a Covert Unit. Lashkar Units may not have Assets Associated with them.

### AIR ASSETS

Air Assets are Bought with a J-3 Action rather than a J-8 Action. Otherwise, they are the same as other Assets. AIR is printed on Air Asset Markers. UCAS Assets are not Air Assets.

### SWET/NET

SWET is an acronym for Sewage, Water, Electricity, and Trash Removal and represents basic government services. Net is short for networking, and represents socializing and building relationships with local inhabitants. When the relevant J-9 Action is used, a SWET/Net Marker is Assembled by being moved from the pool to the appropriate District on the Map.

There is a maximum number of SWET/Net Markers allowed per District. This maximum applies to the total of both sides combined.

Urban Districts may have at most three SWET/Net Markers. Rural Districts may have at most two SWET/Net Markers. Wilderness Districts may have at most one SWET/Net Marker.

When a SWET/Net Marker is Suppressed by the relevant Action of a J-9 Card, place a Suppression Marker on it. If a Suppressed SWET/Net Marker receives a second Suppression effect, it is Disassembled. A Disassembled SWET/Net Marker is returned to the pool. The Suppression Marker is returned to the pool. A SWET/Net Marker can also be Disassembled by certain Chaos Cards.

### OTHER MARKERS

The remaining Markers are used to track various game states and temporary modifiers.

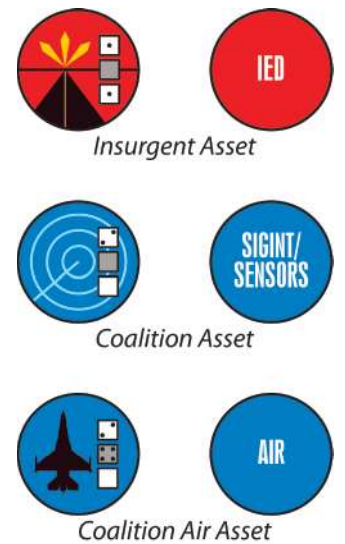
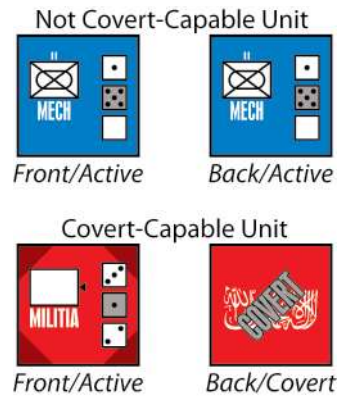
Victory Point chits are purple and read “1V” or “5V” to record one Victory Point and five Victory Points, respectively, gathered during a turn. Victory Point Markers are red or blue and are used to record Victory Point totals on the Game Board’s Track.

The Battle Marker is orange, and is used to mark the District containing the Battle in progress.

C2 Markers are red or blue, and record each side’s current C2 value on the Game Board’s Track.

The Green Game Turn Markers record the turn remaining on the Game Board’s Track.

The Higher Command and J5 Markers are red or blue. Players use them to show when they have called for Higher Command assistance or played a J-5 Planning card.



## 3.0 THE PLAY

### 3.1 GENERAL

During a turn, both players will act, one after the other, but not necessarily in the same order each turn. The turn is broken into several phases, including one for each player. During a player’s phase, that player is called the Phasing Player. The Phasing Player reveals an Objective Card and then plays Joint Ops Cards to take various actions on the game board. The Phasing Player earns Victory Points by Destroying Hostile Units and fulfilling objectives on the Objective Cards. Unused Joint Ops Cards are discarded and new ones Selected.

Play continues until the designated number of turns has passed or one player resigns. Victory Points are compared. The player with the higher total wins.

capable of directing Tactical Units. Unless otherwise stated, when an HQ with Associated Tactical Units performs or is affected by an Action/effect, the Action/effect is applied to Associated Units and the HQ itself at the owner's discretion.

A **HEADQUARTERS BOX** is a trapezoid printed on the side of the game board. There are six HQ boxes for each player. An HQ Box is used to hold Tactical Units that are Associated with the matching HQ.

A **HOSTILE** Unit, Marker, or Sanctuary is one that belongs to the opponent's side.

**INSURGENT** refers to the red counters. It also refers to the side composed of those counters, the player who controls that side, or the Sanctuary used by that side.

The **J-2 VALUE** of a Unit is indicated by the uppermost of the three dice printed on the unit.

The **J-9 VALUE** of a Unit is indicated by the lowermost of the three dice printed on the unit.

A **LINE OF COMMUNICATION (LOC)** is a chain of Districts under Friendly Control traced from the target District to one containing a Operational, Friendly Unit capable of providing support. An LOC to an Operational, Friendly Base has a maximum length of one, or three if traced along a road. Coalition Units in the same District as an Operational Logistics Support (LOGSTC SPRT) or Airborne Supply (AIRBRN LOGSTC) can trace an LOC to those Units. Similarly, Insurgent Units in the same District as an Operational Supply Column can trace an LOC to that Unit. All Units capable of providing support can trace an LOC to themselves.

