

Modern War issue no. 2

Game Title: Oil War: Iran Strikes

Date of Publication: NOV- DEC 2012

Strategy & Tactics Press, PO Box 21598, Bakersfield, CA 93390

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Made & printed in the USA.

These rules use the following color system: **Red** for important notes such as exceptions or errata, **Blue** for examples of play.

### 1.0 INTRODUCTION

#### ***1.1 Game Premise***

The explanations offered over the past decade by pundits and analysts as to the motivation behind the Iranian drive to get nuclear weapons have centered around two themes. First, it's been said the regime in Tehran wants "the bomb" simply to have a sure way of staving off a US conventional invasion aimed at regime change (witness the success of nuclear North Korea in that regard). Second, given the professed belief of many in that regime in the cult of the 12th Imam, some have

said detonating an atomic bomb, either locally or in the skies above Israel, would serve as the needed “chaos” ingredient that then, according to that cult’s beliefs, calls forth the return of the lost Imam along with, soon thereafter, the Prophet Mohammed himself, in what then becomes the Moslem version of the “End of Days.”

Without commenting on the validity of either of those explanations, this near-future what-if wargame offers up and examines a third strategic alternative, one that’s become increasingly plausible in light of the ongoing drawdown of US conventional military strength in the Middle East. That is, just as it did in Cold War Europe, the prospect of both sides having nuclear weapons in this zone of confrontation may work to create a deterrent umbrella that, at least for some short time, could allow for a swift, yet potentially decisive, conventional war to go on underneath the threat of “mutually assured destruction.”

In the period from roughly 1953 through 1989, it was hypothesized the Soviets might use that MAD factor to send the Red Army blitzing across Germany to the Rhine and, then, having gotten that far before the West could decide to go nuclear, make an offer for a ceasefire and negotiations. The negotiations would then result either in the diplomatic certification of the newly acquired territory by the aggressor or, if a withdrawal did follow, the wreckage caused in the invasion would effectively remove the overrun area as a platform for operations against the USSR for some time, possibly decades, while also neutralizing its economic value.

This game is therefore set in a timeframe of the near future—2013 through 2017—in which the Iranians may indeed have developed some kind of military nuclear capability. At that same time, with the “War on Terror” likely having slithered to some kind of indecisive end by then, and the US therefore likely fallen back into another post-Vietnam-funk-type “isolationist” phase, the possibility for a blitz-style Iranian victory—aimed at fully establishing and certifying Tehran as the unchallengeable hegemon of the Gulf region—moves to the fore. The game’s scenario can also be taken as a model of a possible Iranian reply to a US and/or Israeli precision aerial campaign targeted against their nuclear development facilities.

This wargame, then, examines the strategic possibilities and parameters inherent in the opening Iranian offensive of such a war. There are no rules for the use of nuclear weapons or any other weapons of mass destruction. The situation is on such a hair trigger in relation to that aspect of things, if one such weapon were to go off, many more detonations would be certain to follow. The idea for Tehran would be to gain a victory without resorting to “game changing” WMD.

And, finally here, we know there is no US Army brigade combat team presently headquartered out of Irbil or elsewhere in the Kurdistan Autonomous Region (KAR). We put that unit there, however, to model the fact there are indeed some 15,000 to 25,000 former-US, NATO and South African “security specialists” in Iraq (depending on who/how you want to count). Their operations are centered in the Kurdish Autonomous Region, and our feeling is they would be quickly and directly plugged into any US return to the country. If you disagree with that assessment, you should feel free to remove that BCT and base from the set up.

### **1.2 Scale**

Each hex on the map equals 18 miles (30 km) from side to opposite side. Each game turn represents three days. Individual playing pieces represent armies, corps, divisions, brigades and brigade combat teams of various kinds, each containing from about 5,000 to 15,000 men and/or 50 to 400 armored fighting vehicles and/or helicopters.

