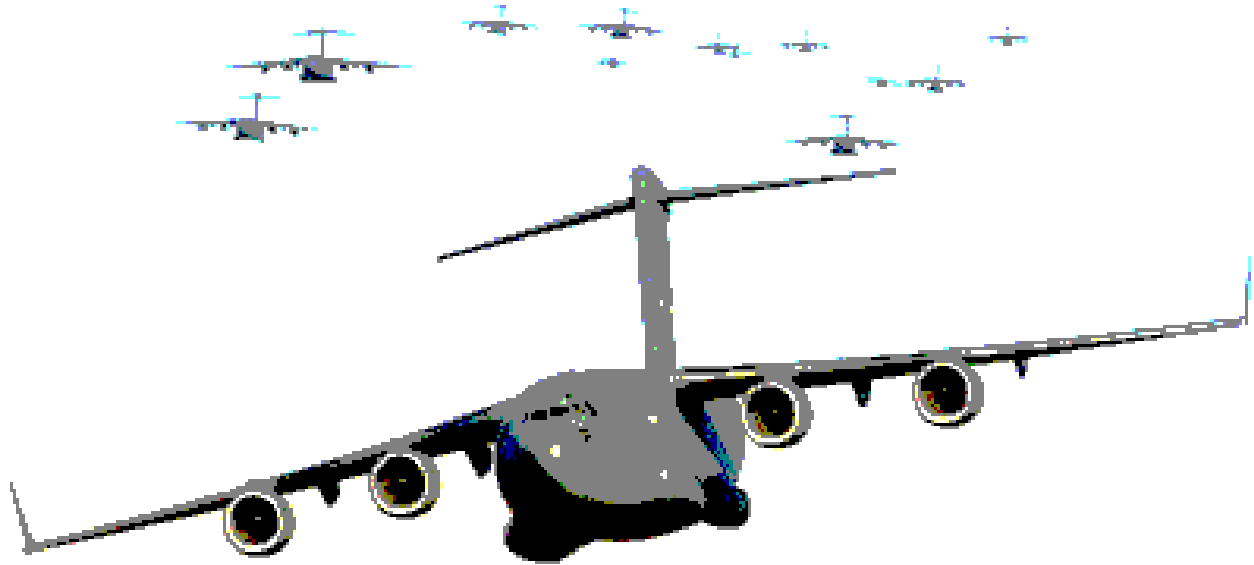


***ESCAPE FROM
KABUL***
***DOIN' THE BUGOUT BOOGIE
V 2.11***



1.0 ABOUT THE GAME

Escape from Kabul - Doin' the Bugout Boogie is a four player game where players represent three allied factions and one opposing faction: The three allies are: The International Security Assistance Force (**ISAF**), Non Governmental Organizations (**NGO**), and the Afghanistan Government. They are opposed by a Player representing the Taliban. (For classroom purposes, Players may also be teams instead of individuals.)

The game is based using modified mechanics of the popular game *AFTERSHOCK: A Humanitarian Crisis Game*, by Rex Brynen, notably with an inverse timeline represented in the game turn sequence.

The allies' main purpose is to evacuate refugees from Kabul as it falls to the Taliban before the agreed upon withdrawal date of ISAF on 31 August 2021. The Taliban Player's purpose is to inhibit these evacuations.

Refugee Tokens still on the Kabul map at the end of the game are considered failed evacuations. The game is a win or lose proposition for the allies. Since there is no game mechanic that shows whether an ally did better than another, it is suggested that all allied Players cooperate to the best of their ability.

Refugee evacuation is regulated by the **Perceived Threat Urgency Index (PTUI)**. As the **PTUI** increases, refugee tokens can be evacuated quicker.

2.0 GAME COMPONENTS

Supply Markers: Colored 8mm cubes are used on the City of Kabul map (not the Afghanistan map) to meet evacuation requirements. There are four types:

- 12 Ammunition (red) cubes
- 15 Ground Transport (blue) cubes
- 15 Incentive (green) cubes
- 15 Passport/Visa (yellow) cubes

Note: Ammunition (Ammo) not only represents bullets, but forces able to use them, such as regular military forces, including militia and contractors.

