



SOVIET-AFGHAN WAR, MUJAHIDEEN

> 1979-89

**Tactical
Doctrine**
GUERRILLA

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
Command									
CO (CV9)	90	CMD:CO	60	3/30	3/30	6	6	1	
HQ (CV9)	65	CMD:HQ	40	2/30	2/30	4	6	-/1	Fieldcraft <i>Not Warlord Fighters</i>
HQ (CV8)	50	CMD:HQ	40	2/30	2/30	4	6	-/3	Fieldcraft
HQ (CV7)	35	CMD:HQ	40	2/30	2/30	4	6	-/2	Fieldcraft
Sniper Team	35	CMD:SN	30	1/50	-	1	-	-/[3]	Mountaineer, Sniper Team
Recce									
Mujahideen	55	INF:LI	10	2/30	-	6	-	-/1	Mountaineer
Infantry									
Mujahideen	30	INF:LI	10	2/30	-	6	-	-/-	Mountaineer
Mounted Mujahideen	30	CAV	20	2/30	-	4	-	-/[6]	Mountaineer
Warlord Fighters	30	INF:LI	10	3/30	-	6	-	-/[9]	-
Infantry Upgrades									
RPG-2	15	Upgrade	-	3/10	3/10H	-	-	-/-	-
RPG-7/Type 69	30	Upgrade	-	4/30	4/30H	-	-	-/-	May target flying helicopters on a score of 6 using AT stats
RPG-18	25	Upgrade	-	3/50	3/50H	-	-	-/-	-
RPG-22	35	Upgrade	-	4/50	4/50H	-	-	-/[3]	-
Mujahideen Infiltration Teams	20	Upgrade	-	-	-	-	-	-/[6]	Recce Support - May act as FAO
Support									
HMG	55	INF:SI	10	4/60	-	5	-		Mountaineer May fire at helicopters using AP stats
4x4 + HMG	45	VEH	20	4/60	-	3	-	-/3	May fire at helicopters using AP stats
4x4 + Oerlikon 20mm	35	VEH	20	1/40	1/40	3	-	-/[1]	-
RCL, Type 56 (75mm)	40	INF:AT	10	5/50	5/50H	5	-	-/[3]	Mountaineer, Slow Moving
82mm Mortar (82 BM37)	45	INF:MO	10	3/120	3/120*	5	-	-/3	Mountaineer
Engineers									
Combat Engineers	70	INF:ENG	10	3/30	-	6	-	-/3	Elite, Mineclearer A, Mountaineer
Anti-Tank [Dedicated]									
RR, 75mm (SPG-9/Type 56)	55	INF:AT	10	4/40	4/40H	5	-	-/1	Mountaineer, Slow Moving
RR, 82mm (BA-10/Type 55)	75	INF:AT	10	6/50	6/50H	5	-	-/1	Mountaineer, Slow Moving
BGM-71 TOW	180	ATGW	-	-	7/150	5	-	-/[1]	-1988 Mountaineer, Slow Moving
MILAN	165	INF:ATGW	10	-	4/100	5		-/[1]	-1988 Mountaineer, Slow Moving
Artillery [On-Table]									
Mortar, 120mm	60	ART	-	4	4	3	-	-/1	Mountaineer, Slow Moving Munitions: HE
76 mm M1942 (Captured)	35	ART	-	2	2	4	-	-/[1]	Slow Moving Munitions: HE
Type 63 RL, Single Launcher	30	ART:RL	-	6	4	3	-	-/[1]	Mountaineer, Slow Moving Munitions: HE
Air Defence [Dedicated]									
AA,20mm	25	AAG	10	1/40	1/40	5	-		Mountaineer, Slow Moving
4x4 + AA 20mm	35	VEH	20	1/40	1/40	3	-		-
SAM, Blowpipe	60	INF:SAM	10	1/10	3/100	5	-	-/1	Mountaineer
SAM, 9K32 Strela-2 & 3/ SA-7/ Redeye/HAN-5	75	INF:SAM	10	4/100	4/100	5	-	-/1	IR Mountaineer
SAM, Stinger	80	INF:SAM	10	1/10	5/100	5	-	-/1	-1986 Mountaineer

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
Transport & Vehicles									
Mules & Horses	5	TRAN	10	-	-	3	-	-/-	Slow, Transport (1) <i>Terrain restrictions as infantry</i>
4x4s	10	VEH	20	-	-	3	-	-/-	Transport (1) - INF:LI< INF:SI, INF:MO, INF:SAM, INF:AT only
Trucks	10	VEH	20	-	-	3	-	-/-	Transport (2)
Artillery [Off-Table]									
Mortar, 120mm	60	ART	-	3	3	3	-	-/1	Munitions: HE
M-30/D-30, 122mm (Captured)	45	ART	-	3	3	3	-	-/-[3]	Munitions: HE
Saqar (BM-21)	80	ART:RL	20	6	6	3	-	-/-[2]	Munitions: HE

