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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 OBJECTIVE OF THE GAME

The objective of *Decision: Iraq* is to show the course of the counterinsurgency in Iraq, which began in 2003 following the US-led invasion of that country. Historically, the quick US-Coalition victory over Saddam Hussein's military forces in March of that year quickly degenerated into an insurgency that swept the country. The situation was eventually turned around, but only after a steep learning curve for the United States and its partners. The *Decision: Iraq* game shows some of the major factors involved.

There are two players in *Decision: Iraq*: the **Insurgents**, who want to seize control of Iraq. These represent various Iraqi Rebels and Foreign Fighters, the latter including Al Qaeda and Iranian support, among others. And the **Counterinsurgents**, who wants to restore stability to a democratic Iraq, as well as defeat any Al Qaeda elements which may be operating in the country. These represent Multinational (MNF) forces (US and allies) and Iraqi Government Forces (which also include friendly Iraqi tribal militias).

Central to the play of the game is the "Netwar Index." Each player has a Netwar Index, which indicates how successful that played is in achieving his goals—effectively representing the amount of public support each side is getting. The Netwar Index affects various game functions, such as mobilization of reinforcements.

Note: There is also a set of Netwar Chits, which represents various fortunes of war.

Both players have a set of pieces that represent conventional and unconventional forces. During their respective turns, players move their pieces amongst the spaces on the map, and engage in various kinds of conflict in order to destroy enemy forces and change the Netwar Index (hopefully in their favor.) Both sides can mobilize new units by paying for them with Netwar Points. The objective for each player is to establish control over Iraq.

One unique feature of the *Decision: Iraq* is that units, as they engage in combat, effectiveness may increase or decrease as they gain experience in fighting or become demoralized.

2.0 COMPONENTS

2.1 The Game Map

The game map shows Iraq and adjoining areas.

2.11 Region Boxes

The large rectangular boxes are called Regions, and each is named for a specific region (e.g., "Green Zone"). These Region boxes represent the general geography of the region. Players deploy their units into Region boxes, into the "Open" area. Each Region box may contain any number of units. When both sides have units in the same Region, conflict may occur.

2.12 Infrastructure Boxes

The smaller boxes within Regions are Infrastructure boxes. These represent the population of that Region, as well as any physical infrastructure. Each Infrastructure box may contain one unit. Units within Infrastructure boxes may engage in a modified form of combat.

2.13 Movement Routes
The connecting arrows between boxes are the routes by which units move from one Region to another.

2.14 Netwar Points
Printed at the top of each Region box, next to the Region name are two numbers, one representing "I" (Insurgent) points, and the other representing "C" (Counterinsurgent) points; The number to the left of the slash is the Insurgent points. The number to the right of the slash is the Counterinsurgent points (e.g., **I-7/C-2)**. This is the number of Netwar Points that each side receives for controlling that Region. These points may also be awarded or lost for certain combat outcomes in that Region, including the Infrastructure boxes.

2.15 Area Affiliation
Regions within Iraq are labeled as.

Shia
Sunni
Kurdish
Mixed (Shia and/or Sunni and/or Kurdish)
 or
No affiliation

Affiliation will affect mobilization of certain units. Also, see the optional Iraqi Militia Movement rule.

2.16 Petroleum Regions
These have an oil well symbol. See the Insurgent Chaos Events Table or the Counterinsurgent Chaos Events Table for their effects, as they occur.

2.17 Foreign Areas
These include Iran, Syria, Kuwait and Saudi Arabia. These have no Infrastructure boxes, and are not worth any points, but some units may enter these Regions with restrictions.

2.2 Map Displays

2.21 Counterinsurgent Airstrikes Available
This is a convenient place for the Counterinsurgent player to place airstrikes when not being used to attack targets on the map.

2.22 Netwar Chits Available
This is a convenient place for each player to place Netwar Chits they have picked from their Netwar Pool.

2.23 Netwar Index Track
Each player has a Netwar Index Track. This records each player's current Netwar Points, on a scale of 0-100. A counter is provided for both sides to place on their own track.

2.24 Time Record Chart
This indicates the current turn.

2.3 Game Charts & Tables

2.31 Conflict Resolution Tables
There are three of these, each one representing a different type of combat: Civic Action CRT, Guerrilla CRT, and Kinetic CRT.

2.32 Mobilization Charts
This gives the cost of building units in Netwar Points. There's an Insurgent and Counterinsurgent

Mobilization Chart.

2.33 Movement Restrictions Chart
This shows where the various force contingents can move.

2.4 The Playing Pieces
Each player has a set of counters. Each unit has the following information on it.

2.41 Unit Category
There are two general types of units.

Conventional: these represent relatively large formations.
Unconventional: these represent smaller teams operating, often clandestinely, throughout a Region.

Designer's Note: *The definition of Conventional and Unconventional units is rather broad in the game.*

2.42 Sample Unit:
On each unit there are three numbers: the first is the unit's conflict rating. Conflict is the ability of the unit to engage in various kinds of action in order to 'get their point across' and affect the other player's pieces.

The second small number is the unit's level. This is the relative state of combat effectiveness and morale of the unit when it comes to operating in an insurgent environment. The higher the level of the unit, the more effective it is.

Note: *Its Conventional unit levels may change during the course of conflict, and units may potentially be replaced by units of higher or lower levels.*

The third number is the unit's movement rating. It is the number of boxes the unit may move into each turn (via connecting arrows). If the unit's movement rating is printed red, it is an "Infiltration Capable" unit, and thus that unit can use infiltration.

2.43 Conventional Units

Most units in the game are Conventional.

2.44 Unconventional Units
Unconventional units are printed with a line watermark behind their type title. The following unit types are unconventional units.

Jihadis
Special Operations Forces (SOF)
Provincial Reconstruction Teams (PRT)

Unconventional units generally function in the same manner as conventional units, but have certain special abilities as per rule 21.0.

Unconventional units have only one level indicated by the "0" as the level rating. They are not affected by certain combat results.

2.45 Airstrikes
Airstrikes have a special combat ability. They have no levels, and may be placed anywhere on the map.

2.5 COUNTERINSURGENT PLAYER UNITS

2.51 The Counterinsurgent Unit Types
The following unit types are Counterinsurgent units.

MNF units are light tan.
Iraqi Government units are light green.

2.52 Conventional Units (Counterinsurgency)
A Heavy Brigade Combat Team (BCT) or Division is a brigade or division sized task force trained to fight along conventional lines, at least initially. As they gain in combat power, they are considered to have additional counterinsurgency assets and training assigned to them.

An Airmobile BCT is similar to heavy BCTs, but having sufficient helicopter assets to transport (airlift) the entire unit.

Contractor Security is civilian contractors who perform various security and logistic functions.

Militia group is friendly Iraqi police, local security and tribal irregulars.

A **Forward Operations Base** (FOB) is a fortified base that is a center for logistics, command control and fire support.
A **Base Zone** (BZ) is a Region in which police forces and other local services operate.

2.53 Unconventional Units (Counterinsurgency)
The following unit types are Unconventional units.

Special Operations Forces (SOF) are various types of SOF and supporting aviation.

Provincial Reconstruction Teams (PRT) are units containing civil affairs as well as various police and training personnel.

2.54 Airstrikes
Airstrikes represent various types of airpower for use against enemy forces.

2.55 Unit Identifications
Counterinsurgent units have the identification of historical units on them. These have no effect on play.