The **MAP** is the section of the game board that represents the 19 Districts of Kandahar Province. It does not include Pakistan or the provinces adjacent to Kandahar. It does not include the Record Track, the Sanctuaries or the HQ boxes.

A **MARKER** is a round, cardboard playing piece that does not represent a military force. Markers represent the presence of SWET/Net, the presence of an Asset, or indicate a game state, such as Suppression or Game Turn.

## 3.2 C2 LEVEL

Each player has a Command-Control (C2) Level which is the maximum number of Joint Ops Cards he or she may hold. If the Phasing Player is holding more than the maximum at the end of his or her Planning Phase, the player chooses which Joint Ops Cards to discard until achieving compliance.

The C2 Level also is the maximum number of Tactical Units the player may have Associated with each HQ. If the number of Tactical Units Associated with an HQ exceeds this limit at the end of his or her Planning Phase, the affected player Detaches Units from the HQ until it is in compliance.

There are a few factors that can modify the C2 Level that is shown on the Record Track. These modifiers are usually indicated by Markers and do not move the C2 Marker itself. Whenever C2 is referenced, it uses the value obtained after the modifiers have been applied. If the modified value is ever less than one, it is treated as one for all purposes.

Destruction of an HQ moves the C2 Marker to the next lower box. Drafting or Training an HQ moves the C2 Marker to the next higher box. If a subtraction would ever move the C2 Marker to less than the zero box of the Record Track, leave it in the zero box. A side's unmodified C2 Level is one, even if the Marker is in the zero box.

## 3.3 LINES OF COMMUNICATION

For a Unit to be able to use its J-2, Combat, or J-9 Value, it must have a Line of Communication (LOC). An LOC to an Operational, Friendly Base has a maximum length of one unless traced along a road. In that case, the maximum length is three Districts. Coalition Units in the same District as an Operational Logistics Support or Airborne Supply Unit trace an LOC to that Unit. Insurgent Units in the same District as an Operational Supply Column trace an LOC to that Unit. All Units capable of providing support can trace an LOC to themselves.

## 3.4 MOVEMENT

Players may move Units by playing J-3 and J-4 Cards. A Unit that is Adjacent to its Friendly Sanctuary may move into the Ready section of the Sanctuary. A Unit in the Ready section of its Friendly Sanctuary may move to any adjacent District. Any Unit that enters its Sanctuary ends its movement immediately. A Unit that enters a District containing an Active Hostile Unit ends its movement immediately. Covert Units may move through a District containing Hostile Units without restrictions, provided that there is a Friendly SWET/Net present. **J-3 and J-4 Cards do not allow movement between Ready and Reinforcements sections in the Sanctuary.**

All Districts are adjacent to The Airbase for purposes of Coalition Movement..

The five Districts adjacent to Pakistan are adjacent to The Cave for purposes of Insurgent Movement.

Districts that touch at a single point are not adjacent to each other.

## IMMOBILE UNITS

Bases, Lashkar Units, and Militia Units may not move.

## AIRMOBILE UNITS

Some Units are capable of Airmobile Movement. These Units are Air Assault, Airborne Logistics, Air Cavalry, and Special Forces.

Detached Airmobile Units may move normally, or may move from any District to any District, ignoring Hostile Units and distance.

**The only way to use Airmobile movement is one Unit per J3/J4 Card at a time. One cannot make an Airmobile HQ, even if filled only with Airmobile Units.**

## 3.5 SEQUENCE OF PLAY

Each game turn consists of the following Phases. These phases must be conducted in the order presented. Steps may not be taken out of sequence or skipped.

### TURN ORDER DETERMINATION PHASE

#### FIRST PLAYER PHASE

- **C2 Modification Step**
- **Strategic Objective Step**



- Joint Operations Step
- Scoring Step
- Planning Step

#### SECOND PLAYER PHASE

- C2 Modification Step
- Strategic Objective Step
- Joint Operations Step
- Scoring Step
- Planning Step

#### CHAOS PHASE

#### RECORD KEEPING PHASE

### TURN ORDER DETERMINATION PHASE

Determine which player has the higher C2 Level. That player chooses which player is the First Player for the turn. The other player is the Second Player. If both sides have the same C2, then the Insurgent chooses.

### FIRST PLAYER PHASE

A Player's Phase is composed of the following five Steps. The First Player completes the First Player Phase and then the Second Player executes the Second Player Phase. Generally, it is better to be the First Player.

#### C2 MODIFICATION STEP

Any Friendly Higher Command or J-5 Planning Markers in play from the previous turn are returned to Reserves.

The player may perform an Appeal to Higher Command to temporarily increase his or her C2 by one. The player expends a number of VPs equal to his or her C2 Level and places the Friendly Higher Command Marker next to the Record Track. The player must have the VPs to expend, and this may be done for a maximum of one level of increase per turn. VPs can be spent via any combination of returning VP Chips to the pool and moving VP Markers appropriately on the Record Track, provided the proper total reduction is achieved.

#### STRATEGIC OBJECTIVE STEP

The Phasing Player reveals one Objective Card from his or her hand.

The Phasing Player selects which of his or her Covert-capable units will be Covert and which will be Active, and flips each to the side selected.