ARTILLERY ASSETS AVAILABLE (PER UNIT)	ARTILLERY: HE (10 PTS EACH)	ARTILLERY: ICM (50 PTS EACH)	ARTILLERY: NAPALM (20 PTS EACH)	ARTILLERY: SMOKE (20 PTS EACH)	ARTILLERY: PGM (50 PTS EACH)	ARTILLERY: ILLUMINATION (20 PTS EACH)	ARTILLERY: CHEMICALS (50 PTS EACH)	ARTILLERY: THERMO-BARIC (50 PTS EACH)
	1	-	-	-	-	-	-	-
AIR ASSETS + MUNITIONS AVAILABLE (PER UNIT)	AIRCRAFT: GROUND-ATTACK (10 PTS EACH)	AIRCRAFT: CLUSTER BOMBS (50 PTS EACH)	AIRCRAFT: PGM (50 PTS EACH)	AIRCRAFT: AIR ASSAULT (50 PTS EACH)	AIRCRAFT: THERMO-BARIC (50 PTS EACH)	AIRCRAFT: CHEMICALS (50 PTS EACH)	AIRCRAFT: NAPALM (50 PTS EACH)	
	-	-	-	-	-	-	-	

NOTES

Warlord Fighters represent local city based militia forces and must be commanded by their own separate HQs.

The Mujahideen obtained weapons from many foreign sources, such as the Central Intelligence Agency’s Operation Cyclone, China, Egypt, Iran and the United Kingdom, which were mostly channelled through Pakistan. Many weapons were also captured from the Soviet Army or the Soviet supported Democratic Republic of Afghanistan’s Afghan National Army (DRA).

If a player wishes to use them, use the stats from the Soviet Forces in Afghanistan list but downgrade them all to Fragile (deduct 5pts per unit) and limit the numbers to -/-[2] for each unit type.

The Mujahideen also acquired substantial amounts of armoured vehicles from the DRA, both captured during combat and brought over by defectors. This included T-54/55 tanks, BMP-1/BMP-2 IFVs and BTR-60/BTR-152 APCs, but the lack of trained personnel, spare parts and the prevalence of Soviet airpower meant that they were very seldom, if ever, used.

AIR SUPERIORITY	AMBUSHES (50 PTS EACH)	COUNTER BATTERY
None	3 Allowed - Schedule before game	Capability

ABILITIES

- **Elite:** No command penalty for assault; +1 in close combat.
- **Fragile:** Add 1d6 when testing for Suppression or Fall Back moves.
- **Flamethrower:** Attack of 12/10, hit on 4+, no saves, automatic suppression.
- **Mineclearer A:** Clears area 5cm² each initiative phase.
- **Recce Support:** Can direct artillery/ air support as an FAO (CV7).
- **Sniper Team:** See main rulebook for more info.
- **Slow Moving:** Only one action per turn.

SPECIAL RULES

- **Booby Traps:** May use Booby Traps in defence, purchase up to 3 Booby traps, either AP or AT (50 points each).
- **Breakdowns:** -1 command roll when using mobile deployment (Warlord Fighters only).
- **Dust-Cloud:** RPG-7 (or equivalent RPGs) create a massive dust cloud when fired at airborne helicopters, making their operatives very visible to counter-attack. Count any unit firing at airborne helicopters as if they are in the open (hit on 4+) for the whole of the game turn.
- **Fieldcraft:** All Mujahideen units in ambush can include a HQ unit in addition to the normal 3 units allowed in the ambush (see [CWC-2 - Page 75](#)). This HQ can have an additional 3 units of infantry or infantry support troops in Reserve. Once the Ambush is sprung, the HQ can use a Command action to deploy the Reserve units (see [CWC-2 - Page 75](#)). Any units from the Ambush or the Reserve troop can subsequently be redeployed back into Reserve (using a Command roll). Warlord HQs do not have Fieldcraft abilities (-5pts per HQ) **NOTE:** no Vehicles, Artillery or heavy mortars can be placed in the HQ reserve, if being used in a Fieldcraft ambush.
- **Fire Support:** Any command unit can request artillery using a CV7 line an FAO.
- **Hidden Deployment:** (see [CWC-2 - Page 74](#)).
- **Hide:** May use the Hide rule (see [CWC-2 - Page 36](#)).
- **Infiltration:** +2 to command value for flank deployment (excluding Warlord Fighters).
- **Mountaineer:** Moves as normal in all mountainous high-area terrain (not Warlord Fighters).
- **Motivated:** -1d6 when testing for suppression or fall-back (not Warlord Fighters).
- **Mujahideen Infiltration Teams:** Upgrade to Mujahideen and Mounted Mujahideen only.
- **Night Fighting:** No command penalties for fighting at night.
- **Shoot'n'Scoot:** All Off-table artillery counts cover as one category better when under counter-battery fire.
- **Shortages:** -2 to Random Points Modifier.

BATTLGROUP SELECTION (WHEN NOT USING HISTORICAL ORDER OF BATTLE)

- Max three **HQ** units per 1000 points.
- Max one **Recce** unit per 1000 points.
- Max one **Air Defence** unit per 1000 points.
- Max three **Off-table Artillery** units per battlegroup.