### **1.3 Assembling the Map**

**Prior to starting play the map must be scissor-cut and assembled into its final configuration.** To do that, first cut out the corner of the mapsheet along the trim line (the corner that includes the game’s title), and overlap the south edge atop the north edge of Iraq (left of the terrain key) such that the hex numbers align. Secure the two map portions together using removable tape (available from any art supply store), or by using small pieces of regular masking or transparent tape. Note that movement will be possible across both maps normally.

**Designer’s Note:** *The bottleneck configuration of the map at the central portion of Kuwait is a*

*deliberate design feature used to cleanly model Iranian command-control and logistical constraints in and south of that area.*

#### **1.4 Map Directions**

Whenever a compass direction is referred to in the rules, it should be understood the north side of the assembled map is composed of hexes 1000 to 1600, inclusive; the west side of the assembled map is composed of hexes 1000 to 2717, inclusive; and the south side of the assembled map is composed of hexes 2717 to 4217, inclusive. Due to its extreme irregularity, effectively there is no east side of the map. That is, when activities are to take place in that quadrant, instructions as to their exact locales will be given in other, more specific, terms. Also note the hex numbers are unique on both of the map portions; so "S" and "N" prefixes aren't necessary when citing locations.

Also note there is a numeric discontinuity in the hex-grid numbering system down around Kuwait. That discontinuity doesn't negate or alter any of the hex references or set up or entry instructions given in the rules. Further, you may decide to keep the north map extension where it is or, for better visual continuity, you may separate it from the map sheet and reattach it directly off the north edge of the main portion of the map.

## 2.0 COMPONENTS

### **2.1 Manifest**

The components to a complete game of *Oil War: Iran Strikes (OW)* include these rules, the mapsheet and die-cut counters (also called "units" and "unit counters"). Players must provide themselves with a large-mouthed opaque container (such as a coffee mug), as well as a standard six-sided die.

### **2.2 Map**

The game map represents the militarily significant terrain found in eastern Iraq and the northern Persian Gulf littoral when portrayed at this scale. A hexagonal ("hex") grid has been printed over it to regulate unit placement and movement similar to the way squares are used on Chess boards. A unit is always in only one hex at any one instant.

Each hex contains natural or manmade terrain features that may affect movement and combat. The map's terrain representations have been altered slightly from their exact real-world configurations in order to make them conform to the hex-grid, but the terrain relationships from hex-to-hex are accurate to the degree necessary to present players with the same space-time dilemmas that would be faced by their real-world counterparts in command during this campaign were it actually fought.

Each hex on the map has a unique four-digit number printed in it. They're provided to help you find specific locations referred to in the rules (for example, the town of Kirkuk is in hex 1408), and to allow you to record unit positions if a game has to be interrupted and taken down before it can be completed.

*Note: The Southern portion of Iran in the Persian Gulf is unplayable for all purposes.*

### **2.3 Counters**

There are 228 counters in the game, most of which represent combat formations; others are provided as memory aids and informational markers. Carefully punch out all the counters. Trimming off the dog-ears from them with a fingernail clipper will enhance their appearance and facilitate handling and stacking during play.

**Errata:** The Kurdish Irbil militia is printed as having a starting location of Al-Fallujah (1216), but should be printed as having a starting location of Irbil (1303).

### **2.4 Sample Combat Unit**

Each combat unit-counter displays several pieces of information: nationality, organizational affiliation, specific type, unit size, mobility class, combat and step strength, reinforcement or set up status, and historic identification.

## **2.5 Sides & Colors**

A unit's nationality and/or ethnicity, and therefore the side on which it fights, as well as any other significant organizational affiliation, is indicated by its color scheme. The units of the Iranian player's side consist of all units of that nation, plus all Iraqi Insurgent units, plus those of Syria (normally neutral and not in play), if that nation enters the war. There's also a chance Turkey (normally neutral and not in play) will enter the war on one side or the other. The units of the US player's side consist of all units of that nation, plus all Kurdish and Iraqi Loyalist units, as well as all the units of Kuwait, Saudi Arabia, Bahrain, Qatar and the UAE (and perhaps Turkey).