*The Objective Card remains revealed until it is returned to the player's hand.*

#### JOINT OPERATIONS STEP

The Phasing Player now plays Joint Ops Cards in any order. As each Joint Ops Card is played, the player declares how the Card will be used, executes one of the Card's Actions, and discards the card. A Unit may act multiple times in a turn by having multiple Actions applied to it.

The player may play a J-5 Card to temporarily increase his or her C2 by one. The player discards the card and places the Friendly J-5 Planning Marker next to the Record Track.

If a player has an Operational Base in the same District as a Friendly Unit conducting a J-2, Combat (defense only), or J-9 Action, add the respective Value to the operations of each Friendly Tactical Unit conducting such Actions. No more than one Friendly Base may do so per District.

#### SCORING STEP

The Phasing Player records points earned from his or her revealed Objective Card by taking VP Chips. Then the Phasing Player returns the revealed Objective card to his or her Objective card hand.

Victory Points that are awarded as a result of Battle are recorded as they occur. When an Objective Card that awards additional VPs for Destroying Units is in play, the player takes VP Chips for those additional VPs immediately as well.

#### PLANNING STEP

The Phasing Player returns all remaining and discarded Joint Ops Cards to the Available Pile and Selects a new hand of Joint Ops Cards equal to his or her C2 Level. The player may Select any Cards from the Friendly Available Pile.

#### Record-Track Markers



Current  
Game Turn



Coalition  
C2 Level



Insurgent  
Victory Points



Coalition  
Victory Points

#### Temporary Player Markers



Appeal to  
Higher Command



J-5 Planning  
Card Played



Five  
Victory Points



One  
Victory Point

#### Map Markers



Battle  
District



Suppressed  
Unit



Insurgent  
SWET/Net



Coalition  
SWET/Net

An **OPERATIONAL** Unit or SWET/Net Marker is one that does not have a Suppression Marker on it.

**PHASING PLAYER** means the First Player during the First Player Phase and the Second Player during the Second Player Phase.

**READY** refers to the Ready section of the Sanctuary or to the Units there.

The **RECORD TRACK** is the track at the bottom of the game board. It is used to record various game states.

To **RECRUIT** a Unit means to move it from Reserves to the Map. Usually, playing a J-9 Card Recruits Militia or Lashkar Units onto the Map.

**REINFORCEMENTS** refers to the Reinforcement section of the Sanctuary or to the Units there.

To **REORGANIZE** in a District means to Detach Friendly Tactical Units from, and Associate Friendly Tactical Units with, Friendly HQs, including transferring Units to another Friendly HQ in the District. The same rules apply to Reorganizing within either section of the Friendly Sanctuary.

**RESERVES** refers to a collection of Units and Markers that do not begin on the game board but may enter play.

To **REVEAL** a Covert Unit means to cause it to become Active. This is usually done by playing the appropriate J-2 Action. Reveal is the effect that Reveals one Covert Unit. Each Success with a J-2 Action generates two Reveals.

A **SANCTUARY** is a special region on the game board. For the Coalition player is The Airbase; for the Insurgent player it is The Cave.

The **SECOND SHOOTER** during a battle is the player with fewer Tactical Advantage Points. If the players are tied, the Coalition player is the Second Shooter.

To **SELECT** a card means to choose one from the deck, as opposed to Draw. To Select a card for discarding purposes means to choose one deliberately as opposed to randomly.

The Phasing player verifies that all Friendly HQs do not have more Associated Tactical Units than the player's C2 Level allows. The player must select and detach Tactical Units from any HQs whose Associated Tactical Unit total exceeds his or her C2 Level until every friendly HQ complies with the current C2 Level limit.

## SECOND PLAYER PHASE

The Second Player follows the same five steps as the First Player in the same order.

## CHAOS PHASE

The player who has more points in VP Chips Draws one Chaos Card, chooses a player on which to play the Card, and plays it. If both players have the same number of points, the Insurgent player carries out this process. If a Card's effect cannot be implemented, the Card is discarded with no effect.

There are some instances in which the player who Drew the Chaos Card does not get to choose the target of its effect. If the Card says "Opponent," the effect applies to the player who did not draw the Card. If the Card says "Both Players," then the effect applies to both players. If only one player can carry out the effect, he or she does so. If the Card says "Insurgent Player" or "Coalition Player" the effect applies to the indicated player.

Certain Chaos Cards require a player to discard one or more Joint Ops Cards. In order to prove that he or she has done so completely or cannot do so at all, a player can show the opponent that all such cards are in his or her Available and discard piles. There are colored blocks in the image on each Joint Ops card. The number of blocks indicates the number of times the card appears in the player's deck.

## RECORD KEEPING PHASE

Adjust the VP Markers to reflect the VP Chips each player has. Then return all VP Chips to the pool.

Each player may pay four VPs to discard an Objective Card face up and Draw a new one. Each player may only do this once per turn.

Move the Game Turn Markers to reduce the number of game turns remaining by one. If there are now zero game turns left, the game ends. Otherwise, continue by playing another turn.

