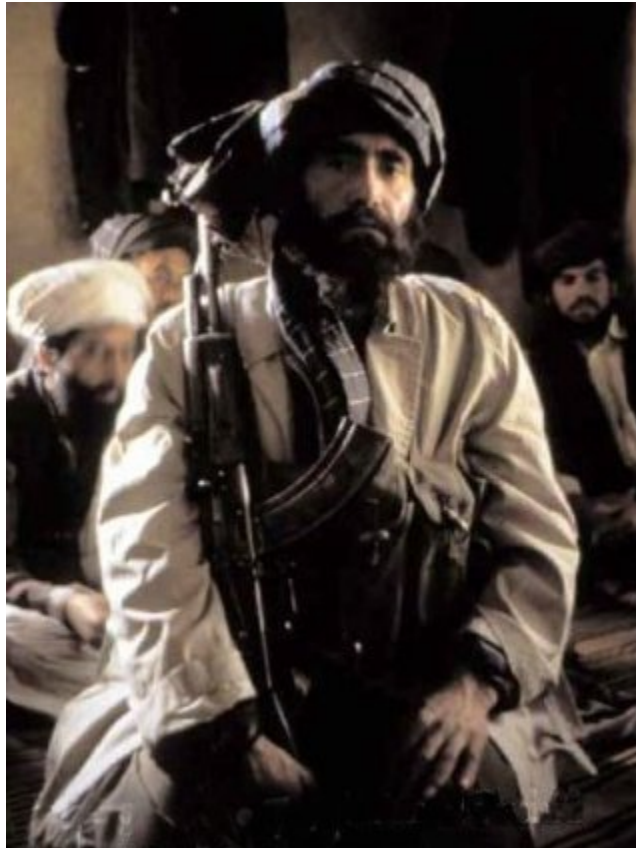


AFGHAN-INDOPAK WAR 2001

ver. 2.3



Designer: Daniel R. McBride

TOAW III ver. 3.2.29.27

PBEM only

**Note: This scenario, while pretty much complete, is still being playtested and you can expect a few glitches. Initial playtesting into the mid-game area went well... at least in ACOW...*

AFGHAN-INDOPAK WAR 2001

October 2001 to 2002

TURNS: maximum 90

TURN LENGTH: half week turns

MAP SCALE: 10 km/hex

UNIT SCALE: Battalion/Regiment/brigade

Unit Colours

“NATO” Forces:

U.S.Army: white on olive green
U.S. Air force: dark blue on blue
U.S. Navy: blue on grey
Indian Army: orange on green
Rashtriya Rifles: gold/blue on green
Indian Air Force: dark blue on green
Indian Navy: light blue on green
Indian Territorial: yellow on green
Indian police & security: dark blue on green
French Air Force: red on light blue
French Navy & Marines: white on light blue
British Royal Navy: dark blue on light blue
RN Submarines: light blue on blue
British Ground Forces: white on brown
Australian Forces: white/dark blue on dark blue
Canadian Forces: white on red
Italian units: yellow on green
Japanese Forces: yellow on white
German: black on dark blue
Dutch: blue on green
Afghan Tadjik: red/dark grey on green
Afghan Uzbek: black/white on green
Afghan UN Government: light blue on light green
Ismail Khan & Hadji Kadyr Guerrillas: brown on grey
Karim Barilevy & Halily Guerrillas: yellow on tan

Pakistani ‘Bloc’ Forces:

Pakistan Army: white/green on grey
Pakistani Air Force: green on light blue
Pakistani Navy: dark grey on light blue
Pakistani National Guard: black on grey
Pakistani Paramilitary: light grey on grey

Pakistani Mujahadeen: green on black
Taliban: brown on black
Taliban Air Force: blue on black
Arab “055” Brigade: green on black
Al Qaeda Guerrillas: green on black
Pushtun Islamist Guerrillas: green on black
Baloch Islamist Guerrillas: green on black
Sindh Islamist Guerrillas: green on black
Chinese PLA: black/green on yellow
Chinese 15th Airborne Corps: blue/brown on yellow
Chinese Air Force: black/blue on yellow



Taliban Flag

Historical/Political Premise

This scenario details Operation Enduring Freedom against the Taliban Government in Afghanistan as occurred historically, in effect attacking a Moslem state after 9/11—without any direct proof that the Taliban government in any way were behind it or even assisted. They did not, other than allowing bin Laden and Al Qaeda camps to operate in Afghanistan and to be frank, it is not at all clear that “bin Laden”, or “al Qaeda”, could possibly have pulled off such a stunt without—shall we say—some rather miraculous intelligence and NORAD failures on that day, but I am not going to open that can of worms here.

At the time, world opinion was with the Americans in seeking out the apparent instigators of the terror attack and it is a given in this scenario “NATO” would ostensibly serve as a cover organisation, suggesting a Korea-style western response. In fact the international forces in the initial attack are small; however, the participation of Great Britain, France, Canada, Italy and others lent credence to the rubric of “NATO” forces.”¹ It was of course, a completely American initiative. Political pressure or more surgical strikes might have dealt with Al Qaeda, but the Taliban was not very popular in the West to say the least,

¹ The scenario Force 1 is titled ““NATO” forces’ for two reasons: firstly, the forces involved in the early part of the war are predominantly American and NATO does not really establish itself until the occupation phase begins, at which point NATO troops do begin to arrive in significant numbers, which is beyond the scope of this study; and secondly, the later phase of the war will see Indian forces involved on a large scale, and India is a NATO ally, not a member of NATO.

and the overthrow of their regime and replacement with a more benign, western “democracy” seemed an attractive option for public opinion at the time.

In this alternate history, however, this operation is set against internal Pakistani political dynamics that allow for only limited assistance or neutrality at start on the part of President/Dictator Musharraf of Pakistan, and in fact sets in motion an Islamist putsch within the country and its inevitable involvement in Afghanistan as an enemy of “NATO” forces.” It is assumed that the Bush administration’s fixation with Iraq has been replaced by a more realistic appraisal of the “Pakistani time bomb” (hell let’s imagine that nightmarish administration never made it into office). As such, large U.S. Army units stateside and in Europe were already activated for deployment in the event that overthrowing the Taliban regime in Afghanistan also involved dealing with an intervention by an Islamist Pakistan where Musharraf has been overthrown.