### **Iranian Units:**

IRGC: white on black

Artesh: white on leaf-green

Basij: leaf-green on white

### **Iraqi Units:**

Loyalist: black on scarlet

QRF: white on scarlet

Insurgent (a.k.a. Insurrectionist): black on leaf-green

Kurdish (always Loyalist): black on tan

### **Kuwaiti Units:**

black on orange

### **Saudi Arabian Units:**

black on yellow

### **Qatari Army:**

black on sky-blue

### **Bahraini Army:**

white on dark-blue

### **UAE-PSF Unit:**

black on white

### **Syrian Units:**

red on tan

### **Turkish Units:**

black on brown

### **US Units:**

Black on light gray

## **2.6 Unit Identifications & Abbreviations**

Each non-US ground combat unit is identified by the number and/or abbreviated name of its real-world counterpart. Those abbreviations are listed below. Since we can't be certain of the actual designations of the US Army Brigade Combat Teams (BCT) or the Marine Expeditionary Units that would be sent to this theater at the start of the hypothetical war being modeled here, they've each simply been given unique alpha-numeric designations of convenience.

### **Iranian, Syrian & Turkish Units:**

Al-Qods—"Jerusalem" Special Operations Force

Art—Artesh (Iranian Regular Army)

ASR—Airborne Special Reserve

Bas—Basij (Iranian People's Militia)

C—Commando

NDC—Naval Defense Command

PG—Presidential Guard

RGC—Revolutionary Guard Corps

SA—Special Assignment

Syr—Syrian

Te—Tehran

Trk—Turkish

**US, Coalition & Turkish Units:**

AC—Artillery Command  
Arty—Artillery  
ASF—Airborne Special Forces  
Bah—Bahraini  
C—Commando  
CC—Central Command Forward Headquarters  
CEP—Combat Enhancement Package  
Dh—Dhahran  
Eng—Engineer  
H—Heavy  
IMBS—Imam Muhammad Bin Saud  
II—Iraqi Insurgent  
IL—Iraqi Loyalist  
Irb—Irbil  
J—Jeddah  
JL—Jeddah Light  
KC—Kuwait City  
KKLI—King Khalid Light Infantry  
Krd—Kurdish  
Krk—Kirkuk  
Kwt—Kuwaiti  
L—Light  
Lib—Liberation  
M—Medium  
Mos—Mosul  
NG—National Guard  
NP—National Police  
OBK—Omar Bin Kattab  
PMAR—Prince Mohammed Bin Abdul Rahman Al-Saud  
PSAR—Prince Saad Abdul Rahman  
PSF—Peninsular Shield Force  
Qat—Qatari  
QRF—Quick Reaction Force  
RG—Royal Guard  
Reps—Replacements  
Sd Ar—Saudi Arabian  
SO—Special Operations  
T—Training  
Te—Tehran  
Trk—Turkish  
UAE—United Arab Emirates  
US—United States

**2.7 Unit Types****2.8 Unit Sizes**

Units' organizational sizes are indicated by the symbols atop their unit-type boxes. There's no real difference in combat functionality amongst divisions and brigades based on organizational size; those details are provided for accuracy (but see section 6.0). If a unit has its organizational size-symbol bracketed, that unit is an ad hoc formation. That is, it's not normally part of that army's tables of organization, but has instead been assembled specifically to take part in this war. The size-symbol beneath the bracket corresponds to the standard unit-size that most closely corresponds to the functional size of each ad hoc unit. The various unit sizes are listed below from largest down to smallest. Note that Iraqi, Iranian and Syrian "divisions" are actually closer to Western brigade-equivalents in terms of manpower and combat strength.

XXXX—Army

XXX—Corps  
XX—Division  
X—Brigade or US Brigade Combat Team (BCT)

### **2.9 Combat Factor (CF)**

These numbers are measures of each unit's relative ability to attack and defend; see section 10.0 for details. If a unit's combat factor is parenthesized, it may only defend; it may never attack and it's also static.

### **2.10 Movement Factor (MF)**

Unlike most wargames, in this game the MF of the units aren't printed on their counters. The MF of all units is shown on the Mobile Unit Movement Factors Table printed on the mapsheet. Further, they're based on nationality and levels of training and morale rather than on nominal unit-type classifications.

