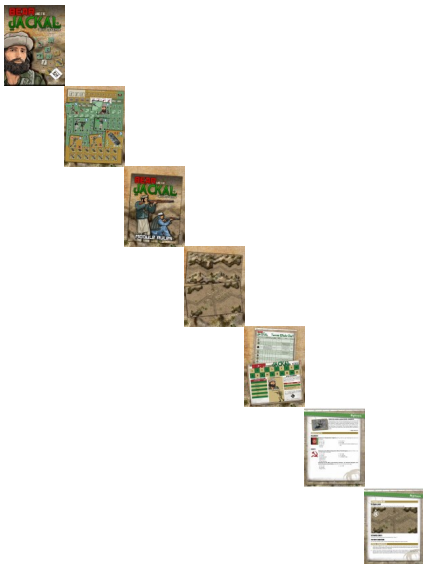
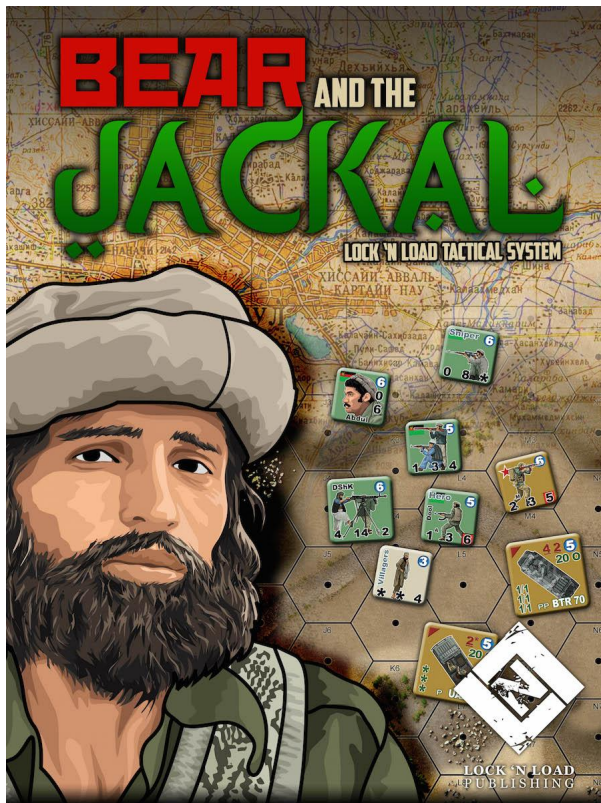


Bear and the Jackal



Fight in Afghanistan as the Soviets or the Mujahideen.

Rating: Not Rated Yet

Price

Price £34.95

[Ask a question about this product](#)

Manufacturer [LOCK N LOAD PUBLISHING](#)

Description

Fight in Afghanistan as the Soviets or the Mujahideen.

Bear and the Jackal represents the 10 years, from 1979 to 1989, the Soviet Union fought a bloody and, ultimately, unwinnable war in Afghanistan against the Mujahideen. It was a long, difficult war, and lessons were learned the hard way. The terrain and conditions were brutal. There were few, if any, stand-up fights. Ambushes, helicopter assaults, raids, and cordon-and-sweep were the necessary missions, the types of squad-level missions that are ideally suited to the Lock 'n Load Tactical Series.

Nine fierce firefights from the Soviet-Afghan War. It expands *Heroes of the Gap*, and utilizes new counters of Mujahideen and Soviet forces, including Spetsnaz Bear & The Jack special-forces units; and it's played on two plus-sized (approximately 9.5" x 16.5") geomorphic maps. Grab an RPG-7 and find a rocky place to hide behind: there's a Soviet convoy coming down the road!

Requirements:

Bear and the Jackal is not a complete game. You must own Lock 'n Load Tactical: Heroes of the Red Star or Heroes of the Gap to play this game. This game contains some previously released material from Line of Fire Issue #15.

Publisher Note:

There are minor differences between the Bear and the Jackal expansion from Line of Fire Issue 15 and the reprint currently available. The current expansion module is now in its own booklet with its own module rules, scenarios, and separate Player-Aid Card instead of one inside the magazine. The maps are the same. The module rules and scenarios are laid out in the same style as the other current LnLT series games now, instead of in the Line of Fire style. If you own the Line of Fire Edition there is little need to update unless you really want the latest and Edition.

Bear and the Jackal Includes:

- Two Color Geomorphic 9.5" x 16.5" Maps.
- One Counter Sheet with over 100+ counters.
- One Color Game Module rules, Examples of play.
- Nine Scenarios.
- One 8 x 11 Player Aid Cards.

Game Details:

- Complexity: Five out of 10
- Solitaire: Seven out of 10
- Ages: 12+
- Players: 1-2
- Time: 2-4 Hrs.
- Scale Units: Squads, Crews and Tanks