This alternate history scenario also presumes that Operation Enduring Freedom is faced with the added complexity of an imminent war between Pakistan and India due to increasingly audacious Islamist terror attacks in Indian Kashmir and India itself, aided by Islamist elements within the Pakistani ISI intelligence agency, and the Pak military itself (recall that these were occurring even while Musharraf was in power). The Americans, heavy handed and insensitive at the best of times with respect to foreign cultures, fail entirely to realize that pressuring Musharraf to be an American quisling will almost certainly ensure his overthrow. Neither did they anticipate that the spectacle of American “crusaders” killing thousands of Afghanis—especially Pushtuns—who had nothing to do with 9/11, would drive Pakistan into the arms of a virulent anti-Americanism, thus precipitating the entire region into conflict. An “Islamist” putsch and the overthrow of Musharraf is a certainty in this scenario. Interestingly enough, this is an historical variant that is playing out right now in early 2008. Intense US pressure has served to polarize Pakistanis in this bogus US narrative of a “war on terror” (“terror” is a method—and I might add that state “terror” has incurred massive casualties worldwide—whereas the corresponding casualties caused by resistance groups labelled as terrorist, are miniscule by comparison).

The United States has pressured “NATO” into mandating this mission against Islamist extremism in Afghanistan and, if necessary, a non-compliant Pakistan. When Pakistan decides to aid the Taliban and resist “NATO” forces, or when war erupts with India (or both), the conflagration spreads throughout the entire area, drawing China into the fray and posing the real threat that Pakistan and India might finally use their nuclear weapons. It is assumed that Bush and Cheney are not operative, as they would surely use nukes at the first opportunity, forcing China to do the same. American and Chinese nukes are not on the table; however it could easily be the beginning of the slippery slope that rapidly leads in that direction, triggering a global conflagration as Russia is drawn in as well. In that sense the scenario viably models the opening rounds of World War III.

The success of Operation Enduring Freedom in overthrowing the Taliban and occupying the Pushtun areas of southern Afghanistan depended upon decisively winning over the people with massive rebuilding and aid programs (historically they did not as it turned

out). Otherwise NATO would inevitably end up fighting a war against the Pushtuns, right in the middle of their ethnic homeland. The fictitious border drawn by the British to separate Pakistan and Afghanistan before they left as colonial overseers, runs right through the centre of Pushtunistan, and there are 13 million Pushtuns in Afghanistan, 28 million in Pakistan. They are armed en masse, fiercely independent, inhabiting a rugged heartland that has never been directly occupied and administered from outside. To talk of “sealing” this border is risible: the Pakistani government in Islamabad itself has no writ in the F.A.T.A. (Federally Administered Tribal Areas), other than what it can negotiate, area by area, with tribal elders and their jirgas (an assembly of elders).

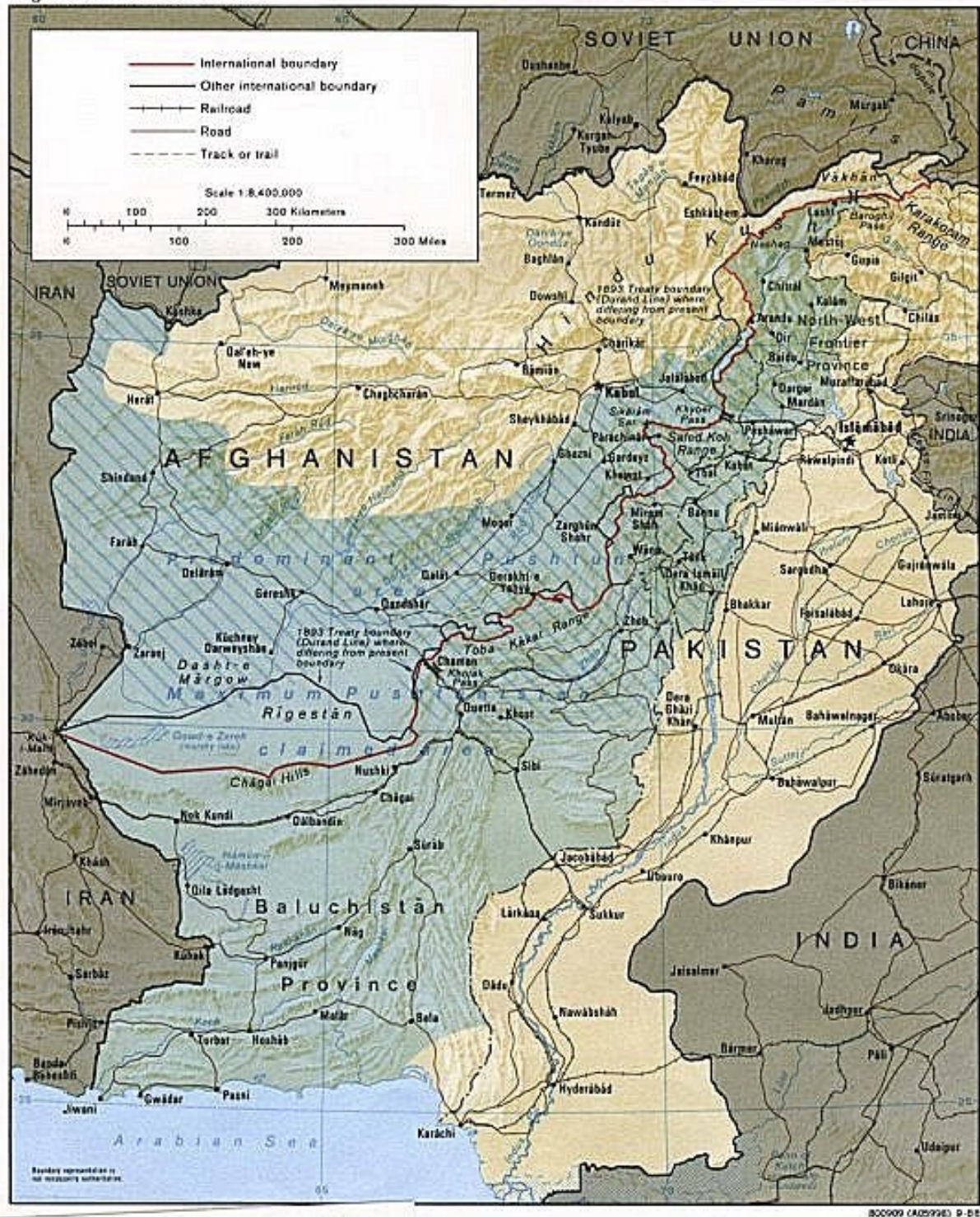
China, while not at all keen on supporting Islamist extremists due to its own problems with indigenous Moslem populations in its western provinces, is nonetheless loath to see Pakistan crushed by the US and its proxies—in this case India, enraged at increasing terror attacks in Kashmir and soon spreading to larger cities. With India attacking Pakistan, sooner or later China is bound to intervene—not to defeat India, and certainly not the US or “NATO”—but at the very least to prevent the occupation of Pakistan and Afghanistan, and thereby the formation of a pro-US containment ring of U.S. allies and proxies along its south west border. The ongoing project of a RR link from China to the built up port of Gwadar in SW Pakistan (Balochistan) is not something the Chinese will give up easily.