Abbreviations
  ACR: Armored Cavalry Regiment
  BCT: Brigade Combat Team
  CdO: Commando
  CIA: Central Intelligence Agency

Special Activities Division
  CJTF: Combined Joint Task Force
  JSOTF: Joint Special Operations Task Force
  MEF: Marine Expeditionary Force
  MND: Multi-National Division
  OWBG: Overwatch Battlegroup
  PG: Presidential Guard
  QRF: Quick Reaction Force
  Rivron: River Squadron
  SB: Stryker BCT
  TFB: Task Force Baghdad
  TFL: Task Force Liberty
  TFO: Task Force Olympia

2.6 INSURGENT UNITS

2.61 The Insurgent Unit Types
The following unit types are Insurgent units.

Iraqi Rebels units are red.
Foreign Fighters are black.

2.62 Conventional units (Insurgency):
The term "militia" is used to indicate various types of insurgent units, which are irregular forces.

> **Note:** *Militia units have titles,* Dissident, Militant, Guerrilla, *or* Hardcore *on them. This has no effect on play whatsoever.*

Combat (Ansar) Brigade is a more-or-less regular brigade sized formation. *Ansar* units also represent some of the more militant formations among the Insurgents.

A Base Zone (BZ) is a Region that is a center for training insurgents and otherwise supporting operations. This can include both underground and aboveground training facilities.

2.63 Unconventional Units (Insurgency)
Jihadist are hardcore insurgents.

2.7 Netwar Chits

2.71 Player Netwar Chits
Each player has a set of Netwar chits (orange for the Insurgent, blue for the Counterinsurgent). These represent the use of modern communications technologies, as well as unconventional methods of warfare, such as support from Iran, or night-vision technology, for example.

2.82 Netwar Pool
Netwar Chits are initially placed in a wide mouthed opaque container, called a Netwar Pool. Each player has their own Netwar Pool.

2.9 Markers
Markers are used to indicate various game functions. These include.

High Value Target: this may be placed on the map as a result of Chaos Events.

Jihad: this indicates the Insurgent has called for a mass uprising.

Netwar: this indicates the relative Level of political support for a player.

Surge: this indicates the Counterinsurgent has committed massive forces for an all-or-nothing effort.
Turn: this indicates the current turn.

2.10 Dice
Players will need two six sided dice to play the game.

3.0 HOW TO SET UP THE SCENARIO

3.1 In General
1) Decide which player will control the Insurgents, and which will control the Counterinsurgents.

2) Each player takes their units, and sorts them out according to type and Level.

3) Place the Time Record marker on turn box 2003B.

4) Place the Counterinsurgency Netwar marker on 30.

5) Place the Insurgent Netwar marker on 70.

6) Set up the Counterinsurgent forces, as per below.

7) Set up the Insurgent forces, as per below.

8) The game is now ready to play.

3.2 Counterinsurgency Player Forces

MNF (Multi-National Forces)
Note that no units may be deployed in Infrastructure boxes.

Deploy in Iraq
    10 x Level 1 Heavy BCT
    2 x Level 2 Heavy BCT
    4 x Level 1 Airmobile BCT
    1 x Level 2 Airmobile BCT
    3 x SOF units

Deploy in Kuwait
    1 x Forward Operations Base
    1 x Level 1 Heavy BCT

Airstrikes Available
    2 x Airstrikes

Iraqi Government:
Note that they may be deployed in or out of Infrastructure boxes.

Deploy in any Kurdish Regions
    2 x Level 1 Militia
    2 x Level 2 Militia

Deploy in any Iraqi Regions (containing at least one MNF SOF unit)
    1 x Level 1 Militia

All remaining Counterinsurgent units are available for recruiting.

Counterinsurgent Netwar Pool
Place all Counterinsurgent Netwar Chits in the Counterinsurgent Pool.

Surge Marker
Place in the Holding Box.

3.3 Insurgent Player Forces

Iraqi Insurgents:
Note that they may be deployed in or out of Infrastructure boxes:

Deploy in any Sunni Regions, Mosul-Kirkuk, or Baghdad West:
    3 x Level 1 Militia
    3 x Level 2 Militia
    2 x Jihadi

Deploy in any Shia Regions or Baghdad East:

9 x Level 1 Militia
3 x Jihadi

Foreign Fighters:
Note that they may not be deployed in an Infrastructure box:

Deploy in any Kurdish Region:
1 x Jihadi

Deploy in any Sunni Region:
1 x Level 2 Militia

Deploy in Iran South:
1 x Jihadi
1 x Base Zone

All remaining Counterinsurgent units are available for recruiting.

Jihad Marker:
Place in the holding box.

High Value Target Marker:
Place in the Holding Box.

Insurgent Netwar Pool:
Pick at random three Netwar chits. Place remaining chits in the Insurgent Pool.

3.4 First Game Turn Note
The game begins on the 2003B turn—there is no 2003A turn.

>   **Note:** there is no mobilization Phase on a "B" turn. See 4.2 and 12.0. The initial order of battle represents the first turn mobilization—you have to fight with what you've got.

4.0 HOW TO PLAY

4.1 Sequence of Play
The game is played in turns. The routine for each turn follows the sequence of play, below.

1) Initiative Determination Phase
   a) Determine who will be the first and second players. (See 10.0).

2) First Player Turn
   a) First Player Chaos Events Phase; The first player rolls on the Chaos Events Table (See 11.0).

   b) First Player Mobilization Phase; This applies only on an "A" turn. The first player builds new units as per the Mobilization rule (see 12.0).

   c) First Player Movement Phase; The first player moves his units in accordance with the Movement rule (see 13.0).

   d) First Player Conflict Phase; the first player initiates conflict with his units in accordance with the Combat rule (see 14.0). First execute all open combat, then execute any Infrastructure combat.

3) Second Player Turn
   a) Second Player Chaos Events Phase; the second player rolls on the Chaos Events Table (See 11.0).

b) Second Player Mobilization Phase; this applies only on an "A" turn. The second player builds new units as per the Mobilization rule (see 12.0).

c) Second Player Movement Phase; the second player moves his units in accordance with the Movement rule (see 13.0).

d) Second Player Conflict Phase; the second player initiates conflict with his units in accordance with the Combat rule (see 14.0). First execute all Open combat, then execute any Infrastructure combat.

4) Control Phase
   a) Check each Region in Iraq. If one player's forces control that Region, then he gets the Netwar Points listed for his side and adds them to his Netwar Index (See 18.0).

5) Attrition Phase
   a) If this is an "A" turn, skip this Phase. If this is a "B" turn, then:

   b) Second Player Attrition; the second player removes from the map units subject to attrition.

   c) First Player Attrition; the first player removes from the map units subject to attrition (See 19.0).

6) End of Turn Phase
   a) Move the Turn Record marker one space to reflect the passing of one turn. If this is the 2008B turn, the game comes to an end.

   Note: *Also, the game may come to an end if one player seizes a Sudden Death Victory.*

5.0 HOW TO WIN

5.1 Netwar Points
The player who has more points on their Netwar Index at the end of the 2008B turn wins the game. The number of points ahead you are indicates how big a victory you have seized.

0-25 points: Draw; spend the rest of your career in Iraq.

26-50 points: Marginal Victory; declare victory and go home.

51-75 points: Reasonable Victory; you've beaten down the other side and more or less run the show in Iraq.

76-100 points: Turning Point; you dominate the Middle East.

5.2 Sudden Death Victory
If, at any point in the game, one side's Netwar Index goes to under zero, the game immediately comes to an end. That player loses. The other player checks the number of points he has, and adds 50 to it to get his level of victory.

Example: Player A has 20 points. Player B's Netwar Index drops to zero. The game comes to an end and the final Points for Player A becomes 70, a Reasonable Victory.

6.0 NETWAR INDEX
Each player has a Netwar Index. The current number of points are indicated by using the Netwar markers.

6.1 Gaining Netwar Points
When your side gains point, move its marker up the Netwar Index. If you lose or expend points, move the marker down the appropriate number of spaces.