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# 4.0 COMBAT

## 4.1 GENERAL

Combat is a function of J-3 Joint Ops Card play. The Phasing Player is the Attacker and his or her opponent is the Defender for that Battle. Only the Attacker needs play a J-3 Card to initiate a Battle. The Defender does not play a J-3 Card to defend. During a Battle, the only Actions that may be performed are those explicitly permitted below.

## 4.2 THE BATTLE SEQUENCE

A Battle is a single pass through the Battle Sequence. Frequently, both sides will have Units that survive the Battle. If one side wishes to go through the Battle Sequence again, that side must start a new Battle. Starting another Battle requires playing another J-3 Operations card. Each Battle consists of the following Steps:

**DECLARE ATTACK**

**DETERMINE TACTICAL ADVANTAGE**

**PLAY COMBAT MODIFIER CARDS**

**DISPLAY FORCES**

**FIRST SHOOTER FIRES**

**SECOND SHOOTER FIRES**

**CONSOLIDATE THE BATTLEFIELD**

### DECLARE ATTACK

The Attacker played a J-3 card to initiate an Attack. That card play may also have moved the

attacking Unit into the contested District. The Attacker places the Battle Marker in the District occupied by the Attacking and Target Units. The Attacking Unit must be one Friendly HQ or Detached Unit. The target must be one specific HQ, Detached Unit, or Base in the District. The target must be Hostile and Active. A Base may not be the target of an attack if the District contains any Active, non-Base Units Friendly to the Base. **Multiple Detached Units in a District do not automatically combine to defend it. Only a J-6 Card allows separate Units to combine.**

## DETERMINE TACTICAL ADVANTAGE

Tactical Advantage Points are used to determine which player fires first in Battle. By default, both sides have none. Players may now choose to play J-2 Cards. Both players secretly commit the number of J-2 cards to play and reveal them simultaneously. The Attacker rolls and applies Successes for these cards first, then the Defender does so. Successes may be applied to any J-2 Actions, not just gaining Tactical Advantage Points.

The player with more Tactical Advantage Points is the First Shooter for that Battle. The other player is the Second Shooter. If tied, the Insurgent player is the First Shooter. The First Shooter's Units fire first. The Second Shooter's Units fire second. The Second Shooter may have some Units Suppressed or Destroyed before being able to return fire.

## WITHDRAW

If the Defender has Tactical Advantage, he or she may Withdraw the target Unit from the District if it is capable of movement. This is done by moving it from that District to any adjacent District under Friendly Control. If the Friendly Sanctuary is adjacent, the Unit may Withdraw into its Ready section. If there is a Friendly Base in the District, the Unit may not Withdraw.

If the target Unit Withdraws, the Battle ends without any firing. Any Cards played are discarded with no further effect. Neither player is considered to have won the Battle for purposes of VP.

## PLAY COMBAT MODIFIER CARDS

Both players may secretly choose Joint Ops Cards that they wish to play from their hands to modify the Battle.

J-4 Cards may be used by either side to increase Combat Values. If a player can trace an LOC from the Battle District, the player can play a maximum of one J-4 Card. Otherwise he or she may not.

A J-6 Card may be used by the Attacker to have Friendly HQs and Detached Units join the Battle. These Units must already be present in the Battle District. A single J-6 Card allow as many such Units as desired to join the Battle.

After both players have secretly committed their desired Cards, they are revealed and their effects described and implemented.

## DISPLAY FORCES

Both players now reveal all committed Units and Assets. Players may remove forces from the Battle District and fan them out on the table, if necessary, so that all Units, Assets, and Cards can be seen.

## FIRST SHOOTER FIRES

**If a Unit can not trace a LOC to a friendly base: if its Combat Value is 2 or more it is reduced to 1; if its Combat Value is 1, it becomes 0.**

**Suppression: A unit which is Suppressed generally may not use any of its value. However, for Coalition (dark blue) Tactical Units, HQ and Bases: the actual effects of Suppression are not applied until after the battle is over. Thus, a Coalition (dark blue) unit Suppressed during a battle could still use its combat values to fire back at the enemy. (However, an already Suppressed unit engaged in a battle could not fire.) Note that two Suppressions would still eliminate a unit.**

Design note: this is due to the greater resiliency of US and other NATO forces in Afghanistan. The minimal combat value of 1 for most units represents on-hand ammunition and supply.

If the Defender has a Friendly Operational Base in the same District, add its Combat Value to the targeted Unit's Combat Value. Having more than one Friendly Base present does not provide additional benefit. A targeted Base does not receive this benefit from itself or other Friendly Bases. **A Friendly Operational Base that adds its Combat Value in this fashion is not a target and thus cannot have Successes allocated to it.**

J-7
TRAINING



Swap a Friendly First Tier Unit with a Friendly Second Tier Unit from the Insurgent Reserves.

Replace a Friendly SWET/Net Marker with a Friendly HQ Unit from the Reinforcement Section of the Cave.

*Most Joint Ops cards have more than one effect paragraph. A player may only gain one effect from one card play. The paragraph selected is declared by the owning player as the card is played. J-2 and J-9 cards work differently. See below.*

J-2
INTELLIGENCE



- ① Reveal two Hostile Covert Units in the Same or Adjacent District.
- ② Gain one Tactical Advantage Point for one Battle.