With all these swirling contingencies moving out from each corner of the map, the likely epicentre of the conflict will be in the Hindu Kush resulting in a war at the top of the world.



Northern Pakistan Chitral Region

Afghanistan-Pakistan Border



Map of Pushtun and Baluchi tribal areas, Afghanistan & Pakistan²

² Biographical note: on the above map I travelled from Zahedan southern Iran across Baluchistan in west Pakistan to Quetta, Karachi, all over India, back through Lahore, Peshawar, Khyber Pass, and the usual Afghanistan route Kabul-Kandahar-Herat and back to Iran.

Political & Military Event Logic:

--Pakistani and Indian forces are off map until they enter the war, thus allowing the American air units free reign in using interdiction missions; however note that heavy bombers cannot be assigned interdiction missions.

--Ceasefire in Effect turn 1; the US attack on Afghanistan commences turn 2: Pakistan, India, and China are neutral and not at war although Pakistan must choose one of two options (below) as to whether it will cooperate with “NATO” Forces”—actually the United States military—or whether it will in fact opt for complete neutrality.

-- War between the U.S. and the Afghan Taliban regime is a given, starting turn 2. “NATO” forces control all Afghan “Northern Alliance” forces in Afghanistan as well. Taliban forces are frozen turn 1.

--Pak player chooses one "Bin Laden" unit from 6 Theatre Option choices on turn 1 (note it down!). “NATO” receives 500 VPs for destroying this selected unit. Note that all 6 units remain on the map—the 5 “non bin Laden” units serving as dummies.

--”NATO” Air Shock is @ 130% turn 2 – turns 5-7 (variable). Force 1 Recon is set high during this shock period as well.

--An Islamist fundamentalist putsch will likely occur within Pakistan as time passes; further terror attacks will occur within India as time passes as well. An Islamist putsch in Pakistan will open the Pakistani borders to the south and west (but not India) and Pakistan will intervene in Afghanistan.

--Terror Attacks in India will eventually bring India into “NATO” and the exclusion zone between India, Pakistan and China will be removed as war breaks out between India & Pakistan.

--Finally, China will inevitably intervene on the side of Pakistan at some point following the commencement of the Indopak war.

Ceasefires & Exclusion Zones

Exclusion zone 1 basically separates Pakistan from Afghanistan; zone 2 excludes India from Pakistan and China (and of course Pakistan & China from India. When war breaks out between countries the exclusion zone of course will be removed; however note the specifics below with respect to ceasefires and the different character of exclusion zone 1.

--Ceasefire in effect turn 1 and ends turn 2.

-- An Islamist putsch in Pakistan will remove Exclusion Zone 1 (EZ1) but note that this does not signal war between Pakistan and “NATO” forces—only the use of a theatre

option or automatic announcement of war can do that. An Islamic Putsch will result in the overthrow of the Musharraf regime (announced in Recent News—see below) allowing Islamist guerrilla formations from Pakistan to move into Afghanistan—without Pakistan having to declare war (with the Theatre Option to move regular army units into Afghanistan. Only Pakistani Islamist units have this ability on this border—”NATO” units may not enter Pakistan until war has formally been declared; *note, however, that Pak guerrilla units moving in Pakistan can certainly be hit by interdiction or deliberately targeted by air attack.*

--If “NATO” forces use the Theatre Option to attack Pakistan (only), or Pakistan uses the Theatre Option to attack US/UN “NATO” forces in Afghanistan (only), a one turn ceasefire will commence the turn after these triggers are used.

----If “NATO” forces & India use a Theatre Option to attack Pakistan, or if an EEV of 80 is reached resulting in automatic war, a ceasefire will commence the turn after the Theatre Option is used. If the war begins automatically due to an EEV of 80 the ceasefire will be in effect the turn that war was announced; either way, the ceasefire will end after 1-2 turns.

--On the turn that Exclusion Zone 1 is removed “NATO” forces receive a Theatre Option to double its available Sea Transport Cap for 2 turns (only).

Limitations: no force may cross into enemy territory until the ceasefire has ended. Note that the last two ceasefires are put in place to allow both sides to manoeuvre before war breaks out, especially since Pakistani and Indian units will not be on the board until they are at war, and more specifically so that a force’s air force can be properly deployed and missions assigned before war begins.



Pakistani Strategic GWOT Choice

On turn 1 Pakistan must decide what position to take with respect to the American “global war on terror” (GWOT, or “Gee... what?” As we say in The Great White North), being essentially one of two choices: whether to allow “NATO” air units flyover rights in Pakistan (but not landing rights), or whether it will opt for neutrality in the “war on terror”.

1) Granting “NATO” Flyover Rights: allows “NATO” units (NOT Indian until India joins the war) to fly over Pakistan border as long as they do not land in Pakistan). Pakistan receives 200 VPs. This option will trigger the fast-track Islamist Putsch

sequence (see below); however, Chinese intervention when India attacks Pakistan will be variably delayed in the absence of a formal Defence Pact.

2) Pakistani Declaration of Neutrality: *NO* “NATO” unit may voluntarily fly over the exclusion zone around Pakistan with the exception of heavy bomber units *ONLY* stationed on the island of Diego Garcia in the south Indian Ocean, which can cross these zones to hit targets in Afghanistan. Delayed Islamist Putsch sequence used; No VPs; however, China signs a Defence Pact with Pakistan and the Fast Track for Chinese Intervention will be used when India mobilizes for war with Pakistan.



Ukrainian-built Pakistani T-80 tank

Islamist Putsch in Islamabad

The Islamist Putsch Trigger Sequence is a 14-turn series of events with the first starting at 10% and increasing by 1% a turn until the last few turns when the odds increase dramatically, finally @ 100% turns 14-16 variable, will inevitably bring about an Islamist Putsch in Pakistan.

--Pakistani Option 1 (Grant “NATO” Flyover) starts the putsch sequence turns 2-5.

--Pakistani Option 2 (Declare Neutrality) starts the putsch sequence turns 8-11.

Effects:

--The storming of a militant mosque in Pakistan by government forces—as announced in Recent News—will indicate the coup is imminent, occurring within 2 to 4 turns from this announcement.