6.2 Netwar Limit
If a player's Netwar Index goes to 100, it can go no higher. It can still go lower, however.

6.3 Sudden Death Defeat
If a player's Netwar Index drops to zero or lower, the game comes to an end.

6.2 Netwar Points Increase
Netwar points can go up if:

1) Owing to certain combat results.

2) As a result of controlling Regions during the Control Phase.

3) Owing to certain Netwar Chit play.

Netwar Points go down if:

1) Owing to certain combat results.

2) By the player voluntarily expending them to Mobilize units.

3) Owing to certain Netwar Chit play.

7.0 CONTROL OF FORCES

7.1 Unit Control
Each player controls forces composed of different contingents:

7.1 Counterinsurgency Player
The Counterinsurgency player controls MNF (Multi-National Force, i.e., the US and Coalition allies) and Iraqi Government (regulars and militias) forces.

7.2 Insurgent Player
The Insurgency player controls Iraqi Insurgent and Foreign Fighters (the latter representing contingents from Al Qaeda, Iranian Qods Command, and a host of others).

> **Note:** The term "Insurgent" throughout the rules refers to both Iraqi Insurgent and Foreign Fighter units.

7.3 Coordination
Generally, all units on one side are considered friendly for all purposes. They may move and fight together, etc. However, there are some distinctions.

7.31 Replacement Exception
Units of one contingent may not be used to replace units of another distinctions when a unit changes levels.

Example: a MNF Level 1 unit is to be raised to a Level 2. A MNF Level 2 unit would have to be used, not a Level 2 Iraqi Government unit.

7.32 Mobilization Costs
There are different costs for mobilization and other game functions for different contingents within one side's forces.

8.0 UNIT LEVELS
8.1 Conventional Units
Conventional units have more than one level. The level is indicated by the small number in the lower middle; "1" is the lowest; units may go up, depending on their type, to "2", "3" or "4".

8.11 Level Exchanges

Units go from 1 to 2 (and vice versa) by flipping the counter over. They go to Level 3 by replacing a 2 unit with a 3 unit. They go from 3 to 4 by flipping the unit over.

Note: *that some units go only to Level 2 or 3. A unit must always be replaced with another unit of the same contingent.*

8.2 Highest Level

If a unit is at the highest level, then it does not go any further up. If a player has no unit of the correct Level, then that unit cannot go any higher.

8.3 Lowest Level

If a player has no unit available of the lower level, then it goes to the next lower Level. If a unit is at Level "1" and is called on to go lower, then it is eliminated.

8.4 Skipping Levels

Units may skip levels when being down; they may not skip levels when going up.

Example 1: A Level 3 unit is reduced one Level; but all Level 2 units are in play and thus not available for reduction, so the player replaces the unit with a Level 1 unit.

Example 2: A Level 1 unit is supposed to go up one Level, but there are no Level 2 units available; in this case, the unit does not go up.

8.5 Single Level Units

Certain units have only one level ("1"). In this case they do not go up, and if called to go down, are eliminated.

8.6 Conflict Resolution

Certain Conflict Resolution Outcomes will cause units to go up or down levels.

8.7 Attrition

Attrition may cause units to go down levels.

8.8 Chaos Events

Certain events may cause units to go down or up levels.

8.9 Unconventional Units

Unconventional units have only one Level, "0" (zero). However, as per the CRTs, they are not affected by certain combat results.

Example: A MNF SOF unit receives a D2 result. It does not change levels.

8.10 Air Units Levels

Air units have no levels. They are never affected by combat.

9.0 REGIONAL ORGANIZATION

9.1 Unit Status

Units are in one of two statuses:

"Open" status if they are in a Region but not in an Infrastructure box.

"Underground" status if they are in an Infrastructure box. Unit status affects movement and combat.

9.2 Concentration in Regions

There is no limit to the number of units that may be in a Region in Open status. Both players may

have units in the same Region, and this can lead to Conflict (see 14.0). If both friendly and enemy units are in the same Region, they should be kept in separate stacks, to aid each player's organization.

9.3 Concentration in Infrastructure
There may only ever be one unit in any particular Infrastructure box at any one time. If a Region has more than one Infrastructure box, then one player may have units in some Infrastructure boxes, and the other in others, but not both in the same.

10.0 INITIATIVE (PER SEQUENCE OF PLAY)

10.1 Initiative Phase
During the Initiative Phase, players determine who will be the first player and the second player.

10.2 First Player
The player who currently has the higher number of Netwar Points can determine who has the initiative and goes first in this turn; that player is known as the first player. The other player is the second player, and goes second. In the event of a tie, the Insurgent player gets the Initiative.

10.3 Duration
Initiative remains in effect for the remainder of the turn, but this may change on a turn-by-turn basis.

   Note: *There are times when there are advantages to being the first player or the second player.*

11.0 CHAOS EVENTS

11.1 Chaos Roll
During a player's Chaos Events Phase, the player must roll on his Chaos Events Table. Roll two differently colored dice, nominating (before rolling) one number as the "tens." The first number rolled is the "tens" digit; the second number rolled is the "ones" digit. This will determine which event will occur for the turn.

Example: If a player rolled a "1" and a "4", the final outcome would be "14".

11.2 Chaos Events Implementation
The player reads aloud the event rolled (consult the relevant table printed on each player's side of the map), and then must implement the outcome. This occurs during the Chaos Phase.

12.0 MOBILIZATION

12.1 Building Units
A player builds new units during his Mobilization Phase by expending Netwar Points. Each side's unit costs are indicated on their own respective Mobilization Chart printed on their side of the map.

12.2 Levels and Mobilization
Units with multiple levels must be brought into play at Level 1. If no Level 1 unit is available, then the unit cannot be recruited until one becomes available.

   Note: *Each player's Mobilization Chart summarizes the number of levels for each unit type.*

12.3 Zero Level Units
Units with a level of "0" are mobilized on their zero level.

12.4 Deployment
A player places newly mobilized units on the map in locations as per the instructions on his Mobilization Chart. Units may be placed in "Open" status or in the Infrastructure box of a Region, depending on whether or not the units can enter those boxes.

12.4 Placement Limitation
If a unit is required to be placed in the same Region as another unit of a particular type, then that other unit must have been in place at the start of the Mobilization Phase, not during that Mobilization Phase.

Example: On 2004A, the Counterinsurgent wants to place an Iraqi Government division in Baghdad West. There must be Counterinsurgent FOB in Baghdad West at the start of 2004A's Mobilization Phase. The FOB could not be mobilized in 2004A and then the division placed.

12.5 Event Generated Units
Units mobilized via Chaos Events do not cost Netwar Points. They are placed as per the instructions in the event. In some cases, they may be deployed on a level higher than 1.

12.6 Control
The presence of enemy units has no effect on placing units. You do not have to control a region to place units in it (unless otherwise specified).

12.7 Replacements
When units are removed from the map for any reason, they become available for mobilization. They are not eliminated from the game permanently.

12.8 Demobilization
A player may remove from the map any friendly units during a Mobilization Phase. These units become immediately available for mobilization, used to replace units via the level system, etc.
12.9 Limitations
The number of units in the counter mix is a limit.

12.10 Purchasing Netwar Chits
A player may do this during the Mobilization Phase by paying the designated number of Netwar Points and picking a marker at random.

13.0 HOW TO MOVE UNITS

13.1 Movement Phase
A player moves his units during his Movement Phase. A player may move some, none or all of units.

13.2 Regional Movement
Units move from region to region via connecting movement routes (the arrowed connecting lines printed in between regions). A unit can move into a number of Region boxes up to its movement factor.

