

OBJECTIVE: Intercept KGB KASKAD convoy and extract Delta Force Captain James Morgan alive.

REWARD: Crucial intelligence regarding PROJECT OBSCURA.

CONSEQUENCE: *"If Morgan disappears into the Soviet system, we lose our only lead on PROJECT OBSCURA. More importantly, we lose a good man to whatever the Soviets do to broken Delta operators in their black sites."* - **BLUEBIRD**

Three months after Delta Force team COLD HARBOR went missing on a recon mission in Afghanistan, their commander made a single radio transmission. Captain JAMES MORGAN, held captive by local insurgents, mentioned something called "PROJECT OBSCURA" - a name that set off alarm bells in certain CIA circles.

Now KASKAD, the KGB's elite "ghost squad", has extracted Morgan from his captors and is transporting him to a Soviet facility in Tajikistan. A mysterious CIA handler codenamed BLUEBIRD believes Morgan's mention of PROJECT OBSCURA is the key to something much bigger, and has hired FIST to intercept the convoy before it crosses the border.

THE TRUTH

[REFEREE EYES ONLY] Morgan and COLD HARBOR stumbled onto STARGAZER field tests in the Hindu Kush mountains. STARGAZER, a rogue branch of CYCLOPS, is preparing a mass psy-op using the guise of UFO activity. While Morgan's original captors (the AZAD WATANDAR) were genuine insurgents, STARGAZER's elite ZODIAC team has been monitoring him. They will attack during FIST's ambush, attempting to eliminate both Morgan and any KASKAD personnel who may have gleaned information during his interrogation. The ZODIAC team uses advanced OBSCURA tech that makes them appear alien and almost supernatural in combat.

AZAD WATANDAR is also in hot pursuit of their missing captive (and the killers of their comrades), setting the stage for a fatal four-way between FIST, KASKAD, AZAD WATANDAR and ZODIAC.

BRIEFING

BLUEBIRD, a CIA analyst and occasional patron of FIST, has contacted the unit with a peculiar bit of intel, after months of silence regarding anything PROJECT OBSCURA related.

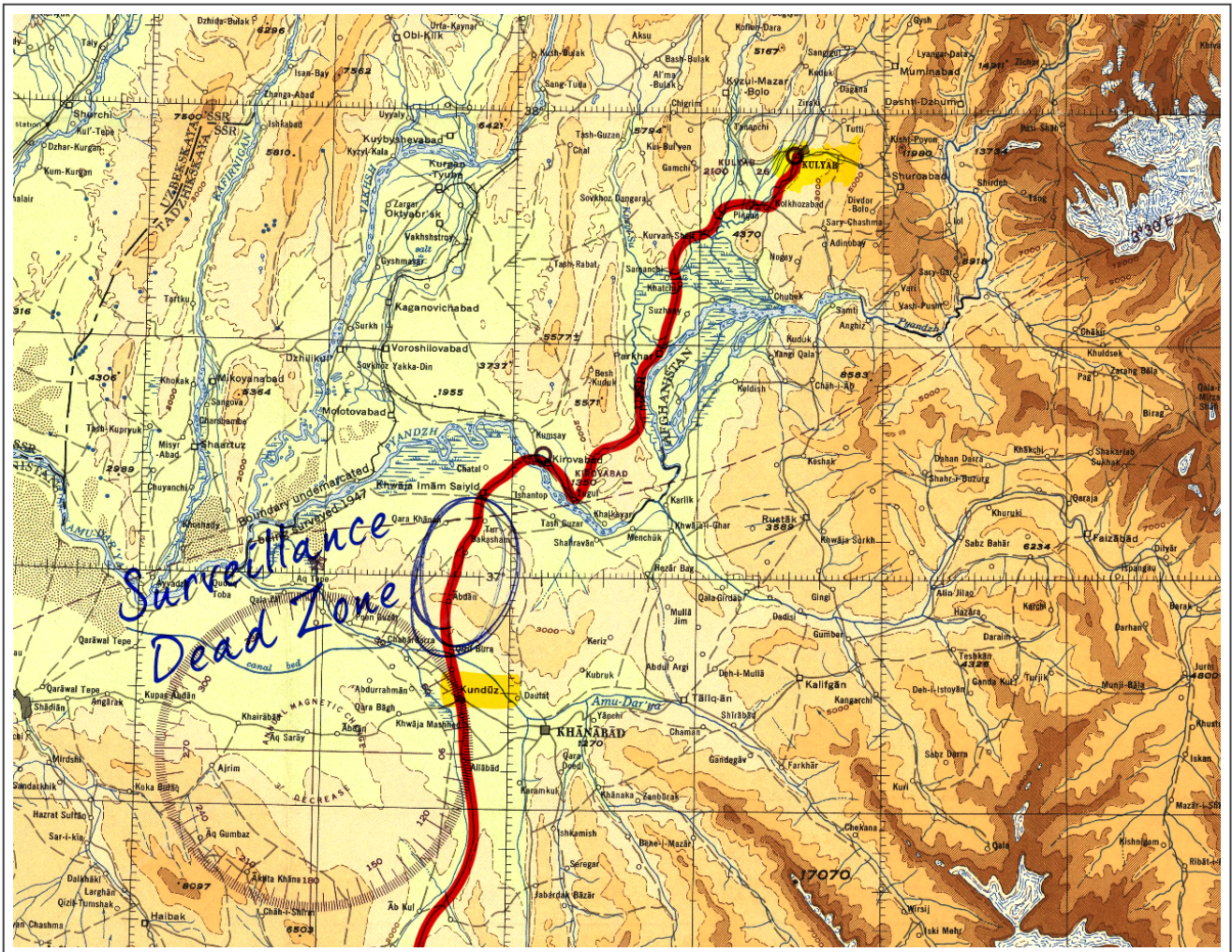
"Listen carefully. Three months ago, Delta Force team **COLD HARBOR** went dark during reconnaissance of suspected Soviet activity in Badakhshan Province. Four operators, no bodies recovered. Command wrote it off as another casualty of the Great Game.

