

# Operation Askari

## Storming Cahama

### 1. Strategic situation

Late December 1983. This is SADF's 6<sup>th</sup> major offensive inside Angolan territory. It's aim was to prevent the constant Summer infiltration campaigns manned by PLAN, SWAPO's armed branch. Now the South Africans intend to create a Communist-free zone stretching from Cahama to Mulondo and Cuvelai.

### SADF/ UNITA



### 2. Setting and Orders

From: X-Ray GHQ

To: 61 Mech Battalion commander

Cahama is one of the main objectives of the present operation. Holding this strategic village will disrupt the entire Communist 5<sup>th</sup> Military Region and will force SWAPO to retreat further north.

Our UNITA allies have put a whole regular battalion at our disposal. Use these diehards at will, but note that they will withdraw if badly mauled.

The plentiful artillery at your disposal should suffice to destroy the enemy defenses. You may also call for air support but don't do it lightly since the enemy has strong AA defenses.

We have Cahama surrounded from three sides except from the North where an approach would be impossible due to strong enemy presence. Your primary objective is to take the village. A secondary objective would be to control the bridge.

#### SADF:

Unit	Composition	OP
Motorised Infantry	1 <sup>st</sup> Infantry Coy: 4x Bufel + infantry	16
	2 <sup>nd</sup> Infantry Coy: 4x Ratel 20 + infantry	16
AT Group	3x Ratel 90 / Eland 90	12
Artillery support	M3 (81mm) mortar battery: 8 salvos HE + 4 WP	

**Total:** 44 Operational Points, **withdraw** at 20% casualties (9 OP)

#### UNITA

Unit	Composition	OP
Motorised Infantry	1 <sup>st</sup> Infantry Coy: 3x trucks + infantry	9
	2 <sup>nd</sup> Infantry Coy: 3x trucks + infantry	9
AT Group	2x M151 Jeep/106mm RFG	6

**Total:** 24 Operational Points, **withdraw** at 40% casualties (10 OP)

#### Artillery Support:

Dedicated battery M5 (120mm) mortar battery: 8 salvos HE + 4 WP

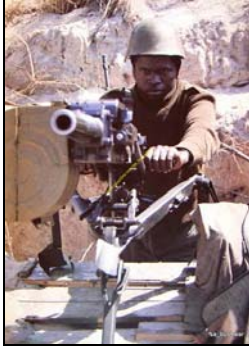
#### Air Support (after loosing 10 OP):

1x CAS mission: 1x SA316B Alouette III armed w/ 20mm Ga1 gun

#### Notes:

You have **4** extra **sapper and mine disposal teams**. They have no combat value, cannot fire back but can be fired at.

## FAPLA



### 2. Settings and Orders

From: COPE  
To: COMBAT

Comrade Colonel,

The racist forces from Pretoria are closing in on Cahama. Needless to say, the capture of this important place will not be regarded lightly by the General Staff so you must hold ground at all costs.

The SIM has also detected the presence of armed bandits near your positions. We suspect that they will join forces with the South Africans.

The enemy's main axis of approach will be from South, East and West. Only the North is still secure. Do your best to keep the bridge but most of all do not allow the enemy to take control of Cahama.

#### Battalion's composition:

Unit	Composition	OP
Armoured platoon	4x T-55	24
Mechanised Infantry	Infantry Coy: 3x BTR-60PA + infantry	12
Motorised Infantry	Infantry Coy: 4x trucks + infantry	12
	2x 12,7mm DShK HMG	4
	1x SPG-9	2
Artillery support	82-PM-41 (82mm) mortar battery: 8 salvos HE + 4 WP	

**Total:** 54 Operational Points, Brake at 40% casualties (22 OP).

#### Notes:

**One** of the T1 teams is equipped with **Strela 2** (SA-7) MANPAD.

You have **3 minefields** (20x8cm) to place anywhere of your choosing.