Example: A unit with a movement of "2" that starts on Basrah could move one box into Tigris-Euphrates, and then a second box into the Green Zone. A unit in Basrah could not move into South Zone and then to the Green Zone, because there are no connecting route arrows.

13.3 Halting Movement
A unit must halt when it enters a Region containing any enemy units in "Open" status. It may move no further that Phase. It may *leave* the Region in the following Movement Phase, and move normally. However, if it enters another Region containing enemy units, then it must again halt.

13.4 Unaffected Movement
A unit does not stop when it enters a Region containing enemy units only in the Infrastructure box.

13.5 Minimum Move
A unit can always move one region, regardless of other considerations.

13.6 Infiltration Movement
A unit may use infiltration if its movement factor is printed in red.

Infiltration is a special form of movement. It is conducted as per normal movement, except that the units may move *through* enemy units without having to stop.

Example: Airmobile, SOF and Jihadi units.

13.7 Movement Restrictions
Units are limited in which parts of the map they may enter owing to nationality. These limits are given in the Movement Restrictions Chart.

14.0 CONFLICT (GENERAL)

14.1 Resolving Conflict
Conflict represents various types of conventional and unconventional operations. Conflict may occur when there are enemy units in the same Region during a Conflict Phase. Conflict is resolved using the Conflict Resolution Tables. There are three tables: Civic Action, Guerrilla, and Kinetic.

   Note: Units in adjacent regions may not attack each other.

14.2 Attacking & Defending
The player whose turn is in progress is the "attacker." The other player is the "defender."

14.3 Preconditions
1) Generally, if both sides have units in the same Region during a Combat Phase, and both sides' units are in Open Status (outside of the Infrastructure boxes), then the attacker must initiate combat.

2) If all of the attacker's units are in "Open" status and all of the defending forces are in Infrastructure boxes ("Underground" status), then the attacker may choose to initiate combat (against the enemy units in the Infrastructure boxes), or decline to initiate combat.

3) If the attacker has units in "Open" status, and the defender has units in both "Open" and "Underground" status, then the attacker must attack the units in "Open" status. If the attack clears all enemy units from "Open" status, then the attacker may conduct a second attack in that same Region against defending units in the Infrastructure box.

4) If all of the attacker's units are in the Infrastructure boxes, then combat cannot occur. Units in Infrastructure boxes may not attack.

   Note: This is determined solely from the perspective of the attacker. If the defender has units in Open status and all attacker units are in Underground status, then no combat can occur.

14.4 Attacking
1) When a player attacks enemy "Open" status units he must use all units in the Region to attack. He combines them into one force and attacks all enemy units as one combined defensive strength.
2) When a player attacks enemy units in the Infrastructure Box, he may use some or all units to attack. He combines those units that he chooses to attack with into one force and attacks all enemy units in the Infrastructure boxes as one combined defensive strength.

3) Each unit may attack up to twice in a single Combat Phase. The first time **must** be against enemy units in "Open" status. The second time **must** be against enemy units in Underground status.

4) The attacker must execute all combat in one Region before proceeding to another Region. Within this stricture, the attacker may execute attacks among the various regions in any order he desires.

14.5 Defending
 Generally, a unit may be attacked only once per combat phase.

14.6 Procedure: "Open" Status Conflict
Each combat is resolved in the following manner.

1) The attacker declares which units he will be attacking in which Region.

2) The attacker chooses one of the three Conflict Resolutions Tables (CRTs) he will be using to make his attack.

3) Determine Combat Odds
    a) The attacker totals his units' conflict strength.

    b) The defender totals his units' conflict strength.

    c) Divide the attacker's strength by the defender's strength. This will produce a Conflict odds ratio. Drop any fractions. If the defender's strength is more than the attacker's strength, then the Conflict must be resolved on the <1-1 column.

Example: 9 factors attack 6 factors. Odds are 1.5 to 1. Drop the fraction and it comes out as 1 to 1 (1-1).

Example: 3 factors attack 4 factors. Odds are 0.75 to 1, so resolve on the <1-1 column.

4) The attacker rolls one die: cross index the die roll with the odds column on the selected CRT. This will give the Conflict Result.

5) Apply the result immediately. The results are given in terms of a code, explained adjacent to the CRTs.

6) Move on to the next attack, if any.

14.7 Freedom of Action
The attacker does not have to declare his attacks ahead of time; he resolves them on a one by one basis. Just remember, you have to finish all one combat in a Region before moving on to the next.

15.0 CONFLICT (UNDERGROUND)

15.1 Attacking Infrastructure ("Underground" Status)
Units in "Open" status may attack enemy units in Infrastructure boxes ("Underground" status) only if there are no enemy units in "Open" status in the same Region.

15.2 Procedure: "Underground" Status Conflict
Underground Conflict is resolved as per general combat, with the following changes.

1) The attacker may generally choose only the Civic Action or Guerrilla CRT.

2) The Kinetic CRT may be used against the Underground only if:
    a) all attacking units are Unconventional; OR
    b) the attacker plays an ISR Netwar chit.

3) You may use some or all units in "Open" status to attack enemy units in "Underground" status. But remember, if you are using the Kinetic CRT, then you may attack only with Unconventional units.

4) If the attack succeeds in eliminating enemy (defending) units from Infrastructure boxes, then the attacking units may advance into those boxes, and occupy them.

5) Airstrikes may not be used against "Underground" status units.

16.0 CONFLICT RESULTS

16.1 Results Explanations
The Conflict Results Tables (CRTs) indicate outcomes via alphanumeric codes. These are explained in the charts adjacent to the CRTs.

16.2 Results Effect
Results apply only to units in the Region in which Conflict takes place.

16.21 Fractions
Fractions are always rounded up.

Example: If you have three units in a combat, and the result calls for 50% of them to be eliminated, then two are eliminated.

16.3 CIVIC ACTION & GUERRILLA CRTS

16.31 Result Codes
These results use a two-letter code followed by a number. The results are specified on the Civic Action and Guerrilla Results chart.

16.32 Netwar Gain/Deduction
The first letter will be either an "A" or "D". This letter determines who gets the points for this combat.

   "A" = Attacker gets the points.
   "D" = Defender gets the points.

16.33 Netwar Gain/Deduction Choice
The player indicated has the following choice.

1) He can add the points listed for his side to his own Netwar Index.

2) He can deduct the points listed for the enemy side from the enemy's Netwar Index.

16.34 Level Change
The second letter indicates what happens to the side that got the points.

An "L" means "Lowered" (that side goes down in strength).

An "R" means "Radicalization" (that side increases in strength).

Lowered or Radicalization is accomplished by raising or lowering the levels of the winner's Conventional units (the winner is the side that got the points). The numbers following "R" or "L" indicate the effect on winner's Conventional units (as per the "Civic Action and Guerrilla Results table).
Example: A combat result on the Civic Action CRT or Guerilla CRT is "AL2". The Attacker gets the points for the Region. He may either add those points to his own Netwar Index, or he may deduct points from the other player's Netwar Index.

16.35 Unconventional Units & R and L losses
Unconventional units are not affected by Radicalized (R) and Lowered (L) results on the Civic Action and Guerrilla Warfare CRTs. Unconventional units are not affected by Civic Action and Guerilla combat results and they are not counted per the "Effects" column of the Civic Action and Guerilla Results chart. Netwar Points are gained nonetheless, normally.

16.4 Kinetic CRT
The Kinetic CRT represents actual combat between armed units or forces.

16.41 Results Code
The Kinetic CRT uses a two-letter code to indicate the overall outcome of the combat. The results are specified on the Kinetic Results Chart only.