Two weeks ago, we intercepted a weak radio transmission from their team leader, **CAPTAIN JAMES MORGAN**. Location: somewhere in the Andarab Valley. Message was garbled, but he mentioned two things: his captors - the **AZAD WATANDAR**, those nationalist insurgents giving both Kabul and Moscow headaches - and something called "**PROJECT OBSCURA**." That second part got flagged. Above my clearance to tell you why, but you know I occasionally look out for you boys, and I know this is of interest for you.

Forty-eight hours ago, KGB's **KASKAD unit** - their ghost squad, real nasty customers - hit the Azad Watandar camp at Bagh-e-Dehqan. Precision raid, no survivors except Morgan. They're moving him to their facility in **KULOB, TAJIKISTAN** for "enhanced debrief."

Here's where it gets interesting: their route takes them through a 50km stretch north of Kunduz that's a surveillance dead zone. Too far from Soviet rapid response at Kulob, outside Kabul's air coverage, and the local garrison at Kunduz is understrength due to recent Azad Watandar attacks. You have a 2 to 3 hour window. The KASKAD convoy - three GAZ-66 trucks, heavily modified - leaves Kabul in 3 days at 0800. They'll hit that 50km stretch around 1200. After that, Morgan disappears into the Soviet machine, and whatever he knows about Project Obscura goes with him.

I don't need to tell you that if this goes wrong, you were never here. I wasn't either."



PREPARATION

BLUEBIRD has the connections to get FIST into Afghanistan. They are flown into a small smuggler's airstrip near KHANABAD, AFGHANISTAN.

The airstrip features a small radio tower that serves as a fine temporary headquarters; bunks, kitchen and an office (with a handy corkboard to plan).

AMBUSHES 101

FIST probably knows the elements needed for a successful ambush (*"[Character Name], you've learned about ambushes in training. You know it consists of ..."*). If none of them do, BLUEBIRD will remind them:

- **Site Selection.** Find a location that allows for cover and concealment for the attacker, while exposing the target. Look for possible escape routes and observation points.
- **Force Allocation.** Determine who does what when the time comes; assault, support, security.
- **Weapons & Equipment.** Obtain vehicles, weapons, explosives and the like.
- **Trigger Point.** Determine the exact moment when to spring the ambush - either a signal, physical marker (when the vehicle crosses a point) or a condition (the enemy halts or enters the killzone).
- **Kill Zone.** Determine how to maximize damage, and ensure overlapping fields of fire.
- **Escape Plan.** Plan an orderly withdrawal, to avoid getting trapped. Set a rally point.
- **Contingency Planning.** Prepare for enemy reinforcements, unexpected enemy actions.
- **Local Aid.** Explore whether some locals would be open to help, in the form of communication and heads-up. Also explore mercenary options to help with the assault itself.
- **Local Threats.** Explore whether there are other local elements that might hinder the ambush; law enforcement, organized crime, rival parties etc.

MANAGING TIME

The main element to manage here for FIST is **TIME**. Consider the following time table.