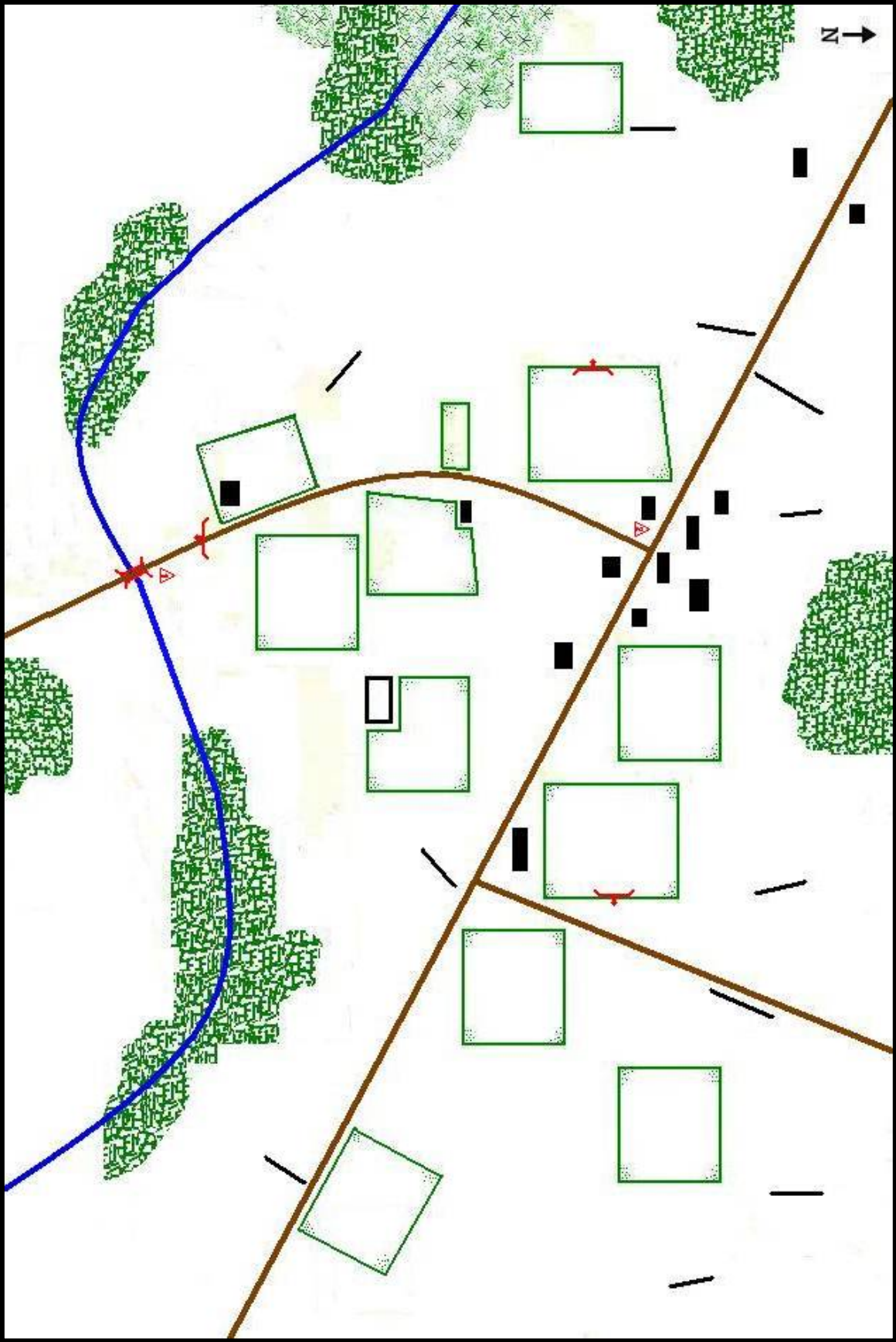
Besides the ones signalled on the map, you have an extra **strongpoint** to be placed at your will.

### 3. Game's length



12 turns

### 4. The battlefield

The river can be forded by dismounted infantry but not by vehicles.



Legend:

	Tall grass and brush		Woods
---	----------------------	---	-------