Ground Teams: These are represented by five colored "meeples" (pawns with arms and legs) for each Player and are used to deliver or inhibit supplies, conduct rescue or security operations,

provide intelligence, interact with the media, and conduct coordination through card draw. They are not necessarily troops in and of themselves (see Ammo above) but rather leaders who are able to make decisions. They are shown below in Player Turn order as follows:

- Taliban Teams (black) meeples
- Afghan Gov't Teams (red) meeples
- NGO Teams (yellow) meeples
- ISAF Teams (green) meeples

Refugee Tokens. Represented by 30 (or 36) **red discs** to be removed from the Kabul map as the game progresses.

Taliban Control Tokens. Represented by 33 **black discs** to be placed on the Afghanistan map in provinces outside of Kabul as the Taliban Player takes control.

Maps. The game has two maps. One map shows the provinces of Afghanistan. The other map is of the city of Kabul shown by districts. As Afghan Provinces fall to the Taliban, place a Taliban Control Token on those provinces to show Taliban control.

Coordination Cards. A deck of 20 cards is used to facilitate (or not) your team's efforts during the current game turn.

Event Cards. A deck of 40 cards based on rumors and anecdotal information from various sources used to show various incidents that may have or actually occurred during this time.

ISAF Headquarters (HQ). District 9 is also ISAF HQ. Teams placed there may increase the number of Coordination Cards drawn and enable the Media Outreach action.

3.0 SETTING UP THE GAME

Shuffle the **Event Deck** and **Coordination Deck** and place both decks face-down.

Place **three** Refugee Tokens in each numbered district on the Kabul map except: **Two** in districts 8 and 9, and **one** in districts 16 and 17. For a more difficult game, place three Refugee Tokens in all districts. Six extra tokens have been provided for this.

On the Afghanistan Map:

Note: The pawn colors have no bearing on the game, you may use any pawn color you wish.

Place a pawn at **zero** on the **Perceived Threat Urgency Index (PTUI)** track.

Place a pawn on **Turn Week** at **-8** on the Afghan Map.

Place a pawn at **zero** on the **Public Affairs (PA)** Track.

Place a pawn on **Effective** in the **Afghan Special Forces** box.

Place a **Taliban Control Token** in **Nimruz** province.

Historical note: Nimruz was not the correct province under Taliban control a few months before the ISAF withdrawal deadline. It was chosen for game purposes and to make the Taliban advance appear more linear. Nimruz was actually under Afghan government control for a longer time.

On the Kabul Map:

The allied Players place all their teams in Kabul districts as they see fit.

The Taliban places one team in **District 9** (a.k.a. ISAF HQ). This team may not leave ISAF HQ until another Taliban team enters the Kabul map or by playing a card. After that it is free to be redeployed anywhere else in the city during the TAD phase. This team is considered to be the Taliban's "diplomatic" team.

The number of teams at ISAF HQ is also the number of Coordination Cards, the current Player may draw that Turn.

Place all supply markers in a container, then Players draw them as follows:

Afghan Government selects 5 supply markers **at random**.

NGO may select any 5 markers **desired** except Ammo. For a more difficult game, it can be **random**, (if Ammo is selected put it back and draw another).

ISAF selects any 5 supply markers **desired**.

Allied Players place their supply markers in Kabul Districts where they have one of their own teams. There is no correlation between the number of teams and the quantity of markers placed, a Player may place all five supply markers where they have one team. This may be done simultaneously during setup.

Except for the Taliban, this is similar to the procedure used in the Supply Phase (see rule 4.5).

3.1 GAMES WITH LESS THAN 4 PLAYERS

For three players, suggest one Player plays the Taliban, one player plays the Afghan Government **and** NGOs, and one Player plays ISAF.

In games with only two Players, one Player plays the Taliban and the other plays the other three. In this case the Intel Assessment rule is always **shared**, (see rule 4.4.e).