TIMESLOT	ACTION
0800 - DAY 1	FIST arrives in Afghanistan and starts formulating plans
1200 - DAY 1	FIST is settled and can start preparation
1600 - DAY 1	

TIMESLOT	ACTION
2000 - DAY 1	Nightfall - unsuited for recon, suited for other covert actions
2400 - DAY 1	Probably time to sleep
0400 - DAY 2	More sleep
0800 - DAY 2	
1200 - DAY 2	
1600 - DAY 2	
2000 - DAY 2	Nightfall
2400 - DAY 2	
0400 - DAY 3	
0800 - DAY 3	Convoy leaves KABUL
1200 - DAY 3	Convoy approaches ambush site

DOING THE LEGWORK

During each time slot, a FIST member can set out to perform any one action they want to prepare for the heist. Resolve these with simple rolls (unless the players like the idea of meticulous planning). Additional characters aiding a task can grant a +1 to a roll, as long as they help in different ways.

FIXER reckons that they'll need at least 2 military jeeps for this task. A local arms dealer might be willing to cut a deal; roll +CRE.

ZERO wants to scout along the route to get a general idea about the terrain. Roll + TAC.

Some tasks might have multiple stages, however;

BOXER wants to acquire heavy military hardware - a few RPGs, 6 landmines, and a couple of LMGs. Not impossible, but also not exactly a walk in the park. Roll +CRE to schmooze among locals and catch rumors as to who might have gear like

that; roll +FOR to perform a night-time raid and get the gear (or +REF to perform a burglary etc.)

To keep things moving, a failure/partial success means an action takes multiple time slots.

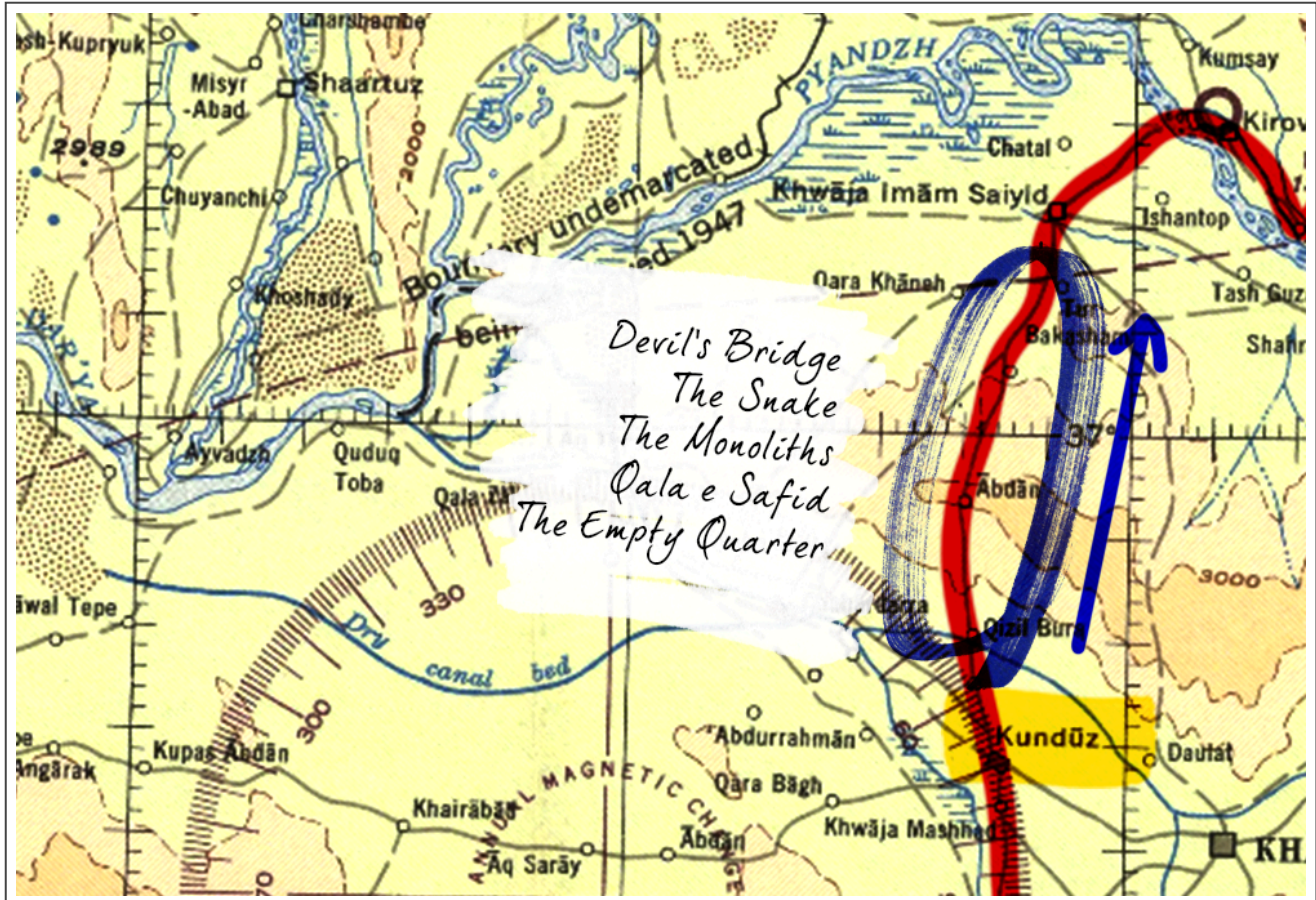
ACQUIRING RESOURCES

A list of possible desired resources and where to get them:

RESOURCE	WHERE TO GET
Light weapons	Abandoned mujihadeen weapons cache Corrupt local police armory Black market arms dealer Hidden CIA supply drop
Heavy weapons	Crashed Soviet supply truck Old British armory Desert battlefield scavenging "Lost" Chinese arms shipment
Vehicles	Local smuggler's garage Abandoned Soviet motor pool Tribal militia vehicle's collection
Explosives	Abandoned mining operation Construction site demolition charges Old Soviet minefield Railroad maintenance depot
Local Informants/Scouts	Village elder with hate for Soviets Nomadic shepherd Local truck driver Amateur radio operator Tea house owner Kids that play near the main route (bribe with candy/gifts)
Guns for Hire (see NPCs)	Ex-British SAS operator gone rogue Local tribal militia Disgraced former Afghan army unit Former Pakistani special forces Rogue CIA contractors

THE ROUTE

The road between KUNDUZ and the TAJIKI BORDER is a relatively empty stretch of wasteland. There are, however, various 'zones' that can be defined along the way. Any form of reconnaissance along the route will reveal all of these to FIST; further committing time to an individual zone reveals more of its properties.



THE EMPTY QUARTER

- Vast open desert stretch
- Zero cover but allows for mobile warfare
- Perfect for vehicle-based assault
- Potential for dust clouds as concealment
- Good for RPG attacks from pursuing vehicles
- **Reward:** Maximum mobility, multiple approach vectors
- **Risk:** No cover if things go wrong, easy for convoy to spot approach

QALA-E-SAFID (WHITE FORT)

- Mud-brick houses arranged around central well
- Excellent sight lines and multiple firing positions
- Local children play in streets, elderly watch from roofs

- Potential civilian casualties are a major concern, but locals could provide early warning system
- Good escape routes through narrow alleys
- **Reward:** Best intel, good concealment, multiple angles
- **Risk:** Civilian casualties, Soviet reprisals on town

THE MONOLITHS

- Ancient granite boulders scattered across landscape
- Excellent hard cover and firing positions
- Natural choke points between rocks
- Complex terrain good for infantry combat
- **Reward:** Best natural cover, defensible positions
- **Risk:** Difficult vehicle movement, easy to get cornered. Obvious ambush point.

THE SNAKE

- Series of gentle curves between weathered hills
- Limited visibility around bends
- Good for forcing convoy to slow down
- Possible high ground positions
- **Reward:** Natural concealment, predictable target path
- **Risk:** Limited escape routes, could be trapped in hills

DEVIL'S BRIDGE

- Soviet-built concrete bridge over dried riverbed
- Obvious choke point
- Good positions in riverbed below
- Potential for explosive ambush
- **Reward:** Perfect choke point, guaranteed stop if damaged
- **Risk:** Limited escape routes, obvious ambush point. Last zone before Tajiki border.

THE AMBUSH

THE KASKAD CONVOY

GOAL: Get MORGAN to the Tajiki border.

The KASKAD convoy is disciplined and well-trained - but therefore, also predictable.

- If attacked from the **rear**, 3 escort vehicles will engage attackers, with 1 escort still leading from the front. The convoy will maintain speed.
- If attacked from the **sides/front**, all vehicles will **maintain speed**, unless:
 - A vehicle in the convoy is disabled
 - Multiple vehicles take heavy fire
 - Clear roadblock ahead

If forced to stop, the **Engage Protocol** is initiated.

- **Engage Protocol**
 - Escort vehicles move into position of overlapping fields of fire
 - Troops from first and rear truck deploy to form perimeter.
 - Yesenin coordinates from lead truck.
- **Obstruction Protocol**
 - **Non-hostile obstruction** (fallen trees, abandoned vehicle): Convoy halts 100m back. First truck deploys inspection team.
 - **Suspicious obstruction** (fresh roadblock, signs of tampering): Convoy halts 200m back, initiates **Engage Protocol**.