**Errata:** The Mobile Unit Movement Factors Table should list Saudi, Kuwait and UAE units as having a mobile movement allowance of 5.

### **2.11 Step Strength**

All units in the game contain one through four "strength steps" (also simply called "steps"). That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its "robustness" in current US Army jargon). Those units with combat factors on only one side of their counters are "one-step" units; those with combat factors on both sides of a single counter are "two-step" units. If a two-step unit suffers a step loss, it's flipped so its reduced side shows (the one with the lower combat factor). If a one-step unit, or a two-stepper that had already been reduced, takes a step loss, it's removed from the map (eliminated) and placed in the "dead pile." No unit may ever give, loan or otherwise transfer a step to another.

### **2.12 Multi-Step US Units**

All US Air Assault, Heavy and Medium BCT and MEU potentially have four strength-steps available within each of them. Light BCT only have two steps each. The step-strength of the AABCT, MBCT and MEU are equal to their present combat factor. That is, for example, an air assault BCT with a combat factor of "2" would also have a step strength of two. The Heavy BCT have combat strengths of "8," "6," "4" and "2." Their step strength is always half their present combat strength: four, three, two or one. Each non-light BCT and MEU is represented in the counter-mix by two counters. When such units are reduced to step strengths of "2" or "1" (or "4" or "2" for the heavies), remove their stronger counter from the map and replace it with their weaker "substitute" counter. Other than that, the principle of step reduction here is the same as described above in 2.11.

*Note: No US multi-step BCT will ever have both of its counters in play on the map at the same time. Also note that substitute counters are marked with large dots in their upper-left corners for easier identification.*

### **2.13 Turkish Step Strengths**

If Turkey enters the game on the US side (see 13.12), each of its units has two strength steps ("4" and "0"). If Turkey enters the game on the Iranian side, each of its units has just one strength step ("4"). In that case the reverse sides are simply ignored as if they were blank.

### **2.14 Other Counters**

The uses of the following counters are explained at appropriate points throughout the rest of the rules.

### **2.15 Mobility Classes**

There are only two “mobility classes” in the game: static and mobile. For the significance of those classifications, see section 9.0. Combat units printed with a parenthesis are static units, whereas all other units are considered mobile units.

## **3.0 SET UP & HEX CONTROL**

### **3.1 Starting Set Up**

After having determined who will command which side, both players should cooperate in setting up for play using the sequence given below. In general, first note those units starting each game already deployed on the map, placing them in the hexes indicated by the four-digit I.D. numbers printed in their upper-right corners or on their reverse sides.

Also note that some Saudi Arabian units have “2713-1” printed their reverse sides. Those units start play either in that hex and/or within one hex of it, decided by the US player on a unit-by-unit basis. Also note a large number of Saudi units have the words “West” or “South” printed on their reverse sides. Those units are reinforcements that don’t actually enter play on the map until Phase IV.B. of the first game turn. Set them aside temporarily and see 14.4 for details on their entry. Further note that in most games no Turkish or Syrian units will enter play. They only do so when brought in by low-probability random event die rolls. Players should sort those units into two piles, based on nationality, and set them aside within easy reach. For more details on them, see 6.5, 6.6, 9.10, 10.21, 13.2 and 13.12.

Lastly, note the loyalty of most Iraqi units is only determined after they’re set up. The exceptions are: the Basra militia unit always starts the game as an insurgent unit on the Iranian side, and all Kurdish units are always loyal to the Iraqi government, as is the Special Operations (SO) Division and all four divisions of the Quick Reaction Force (QRF).

### **3.2 Stacking Set Up**

Normal stacking is allowed for both sides during set up (see section 6.0).

### **3.3 Iraqi Set Up**

Both players should cooperatively set up all the Iraqi/Kurdish militia units in the hexes designated for them on those counters. When that’s done, determine the loyalty of each one according to the last paragraph of rule 3.1 or by die rolls cross-indexed under the Iraqi Unit Loyalty Table printed on the mapsheet. Make a separate die roll, and immediately implement each roll’s result, for all units other than those described in 3.1 as being automatically loyal to one side or the other.