--Exclusion zone 1 is removed (Pakistan west and south borders).

--Pakistan receives a TO which he must activate (honour rule) to send any regular Army units into Afghanistan. Pushtun & Baloch guerrillas that appear can cross without penalty. Using the TO gives “NATO” 500 VPs and –10 EEV. Note: Recent News notification of Pakistani entry into Afghanistan, VP and EEV costs, are delayed one turn as the US/”NATO” moves first every turn. The Pakistan player activates the trigger on the turn he sends regular army unit across the border.

Pakistani Islamist Terror Attacks in India

Islamist terror attacks staged by radical groups in Pakistan will occur sporadically in Kashmir and Delhi according to the following time periods:

- Turns 5-9 a terror bombing in New Delhi = EEV +10
- Turns 10-14 a terror bombing in Bombay = EEV +10

Event Engine Variable (EEV) Dynamics

--"NATO" capture of 6 locations in Afghanistan will raise the EEV level:

Kabul (83,51)	EEV +10
Jalalabad (94,52)	EEV +10
Kandahar (52,82)	EEV +10
Herat (20,54)	EEV +10
Konduz (80,27)	EEV +10
Mazar-I-Sharif (65,28)	EEV +10
Tora Bora (92,56)*	EEV +10

--When the EEV level reaches 60 all Taliban forces will withdraw within 1-3 turns (variable). "NATO" forces receive +1000 VPs for the Taliban collapse.

*Tora Bora: "NATO" capture of the Al Qaeda fort area will cause all Arab "055 Brigade" units to withdraw immediately; *however, note that this capture/withdraw sequence is only activated when the EEV level has reached 60.*

--Pakistan activates Afghanistan Intervention Theatre Option (available when Islamist Putsch occurs): -10 EEV (**minus** 10). Pakistan receives this TO which he must activate to send any regular Army units into Afghanistan (honour rule). NOTE: Pushtun & Baloch guerrillas can cross without requiring this TO to be used.

Terror attacks in India (x2)= +10 EEV each.

EEV Level Effects:

EEV 50: Pakistan has TO to manually trigger and Islamist putsch and remove Exclusion Zone 1 to allow Islamist units to enter Afghanistan without a state of war existing with "NATO" forces. "NATO" receives +500 VPs.

EEV 60: Taliban will disperse within a variable timeframe.

"NATO" (only) has TO to attack Pakistan giving Pakistan 1000 VPs
Pakistan as a TO to formally attack US/UN forces with regular army

EEV 70: "NATO" and India has TO to attack Pakistan—500 VPs to Pakistan.

EEV 80: Automatic war between "NATO" forces & India against Pakistan. China will intervene on the side of Pakistan some 3-6 turns following this.

Pakistan Mujahadeen Option

Pakistan receives this Theatre Option 5-9 turns after India is at war with Pakistan. Using this option will bring activate several Mujahadeen guerrilla units in Indian Kashmir.



Explosions from U.S. bombs rise over the Taliban positions in the Qala-Cata Mountains, northern Afghanistan, in this Nov. 7, 2001 photo. (AP Photo/Sergei Grits)

Air Unit Restrictions

There are four types of on-map airfields: Heavy Bomber Airbases, Regular Airbase, Advanced Fighter Base, and Minor Airfields. Differences noted below.

- Heavy Bomber type aircraft may only base at airfields notated “(Hvy Bmr AB)”
- Regular Airbases are assumed to be any airfield without an Advanced Fighter Base (“AFB”), or “(minor AF)” notation. 3 non-heavy bomber types can base here.
- Advanced Fighter Base (AFB): only one fighter type fixed wing unit can base here.
- All airfields marked “(minor AF)” may only have helicopter units based there.
- Helicopter units MUST base at an airfield (any type).
- Carrier-based aircraft can only base on their carriers
- ”NATO” Air Shock is @ 130% turn 2 – turns 5-7 (variable).

-USAF long-range bombers based in Diego Garcia and the “Distant Airbases” off map airfield (3/36) must remain on these bases and may not transfer to other bases. Exception: a maximum of one heavy bomber unit can base at Al Udeid airbase (5,153) in Qatar. In addition, these units are NOT limited by the Pakistani choice of “no flyover” and may target in Afghanistan across the Pakistani exclusion zone around their border.

--Only B-1 heavy bomber type unit can intentionally be put on “combat support” or “interdiction” missions.

--*No USAF heavy bomber can target an enemy unit adjacent to a friendly unit unless a US Special Forces unit is within 5 hexes of the target hex. Note this is only for enemy units adjacent to friendly units—these bombers can attack any non-adjacent enemy units that are visible.*

--“NATO” will be able to use various airbases in the former Soviet republics to the north as time passes--this will be announced in Recent News. “NATO” land forces flown to these bases may move by road to Afghanistan. No other units of either side may move into any of the northern ex-Soviet republics.

-Airborne Para and Air Assault troops have special limits when landing in mountain areas:

- They may never drop/land adjacent to an alpine mountain hex

- They may never drop/land onto a mountain hex

- They may never drop/land onto hills terrain adjacent to a heavy escarpment hex side

- Irrespective of the above limitations they may always drop or land on an airfield (any type).

--No units of either side may enter the U.S./Great Britain Cruise Missile Zone (10,65). It is positioned here purely for range limitations, and the rocket units in that zone represent USN and RN frigate and submarine launched cruise missiles. These units are at full strength at the beginning and are gradually withdrawn over some 15 turns.

--Pakistani and Indian air forces do not appear until war breaks out. On the first turn that war with Pakistan occurs the exclusion zone will remain up and no enemy air unit can cross until the following turn (to enable the PAF to assign its appearing units missions as “NATO” moves first every turn).

Naval Movement, Combat, & Amphibious invasions:

“Ports” are any city or town hex with anchor symbol; “beaches are any other type of terrain with an anchor symbol.

1) Pakistani naval units may not cross the Sea Zone Limit Line west of Bombay, nor may they enter the separate Middle Eastern sea channel along the west edge of the map.

2) All embarked land units with the exception of commando units, must spend one full turn at sea before moving adjacent to any enemy coastline to allow for possible enemy

naval and air interdiction if they are spotted, and they must move at least half the distance to their intended destination. This applies even if moving from friendly port to friendly port. Exceptions:

--During a ceasefire this requirement is waived and units may move from friendly port to port and must end their turn in a port--they may not remain at sea during the ceasefire. Naval units themselves may position themselves at sea during the ceasefire, no closer than 10 hexes to an enemy coastline.