CONVOY COMPOSITION

VEHICLE	POSITION	OCCUPANTS	SPECS	WEAPONS
Escort Vehicle x2	Front	Driver, Navigator, Gunner	UAZ-469 Light Utility Vehicle. 12 HP, 1 ARMOR.	Mounted PKM: 1D6+1 DAMAGE
Truck	Lead	Driver, Commander YESENIN Cargo: 4 KASKAD operators	GAZ-66 trucks with KUNG body 10 HP, 2 ARMOR	-
Truck	Prisoner	Driver, Medical officer Cargo: MORGAN (restrained), 3 KASKAD operators	GAZ-66 trucks with KUNG body 10 HP, 2 ARMOR	-
Truck	Rear	Driver, Comms specialist Cargo: 4 KASKAD operators with heavy weapons	GAZ-66 trucks with KUNG body 10 HP, 2 ARMOR	-
Escort Vehicle x2	Rear Guard	Driver, Navigator, Gunner	UAZ-469 Light Utility Vehicle. 12 HP, 1 ARMOR.	Mounted PKM: 1D6+1 DAMAGE

AZAD WATANDAR PURSUIT FORCE

GOAL: Wipe out the KASKAD unit + MORGAN + anyone in their way.

FIST is likely to be unaware of their presence, unless they invested considerable time to mingle with local informants during their preparation.

The pursuit force catches up with the KASKAD convoy near the end of the Empty Quarter, and keeps their distance until the convoy has cleared QALA-E-SAFID, to strike in THE MONOLITHS. This means that

- A FIST ambush in the Empty Quarter or Qala-e-Safid will be disturbed by the pursuit force arriving shortly after.
- A FIST ambush in the Monoliths, the Snake or perhaps even the Devil's Bridge will already see a mobile firefight between the convoy and the pursuers - though it's also possible that the pursuers have managed to completely disable or stop the convoy.
- Lookouts can warn FIST of AZAD WATANDAR's progress.

The clash between the convoy and the pursuit force does not need to be resolved in high detail (especially if it happens on-screen). For each zone that the vehicles pass through while engaged, roll 3d6. For each 1-2, a AZAD WATANDAR vehicle takes 1d6 damage. For each 5-6, a KASKAD vehicle takes 1d6 damage.

If the convoy is halted (either by FIST or AZAD WATANDAR) and fighters on both sides dismount and engage, determine which fighters are directly interacting with FIST and resolve that through the usual rules. For the fighters that are "in the background" engaging each other, roll 1d6+X for each side. X is the number of fighters on that side, and +1 for each distinct advantage they might have. The lowest roll loses a fighter this 'round'.

PURSUIT FORCE COMPOSITION

VEHICLE	OCCUPANTS	SPECS	WEAPONS
Technical x5	Driver, passenger, gunner	Toyota Hilux 1st gen 10 HP, 0 ARMOR	Mounted Bren gun: 1D6+1 DAMAGE

ZODIAC

GOAL: Eliminate MORGAN

Waiting in the wings is the ZODIAC unit: STARGAZER's special forces unit, eager to eliminate the loose end that is MORGAN. They will deploy at the most dramatic/opportune moment, severely changing the dynamics of whatever phase the ambush is in. This means that they can also be used by the Referee to 'shake up' the situation, meaning they are best deployed when:

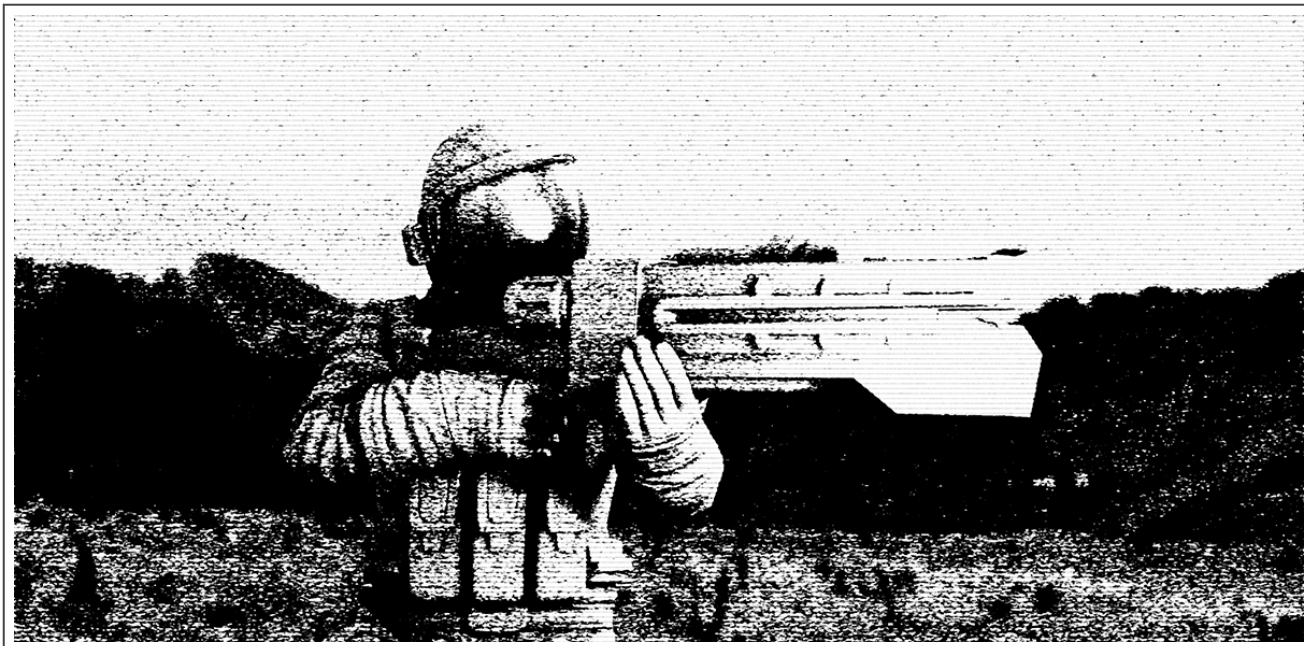
- The ambush is going a little bit too well, and FIST is in control of the situation.
- The ambush is spiraling out of control, and FIST is about to be overwhelmed by KASKAD and/or AZAD WATANDAR.
- The ambush has completely failed, and KASKAD is about to get away.
 - ZODIAC is also reliant on the surveillance dead zone of this route, so this can act as a failsafe; if KASKAD drove off, FIST can catch up with them at the Devil's Bridge, with ZODIAC's attack already in progress.

ZODIAC is very much terrestrial in nature, but plays up the alien element as part of their psy-op approach. In the minute before they strike, their presence is palpable in the following ways:

- Radio communications break down in increased static
- Compass needles start spinning wildly
- Metallic taste in the air
- Strange humming sound just at the edge of hearing
- Electrical systems start failing
- The temperature seems to drop

The moment they actually strike:

- All active electronics short-circuit
- Car engines stall
- Thick blue mist/fog rolls in, hindering visibility and making the air harder to breathe
- Strange blue-white lights dart overhead in the mist, casting strange shadows



5 ZODIAC OPERATIVES will then descend through the smoke, softly land on their feet, and engage.

- ZODIAC initially operates on theatrics; they demonstrate the power of their experimental RAIL GUNS on any KASKAD/AZAD WATANDAR member still standing, or take pot shots at FIST. These weapons punch clean through most obstructions, negating the ARMOR that they might provide.
- Their goal is MORGAN, and they'll shoot to kill the moment he's in sight.
- If ZODIAC takes any losses, they'll turn more aggressive, and try and avenge their fallen.
- They will retreat as the mist dissipates, however, as that would ruin most of the illusion. They will try and recover their fallen, and seemingly vanish up into the sky (through a Fulton surface-to-air recovery system)
- They will be picked up by a large, experimental quadcopter drone, which is also the source of the EMP and mist.

UNCOVERING THE TRUTH

The following element can lead FIST to uncovering more about PROJECT OBSCURA:

MORGAN

If FIST has a chance to speak to MORGAN, he initially seems delirious, muttering about "lights in the sky" and "wrong shadows". However, if pressed, he will reveal:

```
"I saw one of them... taking readings. Military stance.
Training shows. A sleeve was briefly rolled up - I saw a
tattoo. A trident. 'Second To None'.. These weren't aliens.
They were ours."
```

ZODIAC

Despite their efforts, ZODIAC still has some telltale signs of terrestrial nature. Their formation movement suggests naval special operations training. They use standard U.S. military hand signals under stress, and their "alien" theatrics fit the bill of what people would *assume* aliens to be a bit too well.

PHYSICAL CLUES

The blue mist leaves a remarkable residue, and the impact left by the rail guns contains shards of a particular metal. If analyzed by BLUEBIRD, he can trace this to an experimental weapon shipment that went missing in 1975.

THE TATTOO

From either Morgan's description or from a fallen ZODIAC member, the most distinctive clue is a TATTOO on the operative's right forearms: A trident with a SECOND TO NONE text arched under it.

