

V25 KURDISH WAY

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HISTORICAL ACCOUNT

LOCATION: Mamasha, People's Republic of Kurdistan

DATE: 15 June 1946

COMMENTARY: Both the British and the Soviets agreed to leave Iran within 6 months of the end of the war. During the war, however, many US training forces moved in to beef up the Iranian military and this proved a sticking point. Throughout northwest Iran, the eastern part of Syria and the northern part of Iraq, the Kurdish militia (the Peshmerga), with battle experience and Soviet arms, resisted, creating the People's Republic of Kurdistan. Less than a year after WWII, one of the first in a series of proxy battles would take place as two Iranian battalions attempted to smash a Peshmerga stronghold near Mamashah, the high ground overlooking the Kurdish capital of Mahabad. No less than the life of the Kurdish Republic was on the line.

After weeks of trying to force a decisive engagement, the Iranians finally cornered significant Peshmerga forces in territory they could not abandon. The Soviets had struck a deal with Iran on oil leases in the Caspian and pulled out, leaving their erstwhile allies in a lurch. Both sides knew that the high ground before the capital was crucial and the Iranians hit them with their best troops – trained in the US. US built tanks and aircraft also participated. The hills fell, the capital surrendered and the Peshmerga had to retreat into their mountain hideouts. Abandoned by the tribes that had supported it, the government of the People's Republic of Kurdistan fell after less than a year.



TURN RECORD CHART

KURDISH Sets Up First [150]	1	2	3	4	5	6	7	8	9	END
IRANIAN Moves First [184]										

THE BATTLEFIELD AND CONDITIONS



EC are Moderate with No Wind at start.



VICTORY CONDITIONS

The Iranians win immediately upon occupying all Level 4 hill Locations or by inflicting at least 35 CVP. Both sides bid on how many turns it will take, low bidder plays the Iranians.

SCENARIO SPECIFIC RULES

- 1 Each time an Iranian Green squad passes a MC caused by enemy fire, it battle hardens.
- 2 Iranian armour crews are Inexperienced. Iranian ART may only use the Area Target Type.
- 3 Iranians receive 2 modules of air support consisting of FB w/ bombs (US44) on any turn they roll a $dr \leq$ the turn number. After two turns, aircraft are recalled.
- 4 Kurdish MMC suffer from Ammunition Shortage, are Stealthy, have an underlined morale and may declare HtH combat. Elite and First Line Kurds apply a -1 to HtH attacks. Kurds may use MOL. Bore sighting is only allowed for the mortars.
- 5 The Kurdish MOL-P represents a Russian RPG with all the same characteristics of a BAZ43 (EXC: non-crew MMC are unqualified).

2nd Kurdish Regiment (Peshmerga) set up on boards 50 and 18.
BALANCE: see Victory Conditions.

1 5-2-7 12	1 4-4-7 6	1 2-2-8 4	9-1	8-1	8-0	7-0 2	MMG 2 B11 4-10	LMG 1 B11 2-6 3	MOL-P 2PP B11 4-4	MTR M11 3 82* [3-78] 2 BM obr. 37	AT M11 3 45L 1 PTP obr. 32
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ELR: 3
SAN: 4

Trench OVR, OBA: +4 Other: +2 20	Roadblock 6	12 3
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Elements 1st Division enter on/after Game Turn 1 on the southern or eastern edge of board 44.
BALANCE: see Victory Conditions.

2 4-4-7 9	G 3-3-6 18	1 2-2-7 7	8-0 3	7-0 3	LMG 1 B11 2-6 6	BAZ43 10P X10 13TK 8-4 1 75	ART M8 3 M1897A2	AA M7 3 37L(8) 1 M1A2	18 3 3 37LL 4/4/2 3 M2A4	28 * * T7 21PP 4 2 1/2-Ton Truck
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ELR: 2
SAN: 3