② If there is a Hostile HQ Adjacent to the Acting Unit, the Hostile Player Reveals Current Objective Cards or Joint Ops Hand, your Choice.

*Play J-2 Intelligence and J-9 CIMIC cards on friendly units to generate Successes that are then used to purchase effects on the card. Most effects cost one or two Successes to purchase. The same effect may be purchased multiple times.*

A **SUCCESS** is awarded from certain die rolls. A roll of five awards one Success. A roll of six awards two Successes. Successes are used during Battle and to implement J-2 and J-9 Cards.

To **SUPPRESS** a Unit or SWET/Net Marker means to put a Suppression Marker on it. If it already has a Suppression Marker, then the Unit or SWET/Net is respectively Destroyed or Disassembled. Suppressed Units and SWET/Net Markers have reduced functionality.

A **SWET/NET MARKER** is a double-sided Marker that represents infrastructure for SWET (Sewage, Water, Electricity, and Trash Removal) services and social Networks with local inhabitants.

**TACTICAL ADVANTAGE POINTS** are used to determine which player fires first in Battle. Having TACTICAL ADVANTAGE allows a player's Units to fire first in Battle. Tactical Advantage Points are gained by applying Successes to the relevant J-2 Action.

A **TACTICAL UNIT** is a 5/8" square, cardboard playing piece that represents a discrete military force.

To **TRAIN** an Insurgent HQ is to put it onto the Map from Reinforcements. This is usually done by playing the appropriate J-7 Action.

A **TRAINING CAMP** is an Insurgent Base.

A **UNIT** represents a military force. A Unit can be a Tactical Unit, an HQ, or a Base.

The **VALUES** possessed by a Unit or Asset are J-2, Combat, and J-9.

**VICTORY POINT MARKERS** are used to record each player's Victory Points. On the Record Track, each player uses one for the ones place and the other for the tens place.

A **VP Chip** is a Marker used to indicate Victory Points earned during a turn. Each VP Chip represents either one or five VPs.

To **WITHDRAW** a targeted Unit from Battle is to move it to an adjacent District under Friendly Control.

## ATTACK AIR ASSETS

Before regular firing occurs, the firing player may choose to allocate any number of Friendly Heavy Weapons in the Battle to target Hostile Air Assets. If multiple such Assets are in the Battle, they must be targeted collectively. The Air Assets are treated as Units and the procedure is the same as the Standard Attack, except unapplied Successes are lost, there are no Success reductions due to FOBs and District type, and Suppressed Air Assets are merely unable to be used for the current Battle. Any Heavy Weapons not used to attack Air Assets may be used during the Standard Attack.

## PERFORM STANDARD ATTACK

The firing player rolls a number of dice up to the total Combat Value of his or her engaged Units, including adjustments for Assets and Cards. The player may voluntarily choose to reduce the number of dice rolled in order to minimize the chances of inflicting Collateral Damage.

## ALLOCATE HITS

After all firing rolls have been completed, if the target is the Defender, he or she may reduce the number of Successes rolled against him or her as follows:

In a District containing a Friendly FOB, reduce by two Successes, unless a FOB is the target of the attack. Training Camps provide no defensive benefit.

In an Urban District, reduce by two Successes.

In a Rural District, reduce by one Success.

Only one reduction may be applied from the above. After potential reductions are applied, the targeted player applies the Successes. One Success applied to an Operational Unit Suppresses it. One Success applied against a Suppressed Unit Destroys it. The targeted player must apply as many Successes as possible. Any unapplied Successes cause Collateral Damage.

If the target is an HQ, the targeted player distributes the Successes as desired among the HQ and its Tactical Units.

## SUPPRESSION

When a Unit is Suppressed, place a Suppression Marker on it. A Unit that is Suppressed may not use any of its Values. It otherwise performs all other non-Value game functions normally. The Suppression Marker remains on the Unit until it is Destroyed or the player performs the relevant J-1 Action, which removes all Suppression Markers from all Friendly Units in a District or the Friendly Sanctuary. The Insurgent player receives one Victory Point every time a Coalition Unit is Suppressed during Battle. Take VP Chips to record this. The Coalition player does not receive VPs for Suppression.

## DESTRUCTION

When a Unit is Destroyed, its Suppression Marker is removed and returned to the pool. Move the Unit to the Reinforcement section of its Sanctuary. This represents the fact that Destruction of a Unit does not indicate total annihilation but rather that it sustained enough damage to require reformation and rehabilitation. Each Unit that is Destroyed during Battle awards one Victory Point to the opponent. Take VP Chips to record this.

Destroyed Lashkar and Militia Units are returned to Reserves instead of the Sanctuary.

Assets do not absorb hits in combat like Units do. When a Unit is Destroyed, remove all Associated Assets to the Pool.

## AMMUNITION DEPLETION

Insurgent Assets with Combat Values (Suicide Bombers and Heavy Weapons) have limited ammunition. Each time an Insurgent firing roll results in a one, the Insurgent player removes one such involved Marker of his or her choice and places it in Reserves. When Attacking Air Assets, it is only possible to lose Heavy Weapons that were used to attack them. When Performing a Standard Attack, Heavy Weapons that were used to Attack Air Assets cannot be lost.

