



# SOVIET-AFGHAN WAR, SOVIET UNION

> 1979-89

INCLUDING THE DEMOCRATIC REPUBLIC OF AFGHANISTAN'S AFGHAN NATIONAL ARMY (DRA)

Tactical  
Doctrine

RIGID

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
<b>Command</b>									
CO (CV8)	60	CMD:CO	60	3/30	2/20	6	6	1	-
HQ (CV7)	30	CMD:HQ	40	2/30	2/20	4	6	-/3	-
FAO (CV6)	15	CMD:FO	30	-	-	4	6	-/[3]	-
FAC (CV6)	15	CMD:FO	30	-	-	4	6	-/1 [3]	-
Sniper Team	30	CMD:SN	30	1/50	-	1	-	-/[1]	Sniper Team
<b>Recce</b>									
Scouts	55	INF:LI	10	2/30	-	6	-	-/1	-
4x4s	50	VEH	20	2/50	-	3	-	-/1	-
BRDM-2	65	AFV	20	2/50	1/50	3	6	-/1	1979-89 A
BRDM-2	70	AFV	20	2/50	1/50	3	6	-/1	1980-89 IR/A
<b>Infantry</b>									
Conscripts	25	INF:LI	10	3/30	-	6	-	3/-	Conscript
DRA Infantry	15	INF:LI	10	2/30	-	6	-	-/-	Conscript, Fragile
Spetsnaz	70	INF:SF	10	4/30	-	6	-	-/3 [3]	Elite Recce Support - May act as FAO/FAC (CV6)
<b>Infantry Upgrades</b>									
RPG-7	30	Upgrade	-	3/50	4/25 H	-	-	-/-	-
RPG-16	30	Upgrade	-	3/50	4/25 H	-	-	-/-	-
<b>Support</b>									
12.7mm DshK HMG	50	INF:SI	10	3/60	-	5	-	-/3	-
RR, 73mm SPG-9	55	INF:AT	10	4/60	4/40 H	5	-	-/3	-
RR, 82mm B-10, BTR-50	65	AFV	20	3/50	4/20 H	3	6	-/3	A
Mortar, 82mm	40	INF:AT	10	3/120	-	5	-	-/3	-
Mortar, 82mm 2B9 Vasilek, MT-LB	100	ART:MO	20	6/200	-	3	6	-/3	A Terrain restrictions as Infantry
Mortar, 120mm	70	INF:ART	-	4/200	-	4	-	-/3	-
Mortar, 120mm, MT-LB	90	ART:MO	20	4/200	-	3	6	-/3	-
Mortar, 120mm, 2S9 Nona-S	95	ART:MO	30	4/200	-	4	6	-/3	IR/A
<b>Engineers</b>									
Sappers	60	INF:ENG	10	4/30	-	6	-	-/3	Flamethrower, Mineclearer A
Chemical Team, RPO-A	105	INF:ENG	10	4/30	-	6	-	-/3	Thermobaric Launcher
CEV, IMR	90	ENG:AFV	25	1/50	-	4	4	-/1	R CEV
Flame, RPO-A4	85	ENG:AFV	25	3/305	1/50	4	5	-/[3]	Flamethrower
M/Clearer, PT-54/55/62	110	ENG:AFV	25	3/80	4/60	4	4	-/1	R Mineclearer B
Bridging, MT-55	90	ENG:AFV	25	1/50	-	4	4	-/1	R Bridge, Bridgelay, Large Profile
<b>Armour</b>									
BMP-1	55	IFV	30	4/50	4/25 H	3	6	-/-	A/IR Transport (1)
BMP-2	70	IFV	30	2/80	2/80	3	6	-/-	S2/A/IR Transport (1)
T-55	95	AFV	25	4/70	4/60	4	4	-/9	R/S2/IR
T-62E	100	AFV	25	6/90	5/80	4	4	-/9	R/IR
<b>Anti-Tank [Dedicated]</b>									
85mm D-48	50	ART:AT	5	3/90	3/75	4	-	-/3	Own engine + driving controls
100mm M1944	60	ART:AT	-	4/100	3/60	3	-	-/3	-
100mm 2A29R 'Ruta' MT-12	75	ART:AT	-	4/110	3/100	3	-	-/3	IR
3M6 Shmel, 2P26 Gaz-69	125	ATGW	20	-	4/100	3	-	-/3	MCLOS (+2 to hit)
3M6 Shmel, 2P27 BRDM	145	ATGW	20	-	4/100	3	6	-/3	A MCLOS (+2 to hit)