16.42 Eliminations
Results will cause either 50% (half) or 100% (all) of the units of one side to be eliminated. Units are eliminated completely, regardless of their level, whether Conventional or Unconventional. The affected player decides which units will be eliminated.

16.43 Retreats
If a result calls for one side to retreat, that player moves all surviving units. Units retreat as follows.

1) Into an empty Infrastructure box of the same Region (if it could otherwise be entered).

OR

2) Into an adjacent Region (they could normally enter). That Region may have no enemy units in "Open" status, however. They may end their retreat in an Infrastructure box, if available. A retreating player may split up retreating units.

16.44 Restrictions
If a retreating unit has no legal location to which it can retreat, it is eliminated instead.

16.45 Infiltration Capable Units and Retreat
Units capable of infiltration movement (printed with a red movement number) may retreat a number of Regions up to their movement factor. They may retreat through enemy units, but must not end in the same Regions as enemy units in "Open" status. They may end their retreat in an Infrastructure box, if available.

16.46 Attacking Retreating Units
Units which retreat into a position where they may be attacked again may be attacked a second time.

Example: A unit retreats into an Infrastructure box, and it could be attacked when the attacker conduct anti-Infrastructure combat.

16.47 FOBs and Base Zones
FOBs and BZs are not affected by retreats. Also, units in the same Region as a friendly FOB or BZ that survive the combat may ignore retreats. This is at the owning player's option.

Designer's Note: *Players should examine the CRTs closely. It is entirely possible that the side which wins a Conflict (gains points) to lose strength (have units reduced in level).*

17.0 INFRASTRUCTURE

Designer's Note: *Infrastructure boxes represent the "space" where the local populace resides. By moving units into an Infrastructure box, you are committing your forces to working amongst the people. By so doing, you gain political advantages, but also face additional challenges.*

17.1 Moving Into/Out of Infrastructure Boxes
You may move units into and out of the Infrastructure boxes. This is done by moving a unit from the Region's Open box into the Infrastructure box. This costs one movement point. You can move out of an Infrastructure box by the reverse process, costing one movement point.

17.2 Limitations
All Iraqi Regions have one or more Infrastructure boxes. There can be a maximum of one unit per

Infrastructure box. Whichever side moves a unit into a particular Infrastructure box occupies that box. Occupation of a box changes only if a player moves his unit out of a particular box, or if combat eliminates a unit (with the attacker sometimes moving into that box).

Example: A Region with three Infrastructure boxes could have two Insurgent and one Counterinsurgent unit, one per box, for instance.

17.3 Movement Within a Region
A unit may always move into or out of an Infrastructure box regardless if there are enemy units in the Region. But note that if there are enemy units in "Open" status in the Region, they would have to stop moving.

17.4 Infrastructure Box to Infrastructure Box Move
A unit can move directly from one Infrastructure box to another Infrastructure box in the same Region (though there is no particular strategic reason to do so).

17.5 No Type Restriction
All unit types may move into Infrastructure boxes.

17.6 Infrastructure Combat

17.61 Defensive Only
Units in an Infrastructure box may not attack. They defend normally.

17.62 Clearing an "Open" Region
You may not attack units in Infrastructure boxes if there are other enemy units in the same Region outside of the Infrastructure box (the units in the Infrastructure box are ignored). You may only attack enemy units in an Infrastructure box if there are no other enemy units in the Region's "Open" area.

17.63 Kinetic CRT Prohibition against Infrastructure
Generally, the Kinetic CRT may not be used against enemy units defending in an Infrastructure box. The one exception to this is if all of the attacking units are Unconventional (then the Kinetic CRT may be used).

18.0 CONTROL OF REGIONS

18.1 Control Phase
Control of a Region is checked during the Control Phase. By controlling a Region, a player collects the Netwar Points designated for his side per each game turn.

18.2 Definition of Control
You control a Region if your units occupy all of the Infrastructure boxes therein. The presence of "Open" status enemy units in the Region has no effect on control.

18.21 Disputed Control
If both players have units in a Region's Infrastructure boxes, then control is disputed. In this case, neither player controls that Region.

18.22 Uncontrolled
If neither player has any units in Infrastructure boxes, then that Region is uncontrolled.

Example: The Counterinsurgency player would control Baghdad West if its units occupied all three of its Infrastructure boxes even if there were Insurgent units in the Open.

18.3 Control of non-Iraqi Regions

18.31 Kuwait / Saudi Arabia
The Counterinsurgency player always controls all Kuwait and Saudi Arabia Regions.

18.32 Iran / Syria
The Insurgency player always controls all regions in Syria and Iran.

18.4 Control Phase
During the Control Phase, both players check the map to see which Regions their forces control. Each player collects the Netwar Points for each Region his side controls. The Insurgent player collects the points to the left of the slash, the Counterinsurgent to the right of the slash.

18.41 Region Netwar Increase
Unlike Conflict, you can only add to your own Netwar Index from Control, not subtract from the enemy's Index.

18.5 Intragame Region Control
Certain Game functions (such as attrition) require players to check control at various points in the game. In this case, check for the control status at the moment you play the marker. However, you do not collect points for this.

19.0 ATTRITION

19.1 Attrition Phase
Certain units are subject to reduction during the Attrition Phase of a "B" turn. These include the following units: all Counterinsurgent Iraqi Government Militia units and all Iraqi Insurgent Militia units.

19.2 Procedure
During his Attrition Phase, a player checks all units he controls which are subject to attrition. Attrition is applied against units in the following circumstances.
Eligible units located in a Region which their side does not control are subject to attrition.

19.3 Effects of Attrition
50% of all units in each Region subject to attrition are reduced one Level. The owning player can choose any combination of units to be reduced. Round fractions up.

Example: The Insurgent player has one Level 1 Militia and two Level 2 Militia in a Region subject to attrition. He could reduce both Level 2 units to Level 1, or eliminate the Level 1, and reduce one Level 2 unit.

20.0 NETWAR CHITS
20.1 Netwar Chit Pool
Each player has a unique set of Netwar Chits. These are initially placed in the player's Netwar pool off of the map, preferably in a small cup.

20.2 Purchasing Netwar Chits
A player may purchase Netwar Chits during the Mobilization Phase by paying Netwar Points for them. See 13.0.

20.3 Chaos Events
Certain Events will call for a player to pick Netwar chits. In this case, the player picks that number at random (and at no cost in Netwar Points).

20.4 Picking Netwar Chits
A player always picks a chit at random. He examines it, then places it face down in his Netwar Chits Available box. It remains there until played, at which point it is read aloud then returned to the pool.

20.5 Netwar Chits Explanations

These are on the Netwar Chit Chart. This designates the point in the game turn in which each chit may be played, and their effects. Upon being played, the chit is returned to the players Netwar pool. There is no limit to the number of chits that may be played in a turn.

NETWAR CHIT EXPLANATION [20.0]

Type	When Played	Effects
Black Ops or Fatwa	Any time	Negate the player of one enemy Netwar chit. That marker is returned to the pool without going into effect. This may negate the play of an enemy *Black Ops* or *Fatwa*, in which case the original marker goes into effect.
InfoWar	Friendly or Enemy Combat phase	Player after the result has been determined. Double the number of Netwar Points gained by the friendly side or lost by the enemy for the combat.
ISR	Friendly Combat phase	Do one of the following: 1) All friendly units on one Region can use the Major Offensive CRT to attack enemy units in Infrastructure boxes; OR 2) examine all enemy Netwar chits.
Leader Node	Friendly Mobilization phase	Do one of the following: 1) Raise the level of any one friendly unit (any type) by one; OR 2) place one friendly militia unit anywhere where it could be initially placed. You can combine more than one marker for a single unit for multiple effects.
Tactical Edge	Friendly or Enemy Combat phase	Play after a combat has been declared but before the die is rolled. Double the conflict value of all friendly units in this combat. Each side may play a maximum of one *Tactical Edge* per combat. This may not be combined with other game actions which double combat strength.