4.0 PLAYING THE GAME

Play proceeds in Player Turn order as follows:

1. Taliban
2. Afghan Government
3. NGO
4. ISAF

There are five phases to each Player Turn to be completed in sequence before play passes to the next player. These phases are:

- 4.1 Coordination Phase.
- 4.2 Event Phase
- 4.3 Temporary Additional Duty (TAD) Phase
- 4.4 Operations Phase
- 4.5 Supply Phase
- 4.6 End of Turn (ISAF only)

4.1 Coordination Phase.

The current Player shuffles the Coordination Deck and draws one card from it for **each team** they have in District 9 (ISAF HQ). The Player may then play **only one** of those cards and follows the instructions on it. The Coordination Deck is shuffled before every draw.

Unless marked “Retain this card”, the current Player returns all drawn cards back to the Coordination Deck. You may want to keep the last card drawn face up temporarily as a reminder in case it has an effect that lasts the whole turn.

Coordination Cards may allow situations to occur that are not normally allowed in the rules.

4.2 Event Phase.

The current Player draws the top card from the Event deck and applies the effect of the card.

Event Cards may allow situations to occur that are not normally allowed in the rules.

Two Provinces May Fall vs. Afghan Special

Forces: If the die roll for this card is successful it prevents provinces falling to the Taliban. This means their efforts enabled the regular Afghan Army to continue doing their job and hold the province. While not explicitly stated, to get into the spirit of the game, suggest that the Afghan Government Player make this die roll.

If the die roll indicates that Afghan Special Forces are **disbanded**, this represented a breaking point where Afghan Special Forces were no longer effective. Thus the regular Afghan Army became demoralized and generally unwilling, so it simply surrendered or fled whenever confronted by the Taliban.

If this occurs, move the pawn to **Disbanded** in the **Afghan Special Forces** box. It may be reformed with a lesser ability with the **Private Security Company** card.

When an Event card calls for Taliban Control Tokens to be placed **adjacent to provinces already controlled**, those provinces must be controlled as of when the card was drawn. You can’t control provinces by daisy-chaining to the first one you just controlled with this card. Taliban Control Tokens are not placed in Kabul province itself, only in surrounding provinces.

If by a well played Coordination Card or Event Card there happen to be no Taliban Control Tokens on the board, simply place new Taliban control markers next to any province adjacent to Iran. Iran would have simply covertly sponsored more Taliban anyway.

Note: This above situation should only occur on early turns of the game.

Game End by Events: Should all provinces of Afghanistan (aside from Kabul) become controlled with Taliban Control Tokens in every province, the game ends early. Players may finish the current turn as a last chance to evacuate more Refugee Tokens.

4.3 Temporary Additional Duty (TAD) Phase.

The current Player may reallocate any or all teams in Kabul Districts as the Player sees fit and bring back teams that were removed in the previous Turn.

When the current Player moves a Team from one District to another, they may take any number of supply markers with them.

Exceptions:

- 1) The NGO Team may not take Ammunition supply markers with them.
- 2) The Taliban Team may not take any supply markers at all.

The Taliban Player may allocate one Team to Kabul per turn for each Province **adjacent** to Kabul controlled by the Taliban. New Taliban teams are placed on the edge Districts of the Kabul map. Taliban Teams already in Kabul from prior turns may be moved to any District in Kabul.

For each **new** Taliban team deployed to Kabul, raise the **Perceived Threat Urgency Index** by one. Teams returning after being removed by a SPECOP (4.4.c) or other reasons do not raise this index. The arrival of the first Taliban team at the edge of the Kabul map also allows the diplomatic Taliban team at ISAF HQ to be redeployed anywhere else in Kabul.

Teams placed in a district during the **TAD Phase** **may not** perform a **SPECOP** (Rule 4.4.3) on the same turn.

Hamid Karzai International Aiport (HKIA). No Teams can be deployed to HKIA. It is only used as a staging area for Refugee Tokens before evacuation. It is considered to be defended with sufficient ISAF force protection.

4.4 Operations Phase.

The except for the Evacuate Refugee Action, the current Player may perform **two** of the following actions:

- a. Move one Refugee Token from a District to Hamid Karzai International Airport (HKIA). **(Any Player except the Taliban.)**
- b. Evacuate Refugee Tokens **(ISAF Player only)**.
- c. Special Operations (SPECOP).
- d. Media Outreach.
- e. Intel Assessment **(ISAF Player only)**.