Ammunition Depletion only applies to Assets, not Units.

## COLLATERAL DAMAGE

If there are any Successes that the targeted player could not allocate to his or her Units, these unapplied Successes cause Collateral Damage. The targeted player takes VP Chips to indicate his or her points received as follows:

In an Urban District, the targeted player scores two VPs for each unapplied Success.

In a Rural District, the targeted player scores one VP for each unapplied Success.  
No points are awarded for Collateral Damage in a Wilderness District.

## SECOND SHOOTER FIRES

If the Second Shooter's targeted Unit is neither Suppressed nor Destroyed after all effects from the First Shooter fire have been applied, then it returns fire. It uses the same procedure as above while targeting the First Shooter's attacking Unit. There is only one Round of Fire exchanged per Battle.

## CONSOLIDATE THE BATTLEFIELD

Return Tactical Units and Assets to the Battle District if necessary. Reorganize in the District as desired. Remove the Battle Marker. Discard Joint Ops Cards that were played during the Battle.

Both players may reorganize in the Battle District.

If a Base or HQ was Destroyed as a result of Battle, the opposing player may Select one J-2, J-3, or J-9 Card and place it in his or her hand.

The Defender may Select a card as a result of Destroying an Attacker's HQ. The card may be taken only from the player's available pile. Otherwise the tightly controlled card counts stop being critical.

# 5.0 END OF GAME

## 5.1 GENERAL

A player may resign at the end of any turn during the game. The opponent earns eight VP. Consult the Levels of Victory table.

Each Scenario has a maximum number of game turns. If the Game Turn Markers indicate zero turns remain, the game ends. Consult the Levels of Victory table.

## 5.2 VICTORY

Victory is determined by comparing Victory Point totals. There are several ways to earn Victory Points. Each player will use most methods during most games.

### A PLAYER CAN EARN VICTORY POINTS:

- By meeting the requirements on revealed Objective Cards.
- By Destroying a Hostile Unit.
- By Suppressing a Hostile Coalition Unit. (Insurgent player only)
- As the result of Collateral Damage.
- As the result of some Chaos Cards.

### LEVELS OF VICTORY

To determine the extent of the Victory, the side with fewer Victory Points subtracts his or her total from the player with more Victory Points. This gives the final Victory Point Difference used for determining the level of Victory Achieved.

VP DIFFERENCE	VICTORY ACHIEVED
13 or more	Decisive
9-12	Campaign
5-8	Marginal
0-4	Draw

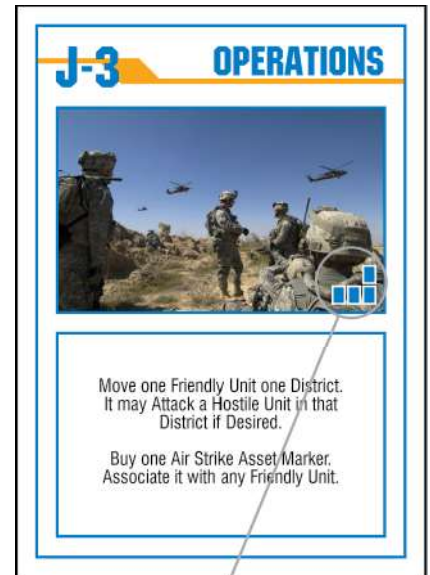
For players desiring a more balanced game, please make the following card changes:

#### Insurgent Objective Cards

Fight Corruption (change): Score two VP for each Coalition SWET/NET disassembled (destroyed) this phase.

#### Coalition Objective Cards

Counterinsurgency (change): Score two VP for each Insurgent SWET/NET disassembled (destroyed) this phase.



The colored rectangles appearing in the lower-right corner of a card's photo indicates the number of that card contained in the respective deck. In this case, there are four Coalition J-3 Operations cards.

# SCENARIO 01 – INTERVENTION

Game Length 10

Coalition units are moving into the area of operations with large conventional forces and local warlord support. There is considerable Insurgent opposition.

## COALITION

VP0 C23

### OBJECTIVE CARDS

Select *Security/Confidence*.  
Draw two additional.

### UNITS

#### In Kandahar or Ready

3 HQ  
2 AIR ASSLT  
1 AIR CVLRY  
2 LIGHT INF  
3 LOGSTC SPRT  
1 MECH

#### Anywhere on the Map or Ready

1 SPEC FORCES  
3 ANA 1

#### In Reinforcements

1 HQ  
4 FOB  
1 ARMR CVLRY  
1 LIGHT INF  
1 LOGSTC SPRT  
1 SPEC FORCES

#### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

Choose 4  
No Air Assets

#### Assets in the Pool

Choose 12  
No Air Assets

## INSURGENT

VP0 C24

### OBJECTIVE CARDS

Draw three.

### UNITS

#### In Ready

4 HQ

#### In Districts adjacent to The Cave

2 TRAIN CAMP

#### Anywhere on the Map

6 MILITIA  
6 SWET/Net

#### Anywhere on the Map or Ready

4 GUER  
2 INF  
1 SPPLY CLMN

#### In Reinforcements

1 HQ  
4 TRAIN CAMP  
2 GUER  
1 SPPLY CLMN

### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

Choose 4

#### Assets in the Pool

Choose 10

# SCENARIO 02 – TERRORIST HUNT

Game Length 15

Coalition forces are attempting to break up Al Qaeda bases in the region.

