

# An Ambush in the Taliban Heartland – Afghanistan, 4<sup>th</sup> April 2007

Captain Abdul Rakhman shared news. “I shot one,” he said. He swept his hand from his belly to his neck, indicating where the enemy had been struck. The gesture resembled zipping a coat. He shrugged. “I think he is dead,” he said.

## 1. Strategic situation

On this day, the Afghan patrol planned to walk to the edge of Surkh-Murghab, a pro-Taliban village beside the base. Sergeant Leendert hoped that Captain Abdul Rakhman, an Afghan intelligence officer, could arrange a meeting between the village’s elders and a reconstruction specialist. The day before, the captain had met an Afghan police commander who told him that the father of the Taliban chief in Surkh-Murghab was a lame old man. Now, an occupant of the compound stepped outside. He was a lame old man.

## 2. The map

The poppy fields are open ground and are no sight hindering.




# An Ambush in the Taliban Heartland

## 3.1. ANA/NATO forces

1 Afghan section (T1 and T2) + 1 SUV  
1 Dutch Marine platoon with 3 sections  
(2x T2) + 3 YPR-765 AIFV  
One 81mm mortar section

## 4.1. Setting and objectives

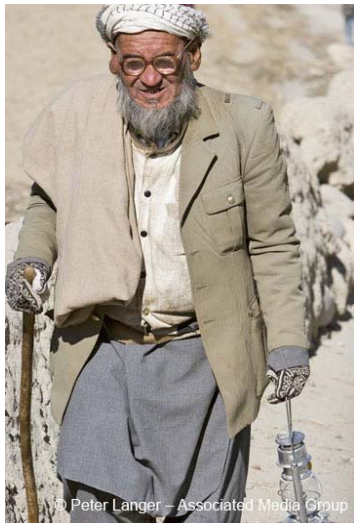
The coalition forces enter the southern edge. The ANA section must advance through the road towards the village. The NATO/ANA forces must cause the Taliban 30% of casualties and capture the “lame old man”. In order to capture him, a team must be placed on the mark  for an entire turn and then leave unscathed.



Dutch and Afghan regulars fighting side by side

## 3.2. Taliban forces

3x T1; 10x T2; support weapons – roll 1xd6: on a score of 1-2 = 2x 107mm rockets (two shots only; use RPG-7 table); other scores = no weapons.



The lame old man

## 4.2. Setting and objectives

Half the ambushing force must be placed on the village. The remaining force may be placed up to the blue line on the map. The Taliban must eliminate 30% of the Coalition force and keep the “lame old man” from being captured.