**Errata:** The Iraqi Unit Loyalty Table is misprinted as the Iraqi Militia Loyalty Table on the map. Furthermore, the last note should refer to Kurdish units in addition to militia.

Next, both players should cooperatively set up the Iraqi SO Division, all four QRF Divisions, and the two Kurdish mountain infantry divisions in the hexes designated for them on those counters. If it turns out the SO and/or the 1st QRF divisions are designated to set up atop insurgent militia units, the US player must pick any of the neighboring hexes and place those units in them instead.

Next, cooperatively set-up and determine the loyalty of all the other Iraqi units in the counter-mix. Again, if a given unit would end up in a hex containing a unit hostile to it, the player controlling the unit-to-be-placed would pick a new hex for it from among any of the still eligible hexes.

**Note:** In all cases, the loyalty of all non-militia Iraqi units, as determined here and as described above in 3.1, remain fixed for the rest of the game. No Iraqi non-militia unit switches sides once play has begun. Kurdish units, both militia and non-militia, are always on the Iraqi Loyalist (US) side. The other Iraqi militia units will immediately switch sides (and thereby remain constantly in play on the map) each time the control status of their hex changes from one side to the other.

### **3.4 US Set Up**

The US player should place his two base units in the hexes designated on those counters. He should then take any one full-strength ("8") Heavy Brigade Combat Team (HBCT) and place it in Kuwait City (2532), while also setting aside within easy reach that same unit's substitute "4/2" counter.

He should then take one full-strength ("4/3") MEU counter and place it anywhere in the all-water area of the Persian Gulf on the south map, while also setting aside within easy reach that same unit's substitute "2/1" counter. That MEU isn't in any particular hex; it starts "at sea in nearby waters"; see 11.8 and 14.10 for more details.

The US player should then place all the following units into any conveniently handy large-mouth opaque container: all four CEP markers, all four LBCT (strengths of "2" and "1"); all four full-strength MBCT (strengths of "4" and "3"), the three remaining HBCT substitute counters (strengths of "4" and "2"), the one remaining full-strength MEU unit, the four substitute (strengths of "2" and "1") AABCT counters, and the "REP" (replacements) marker. (The heavy and air assault BCT go into the pool at half-strength because that's how they first arrive when picked as reinforcements. See 14.8 and 14.9 for details.) The units in that container are referred to as the "US Reinforcement Pool." Set aside all the remaining US counters within easy reach.

### **3.5 Kuwaiti, Saudi, UAE, Qatari & Bahraini Set Up**

The US player next sets up all the Kuwaiti units in the counter-mix in any hexes of his choice inside that country. He should place the UAE, Qatari and Bahraini units in the exact hexes designated on the reverse sides of those counters. He should set up the Saudi units according to the data printed on their reverse sides and as further described in the second paragraph of rule 3.1.

### **3.6 Iranian Set Up**

The Iranian player should first set aside, within easy reach and not stacked, his Artesh ASR (air assault) and NDC (marine) units, thereby forming the core of his strategic reserve (see 14.2). He then sets up any, some, or all of his remaining Artesh, Basij and Revolutionary Guard units in any, some, or all hexes of his choice in Iran north of hex 2527 (inclusive). He may choose to hold off the map any number of those units in order to add them to his strategic reserve, but he isn't required to do so. All the units in the Iranian Strategic Reserve should be kept off to the side, unstacked and within easy reach, along with the seven Iranian flag (control) markers and the six Al-Qods markers. Also note the small section of Iran shown on the south map is effectively out of play for all purposes.

### **3.7 Marker Placement**

After all units of both sides have been sorted and placed as described above, put the "Game Turn" marker in the Game Turn 1 box on the Game Turn Record Track. Put the "Iranian VP" marker in the "0" (zero) box of the Iranian Victory Point Track, and put the "VP Needed to Win" marker in box "4" of that same track. Set aside, within easy reach, the "Sand Storm" marker and the five "No Move / No Attack" markers (large Xs).