## COALITION

VP3 C22

### OBJECTIVE CARDS

Select *Counter Terrorism*.  
Draw two additional.

### UNITS

#### In Kandahar or Ready

2 HQ

#### Anywhere on the Map

1 FOB  
2 SPEC FORCES  
2 SWET/Net

#### In Kandahar or any Districts containing a FOB

1 AIR CVLRY  
1 AIR ASSLT  
2 LOGSTC SPRT  
2 STRKR  
3 ANA 1  
3 ANP

### In Reinforcements

2 HQ  
3 FOB  
1 AIR ASSLT  
1 AIRBRN LOGSTC  
1 ARMR CVLRY  
2 LIGHT INF  
1 LOGSTC SPRT  
1 SPEC FORCES

### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

Choose 6  
No more than 1 Air Asset

#### Assets in the Pool

Choose 15  
No more than 1 Air Asset

## INSURGENT

VP4 C23

### OBJECTIVE CARDS

Select *Support Al Qaeda*.  
Draw two additional.

### UNITS

#### In Ready

3 HQs

#### In Districts adjacent to The Cave

3 TRAIN CAMP

#### Anywhere on the Map

3 MILITIA  
4 SWET/Net

#### Anywhere on the Map or Ready

4 GUER  
4 INF  
1 SPPLY CLMN

#### In Reinforcements

1 HQ  
3 TRAIN CAMP  
2 GUER  
2 SPPLY CLMN

### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

Choose 6

#### Assets in the Pool

Choose 8

# SCENARIO 03 – SURGE

Game Length 20

The situation in Kandahar at the end of 2009 — The Coalition player receives substantial reinforcements in accordance with the new strategic plan formulated by General Stanley McChrystal, Commander ISAF and US Forces Afghanistan.

## COALITION

VPO C22

### OBJECTIVE CARDS

Select *Counter Insurgency*.  
Draw two additional.

### UNITS

#### In Kandahar

1 FOB  
1 SWET/Net

#### Anywhere on the Map

2 LSHKR  
3 SWET/Net

#### Anywhere on the Map or Ready

2 HQ  
1 AIRBRN LOGSTC  
1 ARMR CVLRY  
1 LIGHT INF  
1 LOGSTC SPVRT  
1 PRT  
1 SPEC FORCES  
3 ANA 1  
4 ANP

### In Reinforcements

3 HQ  
3 FOB  
1 AIR ASSLT  
1 AIR CVLRY  
2 AIRBRN LOGSTC  
1 ARMR CVLRY  
2 LIGHT INF  
3 LOGSTC SPVRT  
2 MECH  
1 MTRZD CVLRY  
3 PRT  
3 SPEC FORCES  
3 STRKR  
2 ANA 2

### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

Choose 5  
No more than 2 Air Assets

#### Assets in the Pool

Choose 15

## INSURGENT

VP12 C25

### OBJECTIVE CARDS

Draw three.

### UNITS

#### In Ready

5 HQ

#### In Districts adjacent to The Cave

1 TRAIN CAMP

#### Anywhere on the Map

12 Militia  
8 SWET/Net

#### Anywhere on the Map or Ready

6 GUER  
1 SPPLY CLMN

### In Reinforcements

1 HQ  
5 TRAIN CAMP  
2 GUER  
3 SPPLY CLMN

### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

Choose 6

#### Assets in the Pool

Choose 10

# SCENARIO 04 – JIHAD!

Game Length 15

This scenario shows a hypothetical major Insurgent offensive against Coalition forces.

## COALITION

VP6 C22

### OBJECTIVE CARDS

Draw three.

### UNITS

#### In Kandahar

1 SWET/Net

#### In or adjacent to Kandahar

3 FOB

#### Anywhere on the Map

6 Lashkar  
5 SWET/Net

#### Anywhere on the Map or Ready

2 HQs  
2 LIGHT INF  
1 LOGSTC SPVRT  
1 MECH  
1 PRT  
3 ANA 1  
2 ANP

### In Reinforcements

4 HQs  
1 FOB  
1 AIR ASSLT  
1 AIRBRN LOGSTC  
1 ARMR CVLRY  
1 LOGSTC SPVRT  
1 SPEC FORCES  
2 STRKR

### In Reserves

All remaining Units.

### ASSET MARKERS

#### Associate with Initial Units

Choose 4  
No more than 1 Air Asset

#### Assets in the Pool

Choose 16  
No more than 2 Air Assets

## INSURGENT

VP6 C26

### OBJECTIVE CARDS

Select *Jihad!*.  
Draw two additional.