BLUEBIRD can provide context to this clue:

```
"SECOND TO NONE? That's Team TWO's motto. Top-tier unit,
Atlantic operations... but here's the thing: about two years
ago, their entire C-squadron just... disappeared. Official
story was they were reassigned to 'advanced warfare testing.'
Nobody's heard from them since. I can pull some strings, call
in some favors, follow some leads, see where this goes..."
```

CONCLUDING THE MISSION

The mission can end in various ways depending on player actions and faction outcomes:

MORGAN'S FATE

- Rescued by FIST and extracted alive (**full success**)
- Killed by ZODIAC during their attack (**partial success if evidence gathered**)
- Successfully transported to Soviet facility (**mission failure**)
- Dies in crossfire between factions (**partial success if evidence gathered**)

FACTION OUTCOMES

- KASKAD is either completely eliminated, partially escapes back to Soviet lines, successfully repels attackers but loses Morgan (since them entirely repelling ZODIAC is highly unlikely).
- AZAD WATANDAR claims revenge on KASKAD, suffers heavy losses and retreats or successfully captures Morgan themselves, before being stopped by ZODIAC
- ZODIAC performs either a clean operation, leaving no evidence, or loses operative(s), providing crucial clues.

PROJECT OBSCURA INTEL

The main goal of the operation, especially if viewed in context of previous ops such as FALSE SELF and CHEAP TRICK, is for FIST to learn more about PROJECT OBSCURA. If FIST survives, BLUEBIRD can be used to "help them along" towards the next step in their investigation. Only if FIST proved utterly and completely inept, this operation might prove a complete failure with no intel revealed.

EXTRACTION

After the dust settles, FIST should make their way back to the Khanabad airstrip. BLUEBIRD has arranged a small cargo plane for extraction, a cover story as agricultural consultants, basic medical supplies (if needed) and secure communications to report findings.

If the airstrip is compromised, BLUEBIRD can suggest alternative extraction points: a remote highway for helicopter pickup, crossing the border into Pakistan or linking up with sympathetic local tribe

The mission is truly complete once FIST is safely extracted from Afghanistan with either Morgan or actionable intelligence about PROJECT OBSCURA's true nature.

NPCS

GUN FOR HIRE (3 HP, CHOKE 3: SELF-PRESERVATION)

- Trusty AK-47 (1D6 DAMAGE)
- Dusty Kevlar vest (1 ARMOR)
- A hired gun, aiding FIST in the raid. Relatively capable, follows orders - to a degree.

AZAD WATANDAR FIGHTER (3 HP)

- Worn SKS rifle (1D6 DAMAGE)
- Perahan tunban and keffiyeh (0 ARMOR)
- Angry, focused on KASKAD troops (but will take down anyone in the way, such as FIST)

KASKAD OPERATOR (3 HP, CHOKE 5: EXECUTE DISCIPLINED FIGHTING RETREAT)

- AK-74 prototype rifle (1D6 DAMAGE)
- Frag grenade (1D6+1 DAMAGE)
- Light body armor (1 ARMOR)
- Winter combat gear
- Perfectly coordinated teamwork; will attempt to pin down targets with covering fire and follow up with grenades
- Focused professionalism

KASKAD MEDIC (4 HP, CHOKE 4: INJECT SELF WITH COMBAT STIM)

- Suppressed Makarov pistol (1D6 DAMAGE)
- Light body armor (1 ARMOR)
- Medical kit (heal 1D6 HP, three uses)

KASKAD COMMS SPECIALIST (4 HP, CHOKE 4: CALL FOR BACKUP)

- Suppressed Makarov pistol (1D6 DAMAGE)
- Light body armor (1 ARMOR)
- Advanced Soviet radio gear

COLONEL VIKTOR YESENIN "THE POET" (8 HP, CHOKE 3: LAUNCH INTO EXTENDED MONOLOGUE)

- Matched pair of ornate Tokarev pistols (1D6 DAMAGE each)
- Armored greatcoat (2 ARMOR)
- Silver cigarette case (contains mission notes written in verse)
- Wire-framed reading glasses (never seems to need them)
- Long white hair, heavily scarred face

A former literature professor at Moscow State University, who pioneered KASKAD's "theatrical operation" doctrine. He coordinates teams like theatrical productions, and insists operations have "proper dramatic structure". Will sometimes sacrifice tactical advantage for dramatic effect

COMBAT QUOTES:

1. "The empty nights pass quiet and uncaring, while we await the bullet or the blade." Your role in this performance, my friend... is the bullet."
2. "What is war but poetry written in blood? Some verses flow like rivers, others... [shoots] ...end in hard stops."
3. "Lermontov teaches us: *'In midnight's depths, in valley deep, where fog and darkness reign supreme...'* You understand, yes? This is your valley. This is your darkness."
4. "Gogol had it wrong. The greatest troika is not Russia itself, but rather: the plan, the shot, the silence after."
5. "We are all characters in stories we cannot read. Your chapter... ends here. A period, in red."