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
<b>Artillery [On-Table]</b>									
120mm Mortar	35	ART:MO	-	4/100	4/100H	3	-	-/- [3]	<b>Munitions:</b> CHEM, HE, SMOKE
76mm ZIS-3	35	ART:IG	-	2/100	2/100H	4	-	-/- [3]	Backstop <b>Munitions:</b> HE, SMOKE
122mm M-30	45	ART:IG	-	3/100	3/100H	3	-	-/- [3]	Backstop <b>Munitions:</b> CHEM, HE, SMOKE
122mm D-30	45	ART:IG	-	3/100	3/100H	3	-	-/- [3]	Backstop <b>Munitions:</b> HE, SMOKE, ICM
120mm, Mortar, 2S9 'NONA'	95	SP:MO	20	4/100	4/100H	3	6	-/-[3]	<b>A Munitions:</b> CHEM, HE, SMOKE <i>Air-portable via parachute</i>
<b>Air Defence [Dedicated]</b>									
HMG Quad	30	ART:AA	-	3/30	-	4	-	-/1	Towed <i>For fire support against ground targets</i>
23mm ZU-23-2 Anti-Aircraft Gun	25	ART:AA	-	3/100	2/100	5	-	-/1	Towed <i>For fire support against ground targets</i>
23mm ZU-23-2, GAZ-66	35	SPAA	30	3/100	2/100	3	-	-/1	<i>For fire support against ground targets</i>
<b>Transport &amp; Vehicles</b>									
Truck	10	VEH	20	-	-	3	-	-/-	<b>Transport (2)</b>
GAZ-69 / UAZ-469	10	VEH	20	-	-	3	-	-/-	<b>Transport (1)</b> May carry 1 recon Scout team, INF:AT, INF:SAM or INF:SF
BTR-70	35	APC	25	2/50	1/50	3	6	-/-	<b>IR/A Transport (2)</b>
GT-T/ GT-TBU	20	VEH	30	-	-	3	-	-/-	<b>A</b> Cargo carrier or tow only <i>Terrain restrictions as infantry</i>
<b>Helicopters</b>									
Mi-4AV Hound	65	HELI:ATTK	50	4/50	4/50	3	6	-/- [3]	<b>1982+ Transport</b> - FAO only
Mi-24A Hind-A	115	HELI:ATTK	50	4/50	4/50	3	5	-/- [3]	<b>1972-90 Transport (1)</b> ATGW (9M17 Fletya) - 6/125 MCLOS (+2 to hit)
Mi-24D Hind-D	130	HELI:ATTK	50	4/50	4/50	4	5	-/- [3]	<b>1976+ Transport (1)</b> ATGW (9M17 Falanga-M) - 6/185 MCLOS (+2 to hit)
Mi-24V Hind-E	200	HELI:ATTK	50	5/50	5/50	4	5	-/- [3]	<b>Transport (1)</b> ATGW (9M114 Shturm-V) - 7/185
Helo, Mi-8 Hip	40	HELI:TRANS	50	2/50	-	3	6	-/- [3]	<b>Transport (4)</b>
Helo, Mi-6 Hook	70	HELI:TRANS	50	2/50	-	4	6	-/- [3]	<b>IR Transport (8)</b>
<b>Air Support [Off-Table]</b>									
MiG-21F Fishbed-B	85	AIR:GA	-	4	4	3	4	-/- [3]	<b>Munitions:</b> THERMOBARIC
MiG-21bis Fishbed-L	90	AIR:GA	-	4	4	3	4	-/- [3]	<b>Munitions:</b> CLUSTER, THERMOBARIC
MiG-23BN Flogger-H	125	AIR:GA	-	6	6	3	4	-/- [3]	<b>Munitions:</b> CLUSTER, THERMOBARIC
MiG-27 Flogger-D	135	AIR:GA	-	6	6	3	4	-/- [3]	<b>Munitions:</b> CLUSTER, THERMOBARIC, PGM
Su-25 Grach Frogfoot	180	AIR:GA	-	8	8	4	4	-/- [1]	<b>Munitions:</b> CLUSTER, THERMOBARIC, PGM
Yakovlev Yak-28L (Brewer/Firebar)	180	AIR:BM	-	8	8	4	4	-/-[1]	<b>Munitions:</b> HE
An-26RT	35	AIR:TRAN	-	-	-	3	6	-/-	<b>Transport (6)</b> or 1 GAZ-69
Antonov An-12	60	AIR:TRAN	-	-	-	3	6	-/-	<b>Transport (9)</b> or 1 BMP or 122mm gun
Il-76	70	AIR:TRAN	-	-	-	3	6	-/-	<b>Transport (12)</b> or 2 BMP
An-22	75	AIR:TRAN	-	-	-	3	6	-/-	<b>Transport (14)</b> or 3 BMP
<b>Artillery [Off-Table]</b>									
152mm 2S3 Akatsiya	85	SP:ART	30	4/100	4/100H	3	6	-/- [3]	<b>A Munitions:</b> HE, SMOKE, ILL, ICM, CHEM
240mm Mortar	90	ART:MO	-	6	6	3	-	-/- [3]	<b>Munitions:</b> HE, SMOKE, ICM, CHEM
203mm 2S7 Pion	110	ART	-	6	6	3	6	-/- [3]	<b>Munitions:</b> HE, ICM
240mm 2S4 Tyulpan	125	SP:ART	20	6	6	3	6	-/- [3]	<b>Munitions:</b> HE, SMOKE, ICM, CHEM
122mm BM-21 SP-Rocket Launcher	90	ART:RL	20	6	6	3	-	-/- [3]	<b>Munitions:</b> HE, SMOKE, CHEM, FASCAM ( <b>1985+</b> )