21.0 UNCONVENTIONAL FORCES

21.1 Types of Unconventional Forces
Unconventional Forces include SOF, PRT and Jihadi units. These units have the following additional special rules.

21.2 No Level
They are not affected by the Level system—they do not go up or down.

21.3 No Mandatory Attack
They do not have to attack if in the same Region as enemy units—though they may. If they choose to not attack, then they are not affected by other combats in the Region.

21.4 Kinetic CRT Stricture
Unconventional units may use the Kinetic CRT to attack enemy units in Infrastructure boxes, if they

are the only attacking units.

21.5 Hiding Amongst the Populace
If the only units the attacker has in "Open" status in a Region are Unconventional units, then these units may attack enemy units in "Underground" status without having to first clear Open enemy units from the Region.

22.0 AIRSTRIKES

22.1 Availability
The Counterinsurgent player has available airstrikes. Airstrikes are held off map when mobilized. They are placed on the map temporarily for combat resolution, attacking or defending, then returned to the pool of units available for mobilization (i.e., each airstrike is expended upon use). They are committed after a combat has been declared by either player, but before it has been resolved.

22.2 Restrictions
Airstrikes may be used only when the combat has been declared to be Guerrilla or Kinetic. They may not be used in Civic Action. Also, airstrikes may never be used against enemy units occupying Infrastructure boxes.
22.3 Combat Effect
The Counterinsurgent player may change the odds any number of columns when using an airstrike, higher or lower.

22.4 Collateral Damage
If Counterinsurgent airstrikes are used in a combat, double any points gained by the Insurgent player. The Counterinsurgent receives normal points.

23.0 FORWARD OPERATION BASES/BASE ZONES
23.1 Movement Prohibition
Forward Observation Bases (FOB) and Base Zones (BZ) are static units. Once placed on the map, they may not move.

23.2 Unit Placement
FOB and BZ may be used to place certain newly mobilized units, as per the Mobilization Chart. Simply place the recruited units in the same region.

23.3 Attack Discretion
FOB and BZ do not have to attack, but they may do so at the attacking player's discretion. In addition, if a player has a FOB or BZ in a Region, then the player has the option to attack with some, none or all friendly units. Units which do not attack are not affected by combat results.

   Note: This supersedes 14.3's requirement to attack. The defender still must defend with all units, regardless of the presence of FOB or BZ.

23.4 Retreat Negation
FOB and BZ are never affected by Retreat (see Combat Resolution). Also, if friendly units are in the same Region as a FOB or BZ and are called upon to Retreat, the owning player can negate the retreat for some, none or all of those units.

24.0 JIHAD AND SURGE

24.1 Declaring Jihad/Surge
The Insurgent player can declare a Jihad. The Counterinsurgent player can declare a Surge. These both work in the same way. A player declares Jihad/Surge at the start of his own turn, per the following prerequisites.

24.12 Insurgent Jihad
The Insurgent Netwar Index must be at 75 or higher to declare Jihad. A player can declare one Jihad

per game. Use the marker as a reminder, placing it in the Jihad Box on the map.

24.13 Counterinsurgent Surge
The Counterinsurgent Netwar Index must be at 25 or lower to declare Surge. A player can declare one Surge per game. Use the marker as a reminder, placing it in the Surge Box on the map.

24.5 Effects of Jihad/Surge
During the Mobilization Phase, the declaring player must conduct the following sequence.

1) Roll five dice, total the results.

2) The dice roll will give the number of Jihad/Surge Mobilization Points. Each such point is expended in the same manner as Netwar Points for Mobilization, except that they are not deducted from the Index. Also, these points may not be saved on the Index or otherwise accumulated.

3) Units that are recruited in a Jihad/Surge are recruited at the highest level for that kind of unit available.

4) A player may also conduct normal mobilization in that Mobilization Phase.

24.52 Control Phase
After a Jihad/Surge has been declared, double the points that the player (conducting the Jihad/Surge) normally gains for Control of Regions during the Control Phase of that game turn.

25.0 FOG OF WAR

25.1 Examining Opponent's Units
You may always examine enemy units on the map.

25.2 Examining Opponent's Netwar Chits
You may not examine enemy Netwar Chits unless.
1) They are revealed by being played.

2) You play a Netwar Chit that allows you to examine them.

3) The enemy graciously allows you to examine them.

26.0 SPECIAL TURNS

26.1 Game Turns 2004B and 2008B
2004B and 2008B are the turns of the US Presidential elections. On these turns, all Counterinsurgent Netwar Points, gained or lost for any reason, are doubled.
Insurgent Points remain the same.

27.0 OPTIONAL RULES

27.1 Additional Events
A player can roll for additional Chaos Events past the automatic first roll. This is done during the friendly Chaos Events Phase. The player expends five Netwar Points and then rolls again. A player may do this any number of times as long as the Netwar Points are available. Each event is implemented as soon as it is rolled.

27.2 The Green Zone
If Coalition forces Control the Green Zone (have a unit in the Infrastructure Box), then Iraqi Insurgent units may not be recruited in the Green Zone by the mobilization rule. They may appear due to events.

27.3 Iraqi Militia Recruiting
This rule is in addition to the regular Mobilization rule 12.0. The Insurgent player may mobilize Iraqi Militia in Regions in Iraq that do not have the requisite placement unit as per the Mobilization Chart. However, this costs twice the normal number of Netwar Points (i.e., 6 instead of 3).

27.4 Iraqi Militia Movement
Iraqi Insurgent and Iraqi Government Militia units which have a movement of "1" are restricted further in movement as follows.

Sunni: A unit that began its movement in a Sunni Region may only enter other Sunni Regions in that movement phase.

Shia: A unit that began its movement in a Shia Region may only enter other Shia Regions in that movement phase.

Kurd: A unit that began its movement in a Kurd Region may only enter other Kurd Regions in that movement phase.

Mixed: A unit that began its movement in a Kurd Region may only enter other Mixed Regions in that movement phase.

None: A unit which began its movement in a "None" Region may move freely.

   Note: This rule does not affect Foreign Fighter militia.

Retreat. Additionally, Iraqi Militia units with a movement of "1" which are required to retreat in combat are also affected by these restrictions.

27.5 Airmobile Transport
Each Counterinsurgent airmobile unit may transport one friendly PRT or Contractor Security unit. This is done by moving the airmobile unit into the same space as the unit to be transported, picking it up, and landing it in a Region within the airmobile unit's movement allowance. If the airmobile unit has movement points remaining, it may continue to move. The transported unit may not move on its own during the same Movement Phase.

27.6 Suicide Bomber Attacks
The Insurgent player may make special Suicide Bomber attackers. These may be conducted only by Insurgent Ansar Brigades during the Insurgent combat Phase. This has the following effects.

1) Double the conflict factor of the Ansar units for these attacks; and 2) double the points each player receives for these combats; and 3) for these combats, treat "AR#" results as "AL#".

   Note: Units making Suicide Bomber attacks may be combined with other units.

Designer's Note: Suicide attacks represent a wide range of fanatic tactics, not simply people blowing themselves up.

27.7 FOB & BZ Coordination
Normally, in combat, all attacking units must attack all defending units. But if the attacking player has a FOB or BZ in the same Region as a combat, then he may divide up his attacks into two or more groups. Each group then attacks one or more enemy units. These attacks occur in any order the player desires.

27.71 Restrictions
All enemy units must still be attacked by at least one unit.

Each unit may attack only once per Conflict Phase against units in "Open" status, and then once more optionally against units in the Infrastructure Box.