### **3.8 Hex Control**

Hex control is the term used to describe which side is in control of (owns) important hexes during play. In this game, hex control is important for determining victory point awards and debits. At the start of play the US side controls all the hexes on the map outside Iran, while the Iranian side controls all the hexes inside that country.

The control status of a hex changes the instant a unit of the other side enters it. The control status of each hex may change any number of times during a game as units of the two sides enter and reenter various parts of the map. The mere projection of a zone of control into a hex isn't enough to establish or change the control status of that hex. Don't confuse this idea of "hex control" with that of "zone of control," which is explained in 8.0.

It isn't necessary to try to keep track of the control status of every hex on the map, only that of the cities and capital cities. Inside Iraq, that status will usually be clear based on the disposition of the each such hex's militia unit. For other situations some Iranian control (flag) markers are provided as memory aids.



## 4.0 HOW TO WIN

### **4.1 Iranian Sudden Death Victory**

If the number of victory points (VP) required for an Iranian victory ever drops to zero, play stops and the Iranian player is immediately declared to have won the game.

### **4.2 US Sudden Death Victory**

If the number of VP required for any Iranian victory is ever increased to seven or more, play stop and the US player is immediately declared to have won the game.

### **4.3 Iranian Victory on Points**

If, at the end of Game Turn 10, the Iranian player has as many or more VP as are needed for him to win—as then indicated by the “VP Needed to Win” marker on the VP Track—he’s declared to have won the game at that time.

### **4.4 Draws**

If, at the end of Game Turn 10, the Iranian player has one less VP than is needed for him to win—as then indicated by the “VP Needed to Win” marker on the VP Track—that game is declared to have ended in a draw.

### **4.5 US Victory**

If, at the end of Game Turn 10, the Iranian player has two or fewer VP than are needed for him to win—as then indicated by the “VP Needed to Win” marker on the VP Track—that game is declared to have ended in a US victory.

### **4.6 Capitulation**

At any time during play either player, having determined to his own satisfaction his situation is irretrievably lost, may resign from the game and thereby cede victory to his opponent in that way.

### **4.7 VP Needed for the Iranian to Win**

That number begins each game at “4,” but it may shift up and down any number of times during play. Each time the US player conducts an airpower attack (see section 12.0) against any city or capital city hex, decrease that number by one. Similarly, each time the US player refuses a UN call for mediation (see 13.9), decrease that number by one. Lastly, each time the Iranian player refuses a UN call to cease its aggression (see 13.3) increase that number by one.

### **4.8 Capital City VP**

Each capital city hex on the map is worth one (1) VP. Baghdad, considered in total, is therefore worth two (2) VP. Note, however, the Iranian player isn’t required to control both that city’s hexes prior to getting any VP for it. That is, controlling just one hex of Baghdad immediately earns him one (1) VP. The VP for each capital city hex may be won and lost any number of times during a game.

### **4.9 US Central Command Forward Headquarters**

If this base (hex 4213) is eliminated, the Iranian player permanently scores one (1) VP (see 11.5 and 11.6 for more details).

### **4.10 VP Immediacy**

All changes to the VP total are scored and registered on the VP Track the instant they take place. If that causes rule 4.1 or 4.2 to come into effect, play is immediately stopped and the winner is declared. Other than that kind of extreme outcome, however, a game can only end by one player conceding or “on points” at the end of Game Turn 10. [Thus, for example, the Iranian player might have a sufficient number of VP to be in the game-winning range; however, as long as the sudden death level isn’t reached, play would continue until the end of Game Turn 10 \(thereby giving the US player the chance to recoup the situation\).](#)

### **4.11 Unitary VP Track**

Only one cumulative VP tally is kept, that of the Iranian player. There is no separate tally for any kind of US VP.