Actions explained below:

a. Move one Refugee Token from a District to Hamid Karzai International Airport (HKIA).

To move a Refugee Token to HKIA, a Player must meet the following supply requirements within their district:

- 1 Ammunition (red) cube
- 1 Ground Transport (blue) cube
- 1 Incentive (green) cube
- 1 Passport/Visa (yellow) cube
- 1 Current Player Team meeple

Note: This is not an evacuation, this is just getting a Refugee Token to the airport.

Upon moving a refugee token to HKIA, remove the four supply markers and one current Player team that is in that district. That team is considered to have done their job and may be redeployed on their next **TAD Phase** (4.3). The four supply markers are returned to the opaque container.

Note: This is the one exception where the NGO Player may move an ammunition supply marker. The forces represented by the marker are simply doing their job, and the NGO Player meeple is simply organizing the event and setting themselves up for their next TAD deployment.

For each Taliban team in a district, there must also be an **extra** allied team in a district in order to move a Refugee Token to the Airport. The mere presence of a Taliban team inhibits the evacuation due to harassment and intimidation. The extra allied team does not have to be the current Player's team and it is

not removed. In effect, the two opposing Teams cancel each other out.

b. Evacuate Refugee Tokens (ISAF only).

The ISAF Player may evacuate (remove) one refugee token from HKIA for each number on the **Perceived Threat Urgency Index (PTUI)**.

Due to the complexity of this action, the ISAF Player may only do this once per turn.

Bagram Airfield Evacuation: As long as Parwan Province is **not** under Taliban control on the Afghanistan map, the ISAF Player may **evacuate one extra** refugee token directly from a district **or** HKIA above and beyond the **Perceived Threat Urgency Index**. This is not a separate action from a regular evacuation but in this case, no supply markers or teams are required.

c. Special Operations (SPECOP).

During the current Player's Turn, ISAF, Afghan Government and the Taliban players may remove an opponent's team from a Kabul district if they have a team in the same district. The team so removed, may be put back on the board the following Turn during their next **TAD Phase**.

After a **SPECOP**, raise the marker by one on the **Public Affairs Track**. This represents increased media coverage of the horrors of urban combat.

The NGO player may not perform a **SPECOP**.

SPECOPs may not be performed in District 9, ISAF-HQ.

d. Media Outreach.

If the current Player has a team at ISAF-HQ, the Current Player may either raise or lower the marker by one on the **Public Affairs Track**. There only has to be one team in ISAF-HQ, two teams do not move the marker twice. But the marker may be moved twice with two separate Media Outreach actions.

Public Affairs Track. If this marker reaches six on this track the game is over. The media considers this a catastrophic event worse than what actually occurred. Amendment 25 of the U.S. Constitution is invoked and the American President is removed because of inability to discharge powers of the duties of office. Players may then finish out the remainder

of the turn in the hopes of getting more Refugee Tokens out. **However the Media Outreach action may no longer be used.** It has ceased to be effective.

e. Intel Assessment (ISAF only).

The ISAF Player may inspect the next four Event cards provided they have a team in ISAF HQ. The Player then puts the cards back on top of the deck in any order desired.

The ISAF player may share this event information with the NGO and/or Afghan Government players. If the ISAF player does so, raise the marker one step on the **Public Affairs Track**. This is considered a “leak” (authorized or not) and the Media will no doubt find out. In a two player game this is automatic.

4.5 Supply Phase.

The current Player selects Supply Markers as follows:

The Afghan Government Player selects 5 supply markers **at random**.

NGO may select any 5 markers **desired** except Ammo. For a more difficult game, it can be **random**, (if Ammo is selected, put it back and draw another).

The ISAF Player selects any 5 supply markers **desired**.

The current Player places their supply markers in Kabul Districts where they have one of their own teams. Note there is no correlation between the number of teams and the quantity of markers placed, a Player may place all five supply markers where they have one team.

Except for the Taliban, this is similar to the procedure used during game setup (see rule 3.0).