Each defending unit may be attacked a maximum of once per Conflict Phase.

Designer's Note: *This represents enhanced command control and intelligence operations facilitated by bases.*

27.8 Riverine Operations
The Counterinsurgency player has a US Navy Riverine Squadron (RIVRON.) This unit is treated as a conventional unit, with the following special rules.

It may enter only the following Regions: Kuwait
Basrah, Tigris-Euphrates, Green Zone, Baghdad East, Baghdad West, Samara, Fallujah, Al Qaim, Mosul-Kirkut.

Also, it may transport units in the same manner as an airmobile unit.

27.9 Combat Logistics Movement Enhancement
Units which begin their movement in a Region containing a friendly FOB or BZ may double their movement factors. However, all Regions in which this movement takes place (including the starting Region) may not have any enemy units in "Open" status. This includes both regular and infiltration movement.

27.91 Airmobile Unit Basing
As an exception to the above: airmobile units do not gain Movement Enhancement. Further, airmobile units must either begin their movement in a Region containing a friendly FOB, or end their movement in a Region with a FOB. Intervening Regions do not require a FOB.

27.92 Kinetic Combat
In order for units to use the Kinetic CRT, they must be in the same Region as, or adjacent to, a friendly FOB or BZ.

If the FOB is in an adjacent Region, then that adjacent Region may have no enemy units in Open status. (If the FOB is in the same Region as the attack, then the presence of enemy units is irrelevant.)

27.93 Air Supply for Combat
Counterinsurgent units capable of infiltration (i.e., airmobile, SOF) are in supply if there is a friendly FOB within a number of connected Regions equal to their movement factor. There may be enemy units in any or all of those Regions, and these have no effect on air supply.

27.94 Other CRTs
Logistics do not affect the Civic Action or Guerrilla CRTs.

27.10 PGM Attacks
Precision Guided Munitions (PGM) attacks are a special form of combat that the Counterinsurgent can launch using airstrikes. PGM attacks are executed in the Counterinsurgent Combat Phase.

27.101 Procedure
To launch a PGM attack, the Counterinsurgent must have both an Airstrike and ISR Netwar marker.

The Counterinsurgent expends both markers, then designates any one enemy unit in "Open" status. That unit is then attacked on the Kinetic CRT, using any odds column the Counterinsurgent player selects.

27.102 Effects
Apply results normally, but double any points gained by the Insurgent player. The airstrike is not affected by adverse results, although it is placed back into the mobilization pool as per normal airstrike use.

27.103 Timing
PGM attacks are executed prior to other combat in a Region. If the enemy unit survives the combat, it may be attacked normally in combat.

Designer's Note: *This is a way to reduce the strength of enemy forces before making a normal attack.*

27.11 Sectarian Control
The Insurgent player gains additional Netwar Points for control of all Sunni, Shia and/or Kurd Regions. If the Insurgent player controls all Sunni, all Shia, or all Kurd Regions, then he gains one additional Netwar point per Region of that affiliation.

Example: The Insurgent player controls all five Sunni Regions. During the Control Phase, the Insurgents get five additional Netwar Points.

27.12 Hyperwar
Hyperwar in the game is combining one Leader Node, ISR and Info War Netwar chits to produce enhanced effects. Add a Hyperwar Phase to the sequence of play in each player's turn 4.0.

    2a) Chaos Events Phase

    2b) Mobilization Phase

    2c) Hyperwar Phase

    2d) Movement Phase

    2e) Conflict Phase
    During the Hyperwar Phase, the player
    can do any or all of the following.

1) **Conduct global level information operations**. Roll two dice and total the result. You can add the outcome to your own Netwar Index, or subtract it from the enemy's. This may force the enemy Netwar Index to zero or lower (thereby ending the game).

2) **Make a defection attempt**. Designate one Region containing enemy Iraqi Insurgent or Government militia. Roll one die and remove that number of enemy militia units and replace them with friendly units of the same type and level. You can replace enemy units with friendly units of a lower level if none of the same level is available.

27.121 Hyperwar Negation
A player may negate an enemy Hyperwar action by playing a Black Ops or Fatwa marker. Return all chits used in the Hyperwar attempt to the pool without being played. However, this can, in turn, be countered by playing a Fatwa or Black Ops chit to cancel the first played Fatwa or Black Ops chit.

27.13 Scenario Variant 1: More MNF Forces
During initial setup, the Counterinsurgent player may recruit additional Counterinsurgent units and then deploy them on the map. This is done by expending twice the normal Netwar Points for them. They are deployed anywhere in Iraq or Kuwait.

Only MNF SOF, and Heavy and Airmobile BCTs, may be so recruited. Additionally, the Coalition player may set up any or all units in Infrastructure boxes.

Designer's Note: *This option assumes that the US invaded Iraq with a larger force in order to reestablish civil order from the start.*

27.14 Scenario Variant 2: No De-Bathification
At the start of the scenario, the Counterinsurgency player receives the following additional units.

3 x Level 2 Iraqi Government Divisions.

Then, deduct 3 x Level 2 Iraqi Militia units (from those starting in Sunni Regions).

Change the starting Netwar levels to:
 Counterinsurgency: 20
 Insurgency: 80

Designer's Note: *This option assumes that the US did not dissolve Saddam Hussein's armed forces and instead used them to maintain some sort of order at the start of the occupation.*

27.15 Scenario Variant 3: Iranian Intervention
When using this option, the Insurgent player deploys in Iran at the start of the game these additional units.

 1 x Foreign Fighter Level 2 Combat Brigade
 2 x Foreign Fighter Level 3 Militia

Then, deduct 10 Netwar Points from the Insurgent player's starting total.

When using this rule, the Counterinsurgent may move an unlimited number of SOF units across the border into Iran. It may also use an unlimited number of airstrikes against Iran.

Designer's Note: *The assumption here is that Iran made a larger commitment of forces to supporting the insurgents, including various paramilitary formations.*

26.0 DESIGNER'S NOTES

Strategies
It's critical that you have a plan and then use your forces to execute it. This may sound obvious, but as in reality, it's easy enough to get diverted in your operations. Here are some general guidelines.

Remember, the game is going to be won or lost on the Netwar Indexes. You have a major decision in what you do with your Netwar Points, expend them to build up your forces, or horde them to stay ahead of the other side. One advantage of winning combats is that you can choose to either get the points for yourself, or deduct them from the enemy. If the enemy is low in points, you can try to force him below zero and win that way.

Disperse your Unconventional units to conduct low odds Civic Action attacks. This will increase your Netwar Points without risking units losing levels (since Unconventional units are not affected by demoralized results). Civic Action attacks are also useful for reducing the strength of enemy forces.

Concentrate your Conventional units to conduct Guerilla War attacks, preferably at high odds. This will raise the level of your units and, with it, their combat effectiveness and sometimes mobility.

Think long term. When you have built up your forces sufficiently, launch large-scale Kinetic attacks to destroy enemy forces.

A passive strategy can also work. You have a reasonable chance of winning the game by seizing sufficient Infrastructure boxes to keep your own points high, and the enemy's low. One tactic is to use your Unconventional units to hold Infrastructure boxes. It can be very difficult for the enemy to dig these out, because they are immune to Civic Action and Guerrilla attacks. The enemy will have to burn an ISR chit alongside Kinetic attacks to get a crack at them. This can be expensive in political points for the attacker if an Overkill result pops up.