## 5.0 SEQUENCE OF PLAY

### **5.1 Player Turns**

Every game turn is divided into two "player turns," one Iranian and one US. That complete sequence makes up one "game turn," of which there are a maximum of 10 in one entire match. At the very end of every completed game turn, move the Game Turn marker one box forward on the Game Turn Record Track. The Iranian Player Turn is always the first player turn in Game Turn 1. Once a player has finished a particular activity, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

### **5.2 Turn Sequence**

The game turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered as you go through each game turn's sequence.

#### **I. Iranian Player Turn**

- A. Iranian Combined Movement Phase
- B. Iranian Basij Combat Phase
- C. Iranian Artesh/RGC/Iraqi Insurgent Combat Phase

#### **II. US/Coalition Player Turn**

- A. Non-US Coalition Movement Phase
- B. Non-US Coalition Combat Phase
- C. US Movement or Combat or Airpower Phase
- D. US Combat or Movement or Airpower Phase
- E. US Airpower or Movement or Combat Phase

#### **III. Random Events Phase**

#### **IV. Mutual Replacement & Reinforcement Phase**

- A. Iranian Basij Replacement & Strategic Reserve Release Step
- B. Saudi Reinforcement Step
- C. US Reinforcement Step

### **5.3 Later Game Turns**

Other than during Game Turn 1, the US player may choose to interrupt the Iranian Player Turn with the US Movement Phase and/or the US Combat Phase and/or the US Airpower Phase, in any order, decided by the US player on a phase-by-phase basis. The interruptions may be announced by the US player at any times, but the Iranian player is then allowed to finish the movement of his present unit or stack or resolve his present attack. It's permitted for the US player to announce a two-phase or three-phase interruption. **For example, he could announce: "I will now conduct my combat phase immediately followed by my movement phase," and that would constitute just one interruption in the Iranian Player Turn's sequence (so the Iranian player wouldn't get to conduct a move or attack between the two declared US phases).** Further, if the US player chooses not to interrupt a given game turn's Iranian Player Turn, the US Player Turn then takes place as shown in the sequence outline above (though he could then still decide the exact order in which to run his phases).

### **5.4 Ending Game Turns**

Game turns are completed when the US Reinforcement Step is concluded. That is, Phases III and IV in the outline above are always run through at the times shown in the sequence outline.

### **5.5 Coalition Movement & Combat**

The term "Coalition" refers to all non-US units on the US side (Kuwaiti, Saudi, UAE, Bahraini, Qatari, Iraqi Loyalist, and perhaps Turkish units). The movement and combat of those units is separate from that of the US units, and is always conducted when and in the order shown in the sequence outline above. It's permitted for a hex that was attacked during Phase II.B by Coalition units to be (or to have been) attacked later (or sooner) that same game turn by US units.

### **5.6 Iranian Player Turn Particulars**

During the Iranian Combined Movement Phase, that player may move, in any order he chooses,

decided by him on a phase-by-phase and hex-by-hex basis, the units of all five of his overall force components: the Artesh, the Basij, the RGC, and the Iraqi Insurgents, as well as Turkish and Syrian forces (see 5.8 and 5.9). During each of his player turn's Basij Combat Phases, only Basij units may attack. During his Artesh/RGC/Iraqi Insurgent Combat Phases, only units of those three force components may attack. A hex attacked during the Basij Combat Phase may be attacked again during the immediately following Artesh/RGC/Iraqi Insurgent Combat Phase. See sections 6.0 and 10.0 for more details.

### **5.7 Game Turn 1 Rules**

On Game Turn 1 the mandatory US phase sequence is always: airpower, movement, combat. Further, all Iranian attacks made during Game Turn 1 automatically enjoy a one-column rightward shift in addition to all other applicable shifts. Last, the Saudi Reinforcement Phase only takes place on Game Turn 1; after that it's dropped from the turn sequence (see 14.4 for more details).

### **5.8 Syrian Movement & Combat**

If Syria enters play (see 13.2), the movement of and attacks by its units always take place as part of Iranian steps I.A and I.C, respectively, in the outline above.

