

# Modern War Variant and Errata counters

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### 31.0 HOLY LAND

#### 31.1 Errata Counters

These replace the incorrect original units; all of the game's counters (with these errata counters) correspond to the set-up charts *on the map* (ignore the set-up charts included in the rules).

#### 31.2 Set-up Chart Errata

Under Lebanon, change the last reference to "2 x 1 mechanized divisions" to be "infantry" instead.

Under Egypt and Syria, change the two references to "security brigades" to be "divisions" instead.

Under Iran, change the reference to "1 x SOF" to "Jihadi" instead, and change the reference to "1 x 2 infantry division" to "mechanized" instead.

#### 31.3 Extra Units

These can be brought into play via the Mobilization rule (11.0). Players can use them for scenario variants as described in the rules (i.e., the Syrian Civil War bonus scenario).

#### 31.4 Palestinian Faction Units

These can be used to represent Hezbollah or Hamas for future scenarios.

#### 31.5 Additional Unit Abbreviations

EGF: European Guard Force  
MEB: Marine Expeditionary Brigade

PSF: Preventative Security Force  
SAS: Special Air Service

### 32.0 SOMALI PIRATES

#### 32.1 Errata Counters

4 x USAFCOM "S" (strike) air units replace the four "C" (carrier) air units.

2 x NATO "S" (strike) air units replace the two "C" (carrier) air units.

Al Qaeda "AQAP" (Al Qaeda Arabian Peninsula) terrorist replaces the terrorist unit with no identification.

#### 32.2 Coalition Netwar Markers

These can replace the original Coalition Netwar markers; they are more easy to distinguish, though they function the same.

#### 32.3 Variant Counters

**Al Shabab:** This assumes that Al Shabab joins a more general war against the Coalition, as well as bringing in more foreign fighters. The Pirate player can activate Al Shabab at a cost of zero Netwar Points. Al Shabab units are mobilized per rule 3.0(e)(1) and the Pirate Mobilization Chart. Mobilized units may be deployed in any Zone in Somalia. Al Shabab can move anywhere in Southern Somalia, Puntland, Somaliland, Djibouti, Ethiopia and Kenya.

**Additional African Union Forces:** This includes one combined arms brigade. Various AU forces have had effective, if low-technology, counterinsurgency programs and this unit represents that capacity.

#### Somali Transitional Federal Government

**(STFG):** These include a RIVRON squadron (see rule 20.4), a special forces group, and two additional militia groups. These are deployed if the Coalition mobilizes the STFG.

**China:** The Chinese "S" aircraft unit should replace the "C" air unit from the original game. The Chinese aircraft carrier unit can be used to base the "C" unit. When mobilizing the Chinese, roll one die; results: "1-3" receive the aircraft carrier plus "C" air unit; "4-6" = do not receive these two units. The Chinese AWG replaces the one in the game (it has "Transport" on the back).

**Russians:** Russians are an additional Coalition faction. They are mobilized at a cost of 15 Netwar Points. They may use the Combat Shock rule [33.0].

**Chonghae (Republic of Korea) and Veruna (India) units:** These are part of the Coalition CJTFHOA faction. The Coalition player can add them at any time the CJTFHOA has been mobilized, including initial deployment. Each of these two units costs one additional Netwar Point to mobilize.

**Contractor SOF Unit:** This unit can be mobilized at a cost of 3 Netwar Points.

**Al Qaeda International Flotilla:** this represents a flotilla of civilian ships used to create media incidents by forcing Coalition forces to take action, possibly causing civilian casualties. Whenever the Coalition conducts any Kinetic attack against this unit, the Pirate player gets to pick one Netwar marker at no cost. The International Flotilla unit costs the Pirate player 6 Netwar Points to mobilize. Deploy it in any Sea Zone.

**Turn and Netwar markers:** these are used on the various game indexes.

**Somali Pirates additional unit abbreviations:**

COIN: Counterinsurgency  
Int Flot: International Flotilla  
MPF: Maritime Protection Force  
SF: Special Forces

### 33.0 RED DRAGON/GREEN CRESCENT

#### 33.1 Al Qaeda

Add the two Al Qaeda (AQ) units (one naval and one ground). Both are Stealth qualified. Al Qaeda enters the game via Scenario Variant below:

#### **Variant I: Al Qaeda Intervention**

Al Qaeda units represent various terrorist and pirate forces operating in the vicinity of the Arabian Peninsula and the Horn of Africa who align with China against common foes. The Al Qaeda units are PRC controlled. They are placed during initial deployment after both sides place all units. Their naval unit may be placed (and only move) in the Persian Gulf, Western Arabian Sea, Gulf of Aden and Ras Karma. The ground unit may be placed only in Saudi Arabia, Oman, UAE, Kuwait and Yemen. Once placed, it may not be moved.

If an Al Qaeda unit is eliminated, the PRC player may attempt to replace it via Operation. Roll one die and on a "1-3" the unit is returned to play; the PRC places it per above. On a "4-6" the unit is permanently out of play.

### 34.0 DECISION IRAQ

The blue Netwar markers are the Coalition markers. They were reprinted to make them distinguishable from the Insurgent markers (which are in black).

The three grey Jihadi units replace three of the red Jihadi units.

The reverse of the Insurgent Jihadi units should be blank – use the substitute counters provided.