The Taliban Player does the opposite, and may remove one supply marker from a district where they have a team. **Exception:** The Taliban may not remove supply markers from ISAF HQ (District 9) as long as there is an ISAF team there.

In this case, there is a correlation between the teams and the markers so removed. It takes two Taliban teams to remove two markers from a district.

After this phase, play proceeds to the next player. If this is the ISAF Player’s phase, proceed to End of Turn.

4.6 End of Turn

The Turn Record Track is marked in Turn Weeks and Turn Days before the agreed upon date of ISAF’s withdrawal on August 31, 2021.

Advance the marker one space on the calendar track. When the marker is moved past **Turn Week -2**, move the marker to the top of **Turn Day -7**.

Note: For historical reference, Taliban forces entered Kabul on 15 August 2021, the beginning of **Turn Week -2**.

The game is normally over when the marker reaches **Turn Day -1** on the Turn Record Track.

5.0 ENDING THE GAME

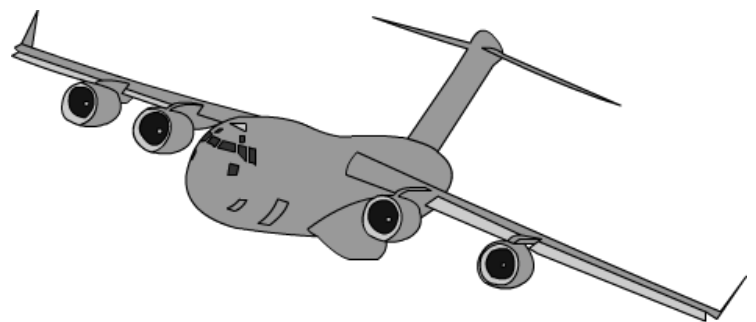
After the last turn of the game, players count the number of refugee tokens evacuated versus the number of tokens still on the map. Allied victory or loss is determined by removal of refugee tokens on the following scale:

- All 30 tokens: Strategic Allied Victory
- 25 to 29 tokens: Operational Allied Victory
- 19 to 24 tokens: Pyrrhic Allied Victory
- 1 to 18 tokens: Tragic Allied Defeat

If playing the more difficult game:

- All 36 tokens: Strategic Allied Victory
- 30 to 35 tokens: Operational Allied Victory
- 24 to 29 tokens: Pyrrhic Allied Victory
- 1 to 23 tokens: Tragic Allied Defeat

Note: Situations may cause the game to end early due to Fallen Provinces in **4.2** or a **Public Affairs** fiasco in **4.4.d** above.



DESIGN NOTES AND PLAY HINTS

If you are unfamiliar with the events behind the evacuation of Kabul, I suggest that you read readily available news stories on Afghanistan for the Summer of the year 2021 to get a background. You'd be amazed at the number of people you know that have no clue of this historical event, but have intimate knowledge of some high profile entertainer's personal life, a social media fad, the latest video game, or this week's political crisis promoted by news outlets.

Coordination Cards:

Because some Coordination Cards say **No Effect** or provide unwanted results, Players may opt to have more teams at ISAF HQ simply to draw more cards and have better choices, since you can only play one Coordination Card.

Event Cards:

Event cards are based on anecdotes or rumors that simulate the general **comedy of errors** leading up to the last official day of the evacuation. Most of the event cards are considered bad for the allied players.

Some cards indicate an increase or decrease on the **Perceived Threat Urgency Index (PTUI)** track for seemingly unrelated reasons. The reasoning behind this is that the **PTUI** track also represents a spigot of the flow of refugees and is simply a game mechanic.

Some cards indicate **one less** Refugee Token can be moved to HKIA. Simply calculate how many you can move with two actions. If you can move two, you can only move one. If you can only move one, you can't move any.

Aftershock players may note the absence of **At-Risk** cards. I opted for the expedient of only moving the Refugee Tokens to HKIA and the simplicity of having just the requirement of one each of the four supply marker types and an allied team.