--"NATO" forces may move by sea anywhere in the separate Middle Eastern sea channel along the west edge of the map directly from port to port in one turn.

3) Naval units, which move adjacent to enemy ships, must cease movement. They may not continue moving that turn unless the enemy naval unit is sunk. Furthermore, every enemy naval unit adjacent to friendly naval units must be attacked by friendly naval units to the extent possible.

4) Land units moving by sea must be escorted by naval units along their entire movement path. Naval units trace the path first, followed by embarked land units.

5) Invading units if going ashore next to an enemy coastal battery must spend their first round offshore and escorting surface ships must attack the battery. In subsequent rounds amphibious units may move or attack their way ashore.

6) Escort naval units for amphibious assault must remain offshore at the end of the turn, in the hex the escorted land units made their assault from.

7) Ports and beaches: Ports are any hex with an anchorage AND a town or city hex; beaches are anchorages with NO town or city. All units may land at any port or beach hex; only commando, marine infantry, or naval engineers units may embark at beach hexes, and these are the only units that can embark from these hexes.

8) Naval unit replacements: Neither side receives ship replacements; rebuilds, however, are allowed, replicating the return of ships that were damaged, not sunk.



INS Viraat

Use of Nuclear Weapons:

Nuclear weapon use, tactical and strategic, is limited to Pakistan and India only; furthermore, Pakistani nukes may not be knowingly used on "NATO" forces, and Indian nukes may not knowingly be used on Chinese forces.

1) Both sides will receive tactical nuclear weapon capability when war breaks out, allowing use of 6 tactical nuclear weapon attacks from Tactical launchers only. The first side to launch a nuclear attack gives the other side +500 VPs. Nuke attacks are reduced to zero 2 turns after the first nuclear weapon is used.

Pakistani Tactical Nuke Units: Ghauri 1 – 6

Indian Tactical Nuke Units: Agni 1 - 6

2) On the turn after tactical nuke attacks (if used) are reduced to zero Pakistan (only) receives a Theatre Option to initiate strategic nuclear attacks. Using this trigger will bring on both Pakistani and Indian strategic ICBM missile batteries, allowing both sides the use of 6 strategic nuclear attacks for one turn only. Nuke attacks are reduced to zero 1 turn after the first nuclear weapon is used, after which it is assumed international pressure causes both sides to renounce further attacks.

Pakistani Strategic Nuke Units: Shaheen 1 – 3 = ICBM launchers

4 – 6 = Heavy ICBM launchers

Indian Strategic Nuke Units: 555/Agni 1 – 3 = ICBM launchers

4 – 6 = Heavy ICBM launchers

U.S. Use of BLU-82 Thermobaric Bombs in Afghanistan (only)

The BLU-82 "daisy cutter" used in Afghanistan is a 15,000-pound (6800kg) conventional bomb, delivered from an MC-130 transport aircraft. The BLU-82 uses conventional explosive incorporating both agent and oxidizer. The warhead contains 12,600 pounds (5,700 kg) of low-cost GSX slurry (ammonium nitrate, aluminium powder and polystyrene) and is detonated just above ground level by a 38-inch (965 mm) fuse extender, optimized for destruction at ground level without digging a crater. The weapon produces an overpressure of 1000 pounds per square inch (psi) (7 MPa) near ground zero, tapering off as distance increases.

On turn 8 "NATO" forces receive a Theatre Option to use the BLU-82 bomb for three turns following activation, giving the Pakistani 'Bloc' +500 VPs. *This option is permanently removed on turn 11.* This attack must be delivered by the USAF unit that appears at 39,11 and equals a 200 kT attack which will leave the target hex contaminated (the assumption being that depleted uranium cluster bombs were used as was the case all over Afghanistan). After 3 turns the unit is withdrawn and the capability is ended. Restrictions: only the BLU-82 unit can launch these attacks. The range pretty much limits targeting to Afghanistan, but any enemy unit can be attacked.

Supply Points:

Supply points are located all over the map but have the following restrictions.

Major Supply Bases: only the deep-water ports of Karachi, Gwadar, or Mumbai (as marked on map) can be used by “NATO” forces as a major supply source. Other supply points available will supply units of course, but every effort must be made to have an uninterrupted supply line to either of these ports for “NATO” forces arriving in the south.

Air Base Supply Bases: Any regular airfield with a supply point can be used for “NATO” “light” formations; e.g. 10th Mountain Division, or 173rd Airborne Brigade—can have the airbases at Karshi (53,7) and Dushanbe (77,7) as major Supply Bases; in Afghanistan only Bagram Air Base (84,46) would qualify.

Small Formation Supply: Battalion (or smaller) sized Para, Air Assault, commando, and any Afghani unit (either side) can trace supply to the nearest supply point—often located in Air Bases or minor airfields.

Indian, Pakistani, and Chinese Supply:

--Indian supply sources are located in strategic Indian cities or a controlled deep-water port.

--Pakistani Supplies are in Pakistani major cities and strategic towns or a controlled deep-water port.

--Chinese Supply is on the north map edge (153,9) east map edge (189,20), the Advanced Fighter Base at 173,34, or Gartok (187,75) in Chinese occupied Tibet. Chinese division sized units must be able to trace a clear supply line to any of these sources. They can also trace a legitimate supply line to any functioning Pakistani RR linked to a Pakistani supply point in a major city. Note that the RR supply head at 153,27 can be extended towards the Pakistani border with RR engineers.



“NATO” reinforcements

Note that “NATO” generally refers to all non-Indian forces on the map. Indian forces are not part of “NATO” per se, and are not, therefore, under the direct command of “NATO”. This is reflected in specific deployment limitations given below.

Combined Joint Task Force-180 (CJTF-180)

This is a Corps-level U.S. HQ, built on the framework of the U.S. XVIII Airborne Corps. It is presumed to command all non-Indian “NATO” forces on the board and begins to appear in the SW trans-shipment ports (0,189 area) when the western Pakistan Exclusion Zone 1 is removed. Additional components of this formation appear 2-4 turns following initial activation. Its various sub-units include an engineer bn, a field artillery brig, an air defence brig., and a military police brig.

Restrictions: The HQ unit must initially be moved to a captured deep-water port, and all sub units must arrive at the port the HQ occupies.

10th Mountain Division

This division is airlifted in as the first “light” division appearing beside Karshi Air Base Uzbekistan (53,6) on turns 10-14. It must always trace its overland supply to Karshi or Dushanbe Air Base (77,7) in Uzbekistan, or south to a Pakistani captured deepwater port at Karachi (61,156), Gwadar (19,154), or even conceivably Bombay (118,190), if they are able to trace an intact RR line to that deep-water port. The division can operate anywhere on the map as long as these supply limitations are met.