CPT. JAMES MORGAN (4 HP, CHOKE 3: ENTER CATATONIC STATE)

- No weapons (stripped by KASKAD)
- Zip-tied hands, sedated but conscious
- Prison jumpsuit (0 ARMOR)
- Delta Force combat training (if freed, can assist FIST in combat)
- Special: Once per combat, if freed, his Delta training kicks in through the haze - gain one WAR DIE that must be used immediately
- Kept in middle GAZ-66, heavily guarded, sedated but aware enough to move if freed

ZODIAC OPERATIVE (6 HP, CHOKE 5: HUMAN-SOUNDING MUFFLED SHOUTS OF PANIC)

- Experimental rail gun (2D6 DAMAGE)
- Experimental Kevlar-weave spacesuit (2 ARMOR)
- Opaque fishbowl helmet
- Emergency Fulton escape balloon

APPENDIX

INTELLIGENCE BRIEFING

TOP SECRET - INTELLIGENCE SUMMARY: OPS/AFG/78/023

1. KGB SPECIAL OPERATIONS UNIT "KASKAD"

FOUNDED: 1973

STATUS: ACTIVE

CLASSIFICATION: TIER 1 THREAT

NOTABLE OPERATIONS:

- NOV '74: SWISS ALPS. CIA OBSERVATION TEAM KIA. OFFICIALLY "CLIMBING ACCIDENT."
- MAR '75: EAST BERLIN. DEFECTOR VANISHES FROM SAFEHOUSE. NO SIGNS OF ENTRY.
- JUL '76: ANKARA. ENTIRE SURVEILLANCE TEAM EXPIRES. "FOOD POISONING."
- SEP '77: KHARTOUM. KEY WITNESS + FAMILY DISAPPEAR. "GAS LEAK."

TACTICS:

- PRIORITIZE PLAUSIBLE DENIABILITY
- STAGE ELABORATE COVER STORIES
- HEAVY USE OF PRE-POSITIONED ASSETS
- KNOWN TO OPERATE IN 4-MAN "CASCADE" TEAMS
- FULL MISSION PROFILES NEVER RECOVERED
- NO SURVIVORS/WITNESSES ON RECORD

2. DELTA FORCE TEAM "COLD HARBOR"

FOUNDED: 1977

STATUS: MIA

CLASSIFICATION: TOP TIER ASSET

OPERATIONAL RECORD:

- APR '77: RECOVERED COMPROMISED AGENT FROM TEHRAN [REDACTED]
- JUN '77: INTERDICTED SOVIET ARMS SHIPMENT VIA [REDACTED]
- AUG '77: SECURED DEFECTING SCIENTIST FROM [REDACTED]
- OCT '77: COMMENCED RECON OF SOVIET ACTIVITY IN BADAKHSHAN
LAST KNOWN POSITION: 36°54'N 70°33'E
LAST TRANSMISSION: "FOUND SOMETHING. NOT SOVIE[SIGNAL LOST]"

TEAM COMPOSITION:

- CPT. JAMES MORGAN (MIA) - TEAM LEAD, DEMOLITIONS

- MSG. DAVID CHEN (MIA) - COMMS, LANGUAGE SPECIALIST
- SFC. SARAH WALSH (MIA) - SNIPER, FIELD MEDIC
- SSG. MICHAEL TORRES (MIA) - HEAVY WEAPONS, VEHICLE OPS

3. AZAD WATANDAR MOVEMENT

FOUNDED: EST. 1976

STATUS: ACTIVE INSURGENCY

CLASSIFICATION: REGIONAL THREAT ACTOR

IDEOLOGY:

- AFGHAN NATIONALIST/SEPARATIST
- ANTI-SOVIET/ANTI-KABUL
- PAN-ETHNIC RECRUITMENT
- SECULAR LEADERSHIP

NOTABLE ACTIONS:

- FEB '76: SEIZED GOVT WEAPONS DEPOT IN KUNDUZ
- JUL '76: AMBUSHED SOVIET CONVOY NEAR FAIZABAD
- NOV '76: TEMPORARY CAPTURE OF TALOQAN AIRFIELD
- APR '77: RAID ON KHYBER PASS CHECKPOINT
- AUG '77: ASSASSINATION OF THREE KABUL OFFICIALS
- NOV '77: CAPTURE OF US DELTA FORCE OPERATOR

CAPABILITIES:

- EST. 200-300 CORE FIGHTERS
- SOVIET/CHINESE WEAPONS
- STRONG LOCAL SUPPORT NETWORK
- EXCELLENT MOUNTAIN WARFARE SKILLS
- KNOWN USE OF EXTENSIVE TUNNEL NETWORKS
- MULTIPLE SUCCESSFUL CONVOY AMBUSHES

WARNING: ALL FACTIONS CONSIDERED EXTREMELY DANGEROUS. EXTREME CAUTION ADVISED.