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)
	9	1	1	3	-	3	3	3
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)	
	3	1	1	2	2	3	-	

## NOTES

This list covers the Soviet Army in Afghanistan and the Soviet supported Democratic Republic of Afghanistan's Afghan National Army (DRA). The DRA was particularly ineffective when facing the Mujahideen on its own, often avoiding contact and fleeing engagements leaving its equipment and weapons behind. They fared slightly better against local Warlord militias.

The Soviet Union also deployed its VDV airborne forces in Afghanistan (see separate Soviet VDV list for these units), which generally operated independently from the main occupying forces.

Due to the Mujahideen's lack of AFVs, Soviet Forces rarely (if ever) deployed their ATGW weapons other than via Helicopter. When Anti-tank capability was usually required it was supplied by main battle tanks, recoilless rifles and infantry guns, with many ATGW armed vehicles having their missiles removed for general operations.

Whilst Soviet main tank guns can often be of similar or larger calibre and type to those used by the US and NATO, their training, ranging equipment and tactical doctrine dictate that shooting will take place at much closer ranges than the maximums indicated by their official specifications. This is reflected in the effective ranges in the army list above.

AIR SUPERIORITY	AMBUSHES (50 PTS EACH)	COUNTER BATTERY
Full	1 Allowed - Schedule before game	Capability

### ABILITIES

- **Backstop:** Add an extra +1d6 to a friendly unit when providing support in close assault.
- **Bridge:** 4 hits, no save, hit on 6+.
- **Bridgelayer:** May lay 5cm bridge each initiative phase.
- **Conscript:** May not use initiative to assault enemy.
- **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 5cm<sup>2</sup> each initiative phase.
- **Mineclearer B:** Clears area 5cm x 10cm each initiative phase.
- **Recce Support:** Can direct artillery/ air support via an FAC/FAO unit.

### SPECIAL RULES

- May allocate up to **3 off-table artillery units** of upto 122mm to each HQ - use CV of HQ when making requests.
- May use **Air Assaults** from 1970.
- **Barrel Bombs:** see [Optional Rules - Helicopters](#).
- **CEV:** May fire at constructions, fortifications and infantry.
- **Helicopter-fired ATGW:** can target Soft vehicles, guns and also TOW ATGW launcher.
- **Mine-plough:** 1 in 3 MBTs can be equipped with a mine plough or dozer-blade (10 point per tank). Clears area 5cm<sup>2</sup> each initiative phase or can clear obstacles/dig earthworks.
- **Reluctant:** Infantry on foot (other than INF:SF) may only assault units that are suppressed.
- **Restricted Elevation:** armoured vehicles except AA may not fire at enemy on high ground within 20cm.
- **Stockpile:** +2 to random points modifier.
- **SP Artillery** (except ART:RL) may be deployed on-table in any scenario.
- **Thermobaric Launcher:** 8/30, target counts as in open, no saves, Suppressed if hit, only fire once per game turn.

## BATTLEGROUP SELECTION (WHEN NOT USING HISTORICAL ORDER OF BATTLE)

- Max one **FAC** per battlegroup.
- Max one **Recce** unit per 1000 points.
- Max three **Spetsnaz** units per battlegroup.
- Max three **RR Support** units per 1000 points.
- Max three **Mortar/Heavy Mortar** Support units per 1000 points.
- Max nine **Tank** units per 1000 points.
- Max one **Air Defence** unit per 1000 points.
- Max two **Attack Helicopters** per battlegroup.
- Max two **Aircraft** units per battlegroup.
- Max two **Transport Helicopters** per battlegroup.