101st Airborne Division

This former Para division is now an air landing division (Air Assault) and begins to appear in the Gulf bases of Bahrain and Qatar when the western Pakistan Exclusion Zone 1 is removed. Additional components of this formation appear 2-4 turns following initial activation. Like the other US divisions it must ultimately have a clear overland supply route to a legitimate major supply base; however, it can initially assault into areas that do not have traceable supply as long as every effort is made to clear such a supply path within 5 turns.

1st Marine Division

Some of this formation’s battalions are assigned to each Carrier Groups MEF (Marine Expeditionary Force) and appear as air-mobile units to allow them to move into Afghanistan by air—for the purposes of amphibious landings they are also considered to be marine infantry as desired. The 1st Marine Division itself must land by sea and advance with other “NATO” forces from a secured deepwater port as a supply-head. The entire division appears in the SW trans-shipment ports (1,192 area) when the western Pakistan exclusion zone 1 is removed. 1st Marine Division may operate anywhere on the map as long as a supply line to a deep-water port is clear.

1st Armoured Division

This heavy division will appear begins to appear in the SW trans-shipment ports (1,192 area) when the western Pakistan Exclusion Zone 1 is removed. Additional components of this formation appear 2-4 turns following initial activation. Like the other US divisions it must ultimately have a clear overland supply route to a captured deep water port in southern Pakistan; furthermore, note all components of this division must be landed at ports in accordance with port type debarkation/embarkation limits. 1st Armor Division may operate anywhere on the map as long as a supply line to a deep-water port is clear.

173rd Airborne Brigade

This unit is one of the few parachute units left in the American military as helicopter delivery is much more accurate and effective when available. This unit is scrambled from an airbase near Vicenza Italy and the 7th Wing/28th Squadron of 18 B-1B Lancers (withdrawn earlier) will return for the duration, with a “NATO” Theatre Option giving Pakistan +500 VPs. The option is available +6-12 turns (variable) after an Islamist coup occurs in Pakistan. Para units appear at 1,33, while the HQ appears at Karshi airbase (53,6), Uzbekistan. The unit may initially drop anywhere as long as a supply line can be established within 5 turns to a major supply base or a functioning Air Base supply head.

“NATO” Naval, Air, & Special Forces Reinforcements

--Many Special Forces, Navy Seals and marine units will appear in US offshore bases to the south and SW of Pakistan. Naval units usually arrive in the SW sea area.

--USAF air units will appear in controlled airfields, usually in the SW corner of the map.

--The 7W/28th Sqd of 18 B-1B Lancers withdraws turns 4-6. Note (above) that this unit can optionally be returned with the 173rd Airborne Brigade.

--USN Carrier Groups will withdraw and appear as reinforcements as they are rotated into and out of the Theatre.

--”NATO” Ally units from Britain, France, Canada, Australia etc all appear to the south or SW of the map.



Northern Alliance Reinforcements

--Various small units will appear in their respective ethnic areas; e.g. Uzbeks, Tadjik etc.



Afghan American Puppet Government

--Various small battalions will appear in the Kabul and Kandahar regions after the fall of the Taliban. Note that the Afghan Government forces that appear after the fall of the Taliban will go into garrison mode 2 turns after their appearance.



Indian Armed Forces

All Indian Army, Navy, and Air Force units will appear on the map when war breaks out with Pakistan. There will be a 1-2 turn (variable) ceasefire for these units to be positioned as desired. Note that the Indian AA formation (IAF AA), as well as the two Karachi Defense Force units, will go into garrison mode +2 turns following their appearance on the map.

Indian Air force and Missile Batteries

These units are all off-map until war begins between India and Pakistan.

Indian Territorial Army

-- +5-7 turns after India is at war with Pakistan western Territorial units will appear at various cities on the map in India. Some +8-13 turns after the outbreak of war eastern Indian territorial units will appear on east and SE map edges as reinforcements. Territorial units can be used as desired beyond Indian Territory as long as they are deployed jointly with regular Indian Army units.

Indian Deployment Limitations:

India will enter the war with two major fixations: firstly, the defeat of Pakistan; and secondly, a neutralization of the Chinese threat when China decides to intervene in the conflict. Therefore:

--Indian forces may only operate in India, Pakistan, and Chinese territory to the north. They may not enter Afghanistan or any of the former Soviet republics north of Afghanistan.

--Indian naval forces may not be used west of a north-south line 2 hexes to the west of cape Monze by Karachi (57,156)

--Indian Air Force units may not base outside of India with the exception of helicopters.

--A maximum of one "NATO" formation may land in Bombay and use it as a deep water port for supply purposes, and a maximum of one "NATO" formation may operate in Indian territory at any given time.



Indian Arjun MBT

Pakistani ‘Bloc’ Reinforcements

Pakistani Armed Forces

All Pakistani Army, Navy, and Air Force units will appear on the map when war breaks out. There will be a 1-2 turn (variable) ceasefire for these units to be positioned as desired. Note that Pakistani AA formation (PAK AA), along with the Karachi Defense Force formation (Karachi D.F.), will go into garrison mode 2 turns after Pakistani units first appear on the map.

Islamist Guerrilla Reinforcements

--Commencing some 7 turns after the fall of Kabul, or variable delay after an Islamic putsch in Pakistan, various Taliban/Al Qaeda guerrillas will appear in the south of Afghanistan, at various intervals. These units may only operate in Afghanistan and Pushtun tribal areas in Pakistan (see below).

-- Pushtun & Baloch guerrilla units will appear across southern Afghanistan and across the Pakistan border, with reinforcements appearing at intervals.

--"NATO" forces in the proximity (17 hexes) of Hyderabad (75,151) will activate Sindh Islamist guerrilla forces in southern Pakistan, with reinforcements appearing at intervals.

--Pakistan has a Theatre Option after war commences with India to incite a mass uprising of Mujahadeen guerrilla cells all across Indian controlled Kashmir.

Pakistani Air force and Missile Batteries

These units are all off-map until war begins between and Pakistan and India, or Pakistan and "NATO"—whichever comes first.

Pakistani National Guard & Paramilitary Formations

--Pakistani National Guard units (Mujahid and Janbaz units denoted by their black on gray colours) are closer to Islamist doctrine and can be used as desired as long as they are deployed outside Pakistan jointly with regular Pakistani Army units. They appear on map as soon as the regular army is activated.