You have to think about your mobilization strategy. For the Counterinsurgent player, buying a lot of cheap units is useful because you can have them garrison Infrastructure boxes. This frees up your

regulars to take the offensive. But simply building units is not enough. You have to get them into action to raise their levels and their combat effectiveness. Aside from making them more combat effective, this also reduces the chance that these units will be eliminated via combat or even attrition. A "3" or "4" Level unit has a lot of resiliency insofar as it takes a lot of reductions to eliminate it. Compare this to units with two levels, which, while sometimes stronger, can be knocked out of the game with a couple of adverse results.

FOB and BZ units are vital because they allow you to de facto determine the pace of operations in a Region. They negate the necessity to attack enemy forces in the open, which can save you if the enemy has moved a major force in. On the defense, they negate retreats. And then there is the advantage of being able to place certain types of newly mobilized units in the same region. Unconventional units are very useful for a variety of reasons. They're immune to most combat results, as well as being able to place assorted units during mobilization. The dilemma is that you never have enough of them. Another thing is that if caught by a Kinetic attack, they can be destroyed.

A major decision is how you are going to deploy your forces. You need to get units into the Infrastructure boxes to control Regions. But you need to get them out into the Open to fight enemy forces. And again, you'll never have sufficient units to do everything. So, you have to think long term, while dealing with whatever crisis is in progress during the current turn.

Design Notes
I did a lot of thinking about counterinsurgency simulations prior to designing Iraq. There were four basic systems that needed to be in it:

1) The game was going to be won or lost on who had the most political points (or their equivalents).
2) Units would have varying levels of effectiveness, going up for experience and down for cohesion loss.
3) Combat was to be asymmetrical, with casualty causation often being counter-productive.
4) The map would have to show the distinction between units operating in the open as opposed to dispersing among the populace.

Oddly enough, there was a game that had all these systems. It appeared in *Strategy & Tactics* #21, way back in 1970. The game was called *Chicago, Chicago*, designed by Jim Dunnigan, and it covered the riots surrounding the Democratic National Convention in the halcyon year of 1968 (which, I realize, is ancient history these days). To make a long story short, I adapted that game's system to Iraq in the years 2003 and beyond and – *voila* – it worked. Playtesting showed the game imparted all the critical lessons about the insurgency/counterinsurgency in Iraq with a minimal amount of rules. Simplicity was critical. It would have been too easy to sink this design with tons of special rules that added nothing to the simulation value.

As it stands, *Decision: Iraq* has two players; the Insurgent and the Counterinsurgent player. Each side has two sets of forces composing it. For the Insurgents, it is Iraqi rebels and Foreign Fighters. For the Counterinsurgents, the Multinational Forces (US and allies) and Iraqi Government, the latter including everything from the regulars to friendly tribal fighters.

I added a couple of systems to the original. These include the Chaos events, and the Netwar chits. The former was the easiest way to integrate all sorts of things into the game without a lot of special rules; the latter was to model "netrocentric warfare," an extra dimension of 21st century operations. Plus, there were the various specialized units, such as airmobile formations and FOBs, which had to be accounted for.

One thing the game shows is the difference between today's asymmetrical warfare and the Cold War era's insurgencies. In the typical Maoist insurgency, cadres would mobilize fronts which would then mobilize guerrillas. In Iraq, there are some analogs: Jihadis, Base Zones, Militia. The difference is that mobilization of units is much more flexible, reflecting modern networking. It's easier to create a widespread insurgency, but at the same time, it is much more difficult for it to go anywhere. The final stage of a Maoist insurgency was supposed to be an open offensive. In early 21st century insurgencies, it's a lot harder to get there, owing to the inherent chaos of the insurgents themselves.

This is modeled in the game by the relative lack of Ansar units.

And now for a few words about the CRTs. These may seem a bit odd at first, but let me explain; the Civic Action table shows what happens when you engage in low level operations amongst the people: PSYOP, local security, SWET (sewage, water, electricity, trash removal), etc. This reduces the overall level of violence, so the enemy (generally) goes down in strength. The thing is, as you are dispersing your force amongst the people, they may be losing combat effectiveness so that there is a chance they will go down levels. This also accounts for things like enemy personnel defecting and local alliances.

The Guerrilla table shows the overall effects of low level combat and terrorist activity. The attacker generally goes up in strength as experience is gained, intelligence is gathered, and weapons are captured. But, the enemy goes up in strength as the other guy wants revenge for collateral damage and such. This models the dreary cycle that has been present in these conflicts of killings followed by revenge-killings, ad infinitum. The game, however, does give you a chance to reverse this process. Kinetic combat represents larger battles such as Fallujah. You wreak a lot of havoc on the enemy, but at the same time, results such as "Overkill" can mean winning on the ground but losing the information battle.

The gains and losses in terms of Netwar Points represent several things: one is the shifts in popular support caused by collateral damage or implementing civic action programs. But, also, it represents such things as gaining intelligence information which can be translated into political action, bringing in defectors, and so forth.

I evaluated the units according to functional categories. This was to keep things simple, as well as within the spirit of the thing. For example, a US armored brigade is the same as an infantry brigade in the game. Given the situation, the real issue is how skilled these formations are in dealing with insurgents. Often, it isn't the weaponry that matters, but unit leadership—as well as the abilities of personnel at lower levels to adapt to the situation. The way units are depicted in the game aids players in understanding functional differences, as opposed to quibbling over specific unit combat factors. Call it an effects-based order of battle.

Insurgent units get not only stronger as they go up levels, they get faster. This represents their units transitioning from local militia to regional level guerrillas. It's not so much that they can march further, but that they have better logistics, and are operating further from their home bases.

Forward Operation Bases (FOB) and Base Zones (BZ) have several special abilities. They negate retreats, which is conventional enough, but optionally allow you to divide up attacks against enemy forces. These abilities represent increased command control, logistics, local security, and networks set up amongst the people. The negation of retreats represents units either falling back into fortified bases, or going underground.

As for Unconventional units not being affected by the level system, this is a carry-over from the *Chicago, Chicago* design where Chicago PD Tactical Platoons were immune to level changes. I can offer any number of rationalizations for this, such as unconventional units representing an operational capability throughout a region, as opposed to individual units. But, in the end, it was the "COW" (Comes Out in the Wash) factor, as they used to call it in SPI days. When played, it provides a reasonably realistic result. Broadly, to kill an unconventional unit, you have to either catch it in the open with Kinetic operations, or use scarce ISR chits. Call it design for effect.

The Counterinsurgent player's airpower can be overwhelming. Frankly, that is how it is. Airstrikes represent not only aircraft, but also the general US technological superiority. It is balanced by the points the Insurgents get via collateral damage.

The Netwar ratings of the various Regions represent their relative value to each side. I worked it so that each side has 50 or so points total. The idea was that if a player were to control the entire map for two turns, they'd get 100 points in the span of a game year. Admittedly, this is arbitrary, but it worked. The different points for each side in a Region leads to some interesting game tactics.

Generally, it is better to operate within Regions that rake in the points when you win actions. But it is also useful to launch raids into enemy strongholds in order to force situations where you can cause the enemy to lose points.

One other thing is the sectarian issue. Regions are divided into Sunni, Shia, Kurd and Mixed regions. Originally, I gave each its own set of counters, but this proved to be mechanically a little too much. The system I ended up with was to show the overall effects of sectarian differences via the Chaos events, and the optional militia movement rule.

Similarly, I originally broke down the Counterinsurgent side into several factions, but found this really was not necessary after some initial playtesting. In *Decision: Iraq*, simplicity worked best when modeling the situation. What I ended up with was giving each side two sets of forces, one representing the Iraqi forces on each side, the other the various foreign formations.

Then there were the foreign powers. Each side has regions across the border it can use. These provide sanctuaries, and the optional rules enhance their utility. But in the long run, you are going to win or lose the game inside of Iraq.

— Joseph Miranda