Temporary Additional Duty (TAD)

TAD represents sending your teams into Kabul in order to deliver the four basic requirements for evacuation. Ammo, Ground Transport, Incentive, and Passports & Visas, or to counter an opposing team with a **SPECOP**. Don't forget the vacuum cleaner effect of taking as many supplies as you want when moving an Allied team from one District to another.

Operations

Sometimes early in the game or due to the current situation, you may only be able to do one of a certain kind of action or none at all. This reflects upon the actual inability of the factions to do anything effective in real life. If you can't think of any action to take, don't forget to do a **Media Outreach**.

At the beginning of the game the **Perceived Threat Urgency Index** is set at zero, as the Kabul population does not "perceive" any immediate threat prompting them to evacuate. To quote Alfred E. Newman: "What? Me worry?"

The ISAF should use their Bagram Airfield ability to perform early evacuations of refugees (i.e. their *favorite* collaborators) before the **PTUI** marker increases. This is because we should all know what happens to collaborators, just read about the revenge of the *French Resistance* after World War II.

For flavor, any time the acronym "**PTUI**" is said out loud, the Player should say it, as if they just spit on the ground. An old Looney Tunes cartoon dubbed by Mel Blanc should have an example of this sound.

Unlike ISAF, the NGO and Afghan Government Players do not have intrinsic airlift capability. In order for them to evacuate a Refugee Token, they need to play an Event or Coordination card that says so. This represents civilian contracted airlift.

While **SPECOPs** are considered a natural military function for the ISAF or Afghan Government Player, for the Taliban Player, this represents vicious attacks by rogue Taliban or ISIS-K on potential evacuation operations. For obvious reasons, the "peaceful" NGO Player can not perform **SPECOPs**. If Players want to also consider **Private Security Companies (PSCs)** as NGOs, then feel free to allow the NGO Player to perform **SPECOPs**.

Game end by Public Affairs Track: Players do not have to complete the turn when the **Public Affairs Track** reaches six, they may want to just call it quits if it is obvious they have won or lost. A reason to continue is that one more evacuated Refugee Token may snatch a Pyrrhic Victory from the jaws of Tragic Defeat.

Suggest the allied players not ignore the **Public Affairs Track** and keep this marker down. If this marker gets to three or more, a lucky card draw by the Taliban Player plus two media outreach actions or the sudden influx of Taliban Teams into Kabul may end the game too quickly

Supplies:

The NGO player cannot draw Ammunition supply markers as it would be unseemly for NGO organizations such as the Red Cross to need ammo. (Unless the Players want to modify NGOs to include PSCs as stated above.)

The Taliban removing supply markers represents many things, like capturing a stash of ammo, disabling ground transport, confiscating passports, or simply removing the will to leave by intimidating refugees.

CARD DECK GLOSSARY

Because several military acronyms, jargon, and slang are used on the Coordination and Event cards, here is a Glossary of some of them.

Bird = An aircraft.

C-RAM = Counter Rocket, Artillery, and Mortar. This is a minigun mounted on a trailer with a radar, like a CIWS, to catch Indirect fire, i.e., rockets, artillery, mortar shells.

De-Mil = Demilitarize.

FOD = Foreign Object Debris. Items on the flight line that have a tendency to get sucked up into jet engines and cause major damage to aircraft.

HKIA = Hamid Karzai International Airport. (Now known as Kabul International Airport.)

Hub = An intermediate airport on the route.

JOPES = Joint Operation Planning and Execution System. A computer system which assists the Combatant Commands in planning and deploying units and cargo. Important for knowing what units are coming and when. Also important to keep updated, so Commands know how big you are, how many planes needed to move you, etc.

MOG = Maximum Aircraft on Ground. The maximum number of aircraft that an airport can have



Afghan Refugees aboard a C-17 Globemaster III

on the ground at any given time in order to prevent congestion and keep the runways open for takeoff and landing.

MOOSE = A nickname for a C-17.

MHE = Material Handling Equipment (forklifts, K-Loaders, container handlers)

Port Dawgs = Personnel assigned to basic airport operations for loading, unloading, aircraft towing, etc.

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Special thanks to Rex Brynen for inspiration with his *Aftershock: A Humanitarian Crisis Game*.