--Pakistan paramilitary forces (gray on gray colour scheme), were previously used to often repress local tribal revolts by the Musharraf government in Islamabad, as such they are less "keen" on adventures abroad but remain solidly committed to the defense of Pakistan itself—they may only be used within the borders of Pakistan.



Chinese J-11 Su-27SK Flankers



Chinese Reinforcements

- 1) The 21st Army Group will arrive on the northern map edge in the area of 153,9. Its units are comprised of various smaller sub-units, 12th Armour Division and 63rd Motorized Division.
- 2) The 47th Army Group appears on the northeast map edge in the area of 189,20. It is comprised of various sub units, 13th Armoured Brigade, 139, 140 & 141st Motorized Divisions.
- 3) Chinese Air Force Divisions appear on off-map air bases to the north and NE. Note that bomber divisions must remain on specifically heavy bomber off-map airfields. Other Chinese fighter and Ground Attack Divisions may only base on appropriate air bases in Chinese territory.
- 4) The 15th Airborne Corps is an optional formation brought on with a Theatre Option available once Chinese forces are mobilized. Using this trigger gives the US “NATO” +1000 VPs. 15th AB Corps units: 43rd Parachute Division, 44th and 45th Air Landing Divisions. These units may drop anywhere within 5 hexes of friendly units or valid supply line. The political points received by “NATO” are due to the fact that the employment of this key formation in the west, by China, completely precludes any possible assault on Taiwan.

Honour Rules:

--No road with a river in a mountain valley may be "blown" unless it can clearly be seen to cross the river.

--Note many HQ units have intrinsic bridge-building engineers—Afghan formations in particular.

-Only “NATO” (non-Indian) units can operate within the former Soviet republics: no other units can enter these areas. Afghanistan “NATO” units can only operate in Afghanistan with the exception of Dostum’s Uzbek forces (grey on dark red), which can operate in Turkmenistan and Uzbekistan as desired.

--Northern Alliance troops other than guerrilla forces cannot deploy south of the N.A. Zone Boundary Line once Kabul has fallen and the Taliban forces have collapsed. They may attack any Islamist forces north of this line; south of this line however, “NATO” must deal with enemy units. Note that this line essentially marks the northern boundary of “Pushtunistan”

--Afghan Government troops will appear in Kabul, Kandahar, and Jalalabad, in separate colours when the Al Qaeda units withdraw. These units may be used within Afghanistan only.

--Pushtun, Taliban, and Al Qaeda deployment limitations: in anywhere in Afghanistan and Pakistan from a line NW-SE through Quetta, north, and west of Indus in Pakistan.

--Baloch deployment limitations: Afghanistan east of Kandahar and south of Herat, Pakistan west of Indus west of a line Karachi-Quetta. Baloch border and police units must remain in Pakistan-Baloch areas.

-Chinese ground units can operate anywhere on the map, except the former Soviet republics. Chinese air units can only base on Chinese air bases. Exception: **a maximum of two fighter-bomber formations** may base at the airbase directly south of Rawalpindi (118,60). Chinese AF units may use no other Pakistani airfield.

--All Indian and Pakistani MP units must be positioned in towns and cities. Border units may not leave their own country. Indian Territorial units may only be used in conjunction with regular Indian ground forces beyond the borders of India; likewise Pakistani National Guard may only be used in the same manner.

--"NATO" war with Pakistan: if this is activated by Pakistani support of the Taliban, the PAK air force will appear.

--"NATO" (non-Indian) units only, may land in Iran by helicopter, and leave the same way, as long as they are at least a three hexes (2 hex interval) from the nearest Iranian city, town, or road. These must be Air Assault helicopter mobile units only.

Victory:

Both sudden-death triggers below are inactive until India and Pakistan are at war:

- 1) Sudden-death victory for "NATO" forces & India upon capturing Islamabad in Pakistan (119,58).
- 2) Sudden-death victory for Islamist Pakistan (China) in capturing New Delhi in India (161,112).

Failing either the war is decided upon points when a ceasefire is declared.

PLAYER NOTES

"NATO"

Preliminary notes to assist the NATO player in finding, and getting to, Afghanistan on the map at the start of the scenario.

The Taliban actually have a small air force based at Bagram, so before you airdrop any Special Forces unit after the ceasefire ends, make sure you have all your fighters on air superiority. As the Taliban intercept your first SF drop, and maybe even cause it to end up back at base, they themselves will get seriously whacked by Hornets, Tomcats, and Strike Eagles. You can tell they have been neutralized then, as all subsequent drops in round 1 will encounter no resistance; still, you want to get rid of the threat entirely for turns to come so you whack Bagram on round one with regular bombing runs and a few designated airbase hits. Remember the heavy bomber strike limitation is for units adjacent to your own only—and you need a SF unit nearby. Does this seem too fussy? Well part of the reason is to force the US to spread these units out among the Northern Alliance and not create a huge Special Forces army on one area of the map.

Marine units *have* to be moved by sea up the west side to the unnamed port at 1,100. Accompanying lift choppers fly to the airfields on either side. One Marine unit already there with choppers points the way. The Marines have to stage hops into southern Afghanistan from there it is their only method of deployment So drop it and capture the airbase at 14,98 straight away—you will discover it has a friendly supply point in it. Repeat wash and rinse until you capture Base Rhino at 51,88 and base attack choppers there as you complete the Marine part of the mission by taking Kandahar. 10th Mountain, with its own lift choppers, will appear at Karshe AB later on and you can use them from there heading south, even using RR to Afghan border.



Kabul, Afghanistan



Pakistani Commandos

Paradise Lost: The Indo-Pak War 2002

(Original Indopak Historical Notes)

A. Historical Backdrop

Kashmir, for both Pakistan and India, represents something akin to paradise. Far from the heat of the Indus and Ganges floodplains, the snow-capped mountains of Kashmir, the Karakorams, and the Hindu Kush, form the headwaters of these great rivers upon which civilizations have risen and fallen through the course of time. For India, loss of Kashmir through war or negotiation, begs the larger issue of the sub-continent having had Pakistan riven from its flank in the first place by the British before they left. If they have learned to accept the existence of Moslem Pakistan, they draw the line at Kashmir. For Pakistan it is part of their parlous sense of national identity: having all of Kashmir within Pakistan seems to offer a sense of completeness they lack. Thus compelled by deep historical antipathies and desires, both sides are unable to countenance compromise. What was once a paradise for tourists and those seeking to escape the heat of summer, has become a paradise lost through decades of bitter insurgency and terror.