### UNITS

#### In Ready

6 HQs

#### Anywhere on the Map

6 Militia  
6 SWET/Net

#### Anywhere on the Map or Ready

12 GUER  
3 INF

### In Reinforcements

6 TRAIN CAMP  
2 GUER  
2 INF  
4 SPPLY CLMN

### In Reserves

All remaining Units

### ASSET MARKERS

#### Associate with Initial Units

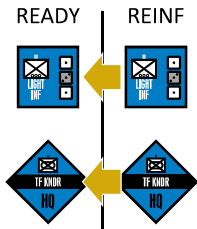
Choose 6

#### Assets in the Pool

Choose 3

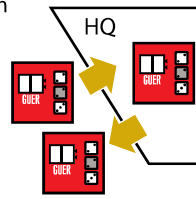
## DRAFT

Play a J-1 Administration card to Draft one unit or Coalition HQ from Reinforcements to Ready.



## REORGANIZE

Play a J-1 Administration card to Associate units with and Detach units from all friendly HQs in a single District or Sanctuary box as desired.



## BATTLE SEQUENCE

### DECLARE ATTACK

The Phasing Player completes the movement portion of a J-3 Operations card and declares the target of the acting unit.

### DETERMINE TACTICAL ADVANTAGE

Players commit J-2 Intelligence cards as desired. Every two Successes grant one Tactical Advantage Point to the owner.

### PLAY COMBAT MODIFIER CARDS

Players commit J-4 Logistics and J-6 Communications cards to improve their Battle odds.

### DISPLAY FORCES

Lay out attacking and target forces.

### FIRST SHOOTER FIRES

The First Shooter counts up Combat dice and rolls. Each Success inflicts one Suppression on a Second Shooter unit in the Battle.

### SECOND SHOOTER FIRES

Second Shooter counterattacks as above with surviving units.

### CONSOLIDATE THE BATTLEFIELD

HQs in the Battle are Reorganized.

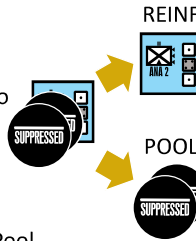
## SUPPRESS

Each Success in Combat Suppresses one Targeted hostile unit of the target owner's choice. Play of J-9 CIMIC cards can Suppress hostile SWET/Nets.



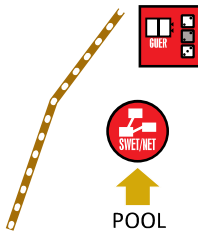
## DESTROY

Two Suppressed results on one unit Destroy it. Move Destroyed units to Reinforcements. Move Destroyed Tier 1 units to Reserves. Return any Assets associated with Destroyed units to the Pool.



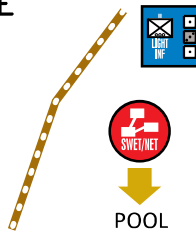
## ASSEMBLE

Play a J-9 CIMIC card to attempt to Assemble friendly SWET/Nets in a District containing friendly units.



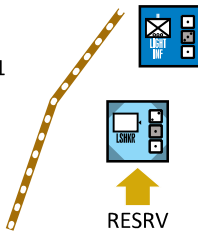
## DISASSEMBLE

Play a J-9 CIMIC card to attempt to Disassemble hostile SWET/Nets in a District containing friendly units. Two Suppressions Disassemble one SWET/Net.



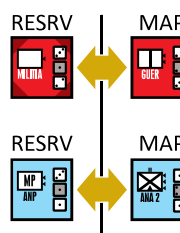
## RECRUIT

Play a J-9 CIMIC card to attempt to Recruit Tier 1 units in a District containing friendly units.



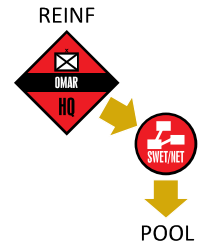
## TRAIN

Play a J-7 Training card to swap a Tier 1 unit (map) with a Tier 2 unit (Reserves) or swap a Tier 2 unit (map) with a Tier 3 unit (Reserves).



## TRAIN

Play a J-7 Training card to replace an Insurgent SWET/Net (map) with an Insurgent HQ (Reinforcements). The SWET/Net is placed in the Pool.



## BUY

Play a J-8 Finance card to Buy four non-Air Assets from the Pool. Place on any friendly units in play.



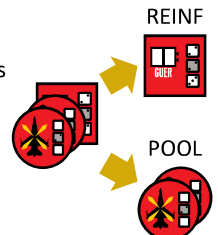
## BUY

Play a J-3 Operations card to Buy one Air Asset from the Pool. Place on any friendly unit in play.



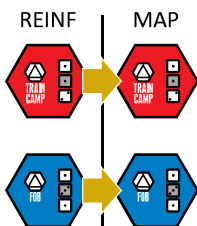
## REMOVE

Assets attached to Destroyed friendly units are Removed to the Pool.



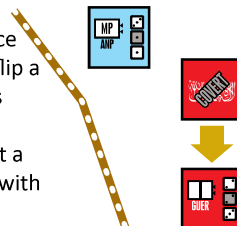
## BUILD

Play a J-4 Logistics card to Build a Training Camp or FOB on the Map from Reinforcements.



## REVEAL

Play a J-2 Intelligence card to attempt to flip a Hostile unit from its Covert side to its face-up side, so that a player can target it with other actions.



## MOVE

Play a J-3 Operations or a J-4 Logistics card to move one unit. A J-3 card moves one unit one District and a J-4 card moves one unit up to three Districts.