B. Military situation

Strategic Overview

One can read an awful lot about the military of both sides, and various analyses, most of them helpful in some measure in understanding the situation faced by both sides. Until one sits down as either side with all of the military forces in place on a map, I don't think it can be brought home to one how incredibly unstable the situation is. Both sides pack considerable firepower in terms of weaponry. Either side, for example, has more tanks and APC's at their disposal than the Wehrmacht had when it launched Operation Barbarossa. On a division-by-division basis, either side has more artillery as well. That said, however, with a population some 10 times larger than Germany's in 1941, India is fielding only 40 divisions, backed up by a poorly equipped Territorial Army. Pakistan, obviously straining its resources to the utmost, has 30 divisions backed up by their own version of the Territorials: the National Guard. A quick look at the map indicates the dilemma for both sides: there are not enough troops to solidly defend the entire frontier, never mind engaging in a strong offensive anywhere. Granted, much of the south is desert and could be lightly screened, allowing one to create a strong north. There are, however, compelling reasons to guard the south and to present an offensive threat there. In the first instance both sides have much to lose in allowing the other side to advance in the south unopposed, Pakistan in particular. In fact Pakistan has far more to lose as its wasp-waisted demography allows it to be cut in two, and this without the Indian army having to drive through more than 1-200 kms along certain axes. Large Pakistani cities could be taken. India, by contrast, could lose large parts of Rajasthan, seemingly a fair trade. But as war is "politics by other means" such a loss of face for India in losing Jaisalmer and Jodhpur, would almost equal an Indian capture of Hyderabad or Karachi—almost. And so the solution is one of compromise it seems: place enough of a force in the south to embody an offensive threat, drawing off enemy forces from the north. This southern group for other side, if not operating offensively, will form the defensive screen. The conundrum for both sides: what is the correct balance? Too much could leave the north weak, and it is here that the imbalance for Pakistan in the south is reversed in the north. India has three critical locations in Kashmir and Punjab, the loss of any of which, would be a serious blow to their political prestige: Srinagar in Upper Kashmir, Jammu in Lower Kashmir, and Amritsar in Punjab. The last two cities are perilously close to the front line at start: 20 kms in face, and Srinagar not much better, although the mountain ring around it, if properly manned, renders it a formidable fortress. It is true that Pakistan's major city Lahore is also close to the front, as are other Pakistani cities; however, outside of the loss of Islamabad itself, Pakistan would fight on with no threat of sudden death. Incidentally, sudden-death victory in this scenario represents a political overthrow of the regime and a ceasefire with terms made favourable to the enemy.

C. Comparison of forces

At first glance, as one would expect given the disparity in size between India and Pakistan, the military balance sheet favours India with a superiority of 2-1 in tanks, 1.8-1 in planes, 1.6-1 in infantry and artillery, and a blue water navy grouped around the light carrier Viraat, with more ships, and more powerful at that, than the Pakistani navy. On top of that India has a superior AWAC set-up for coordination of their air and sea forces while Pakistan is land-based and vulnerable to dedicated attack. That said, however, and

keeping in mind the strategic elements already outlined, a closer examination reveals things are not so much in India's favour as to suggest a completely unbalanced match-up. Tanks: India's huge superiority in numbers actually results from the fact that the army has hordes of T-55s and T-72s, very few of which have been upgraded. A recent deal with Russian has seen the first of the excellent T-90s arrive but these amount to a handful; likewise the indigenously developed Arjun heavy tank has been plagued with difficulties. Having spent close to 1.6 billion dollars developing this behemoth, India has but 35 prototypes to take to the field in 2001. Pakistan by comparison has 320 of the new Ukrainian T-80 UD, a superb tank by any standards, and fully integrated into their tank divisions. The receipt of these tanks, in fact allowed Pakistan to create a third tank division, finally matching India's three. Like India, Pakistan also has a lot of dated tanks (mostly Chinese and some American; all indications are, however, that they have better maintained their tank forces.

Infantry: the infantry of both sides can generally be expected to fight well; Pakistan, however, would have the edge in morale defending its own territory and would be heavily dug-in, thus providing a measure of parity.

Planes: It is generally perceived that Pakistani pilots are somewhat better than their Indian counterparts; however India has far more planes. Pakistan has a handful of AH-1 Cobra gunships vs. far more Indian Hinds. Even worse for Pakistan, they have far more modern craft with BVR (beyond visual range) capabilities and are backed up by AWAC. American sanctions over the years have prevented their AF from building up a more sizable force of F-16s to counter this imbalance. This is one area that could be critical as India gains control of the air over the battlefield. The question is whether PAF can delay this turn of events until events on the ground proceed to a satisfactory outcome.

Navy: India will have a far more costly time enforcing a blockade of Karachi than they did in the '71 war, mainly due to the radical improvement of anti-shipping missiles. Pakistani ships and subs are equipped with the effective Harpoon, and PNAF Mirage 2000's have the exocet, a devastating missile as the Falklands proved. Even so, odds are on the Indian Navy fulfilling its task, perhaps able to support an invasion of the southern coast if the air force manages to get control of the skies. Unlike 1971 however, Pakistan has far more ordnance and fuel in reserves and a blockade would not have critical short-term effects. The naval war is a bit of a crapshoot with India providing the bigger targets. The loss of the carrier Viraat would be a major loss of prestige.

Special Forces: Here again India has the edge with an infantry division partially trained in marine landing, and supplying a regiment of airmobile troops along with their Para rgt. The Indian navy also has five bns of marine commandos. Against this Pakistan have two rgts of SSG commandos and one rgt of marine commandos. The critical imbalance here lies in the fact that India has a large helicopter transport fleet while Pakistan's is small. If Pakistan's AF is sufficiently degraded, these airmobile troops could move about the battlefield with impunity.

D. Conclusion

The victory conditions indicate why Pakistan has publicly stated that its strategy in this war would be that of the “offensive-defence”. The Pakistani plan is to capture as many critical locations in India as possible before a ceasefire, in order to give it bargaining strength. It is possible that Pakistan would gamble, leaving the south lightly screened, allowing it to attack with favourable odds in the north, employing its superior tanks, and attempting to force a decision before India can react and take advantage of things in the south.

India for its part, is faced with the difficult dilemma of wanting to punish Pakistan for secretly supporting the ongoing Kashmir insurgency, while knowing that a limited offensive in Kashmir in extremely rugged terrain, would not allow her army to bring her superior numbers to bear. Widening the war down the entire front is the only strategy that can expose Pakistan’s weaknesses.

This is an initial playtest version.

DRMcB

April, 2008

Revised TOAW III 06/2008

Comments to:

drmcB@colba.net