### **5.9 Turkish Movement & Combat**

If Turkey enters play on the Iranian side (see 13.12), the movement of and attacks by its units always take place as part of Iranian steps I.A and I.C, respectively, in the outline above. If Turkey enters play on the US side, the movement of and attacks by its units always takes place as part of Coalition steps II.A and II.B, respectively, in the outline above.

## **6.0 STACKING**

### **6.1 Stacking Enforcement**

"Stacking" is the term used to describe the piling of more than one friendly unit in a hex at the same time. Stacking rules are in effect—for units of both sides—at the end of every phase of both player turns, during the placement onto the map of arriving units, and at the end of every battle's resolution.

### **6.2 Stacking Limits Table**

Stacking limits are always given in terms of "units"; a given unit's step-strength has no bearing on its ability to stack. Each unit is "one unit" for stacking purposes no matter how many steps it contains. Note the particular stacking limits, based on service branch and nationality, given on the Stacking Limits Table printed on the mapsheet.

*Note: The Basij asterisk reference on the Stacking Limits Table refers to rule 6.3 below.*

**Errata:** The Kurdish stacking limit, which is missing from the Stacking Limits Table, is four.

### **6.3 Iranian Stacking Particulars**

The Iranian player may stack up to a combined total of four Artesh and/or RGC units in a hex. In addition to that combined Artesh/RGC limit of four units, a hex might also hold up to four Basij units. That is, the Basij stacking limit of four units is always figured separately from the combined four-unit-limit for the Artesh/RGC. Iraqi insurgent units may only stack with Iranian units (Artesh, RGC and/or Basij) when in Iraqi city hexes. In those situations, count the Iraqis as part of the Artesh/RGC stacking total.

### **6.4 US & Coalition Stacking Particulars**

On the US/Coalition side, the only hexes that allow for international stacking are hexes containing US bases (1303, 2532 & 4213). If a given base is eliminated in combat, that hex thereafter loses that international stacking capacity. When figuring stacking limits in US base hexes, the US limit of up to four units is figured separately from the limit of up to four Coalition units, total, from any collection of Coalition nationalities.

*Note: Turkish, UAE, Bahraini and Qatari units may not stack with any other nationality, except with US units in a US base hex (in other words, Turkish units may not stack with Bahraini units, even in*

*a US base hex).*

### **6.5 Turkish Stacking**

If Turkish units enter play (see 13.12), they never stack, neither with other Turkish units nor with other nations' units of their own side, no matter which side they join. This restriction is due to the fact each Turkish unit is an entire corps.

### **6.6 Syrian Stacking**

If Syria enters play (see 13.2), it always does so on the Iranian side. Syrian units stack only with other Syrian units except as given in 6.3 for Iraqi cities and, again, count Syrian units as part of each hex's Artesh/RGC/Iraqi Insurgent stacking total.

### **6.7 Stack Movement**

Units eligible to be moved may be moved either individually or in stacks. For units to be moved as a stack, however, they must have begun that movement phase already stacked together in the same hex. Further, the movement of a given moving unit or stack must be completed before that of another unit or stack is begun. Units beginning their movement phase stacked together need not remain together simply because of that fact. Moving stacks may drop off units as they move, but they may not pick up new units along the way. Within the strictures given above, a moving unit or stack may end its move in a hex containing other friendly units, thereby configuring a new stack for the start of the next friendly movement phase.

### **6.8 Over-Stacking**

Make certain to check all stacks of both sides at the end of every phase and the end of the resolution of every individual combat. Whenever any hexes are found to be over-stacked at those times, the offending player must immediately eliminate the excess units (his choice) needed to bring over-stacked hexes back into compliance with the rules.

### **6.9 Free Stacking Markers**

None of the markers pictured in rule 2.14 have any stacking values. They may be added to any stacks according to the details given for their particular uses.

### **6.10 Free Stacking Mobile Units**

In general, artillery and engineer units don't count for stacking in terms of increasing their hex's unit-count; they do count in terms of nationality and organizational restrictions. Further, there may never be more than one artillery and/or engineer unit stacked in any given hex. For instance, a hex could contain up to four RGC infantry divisions, along with up to four Basij divisions, along with one Artesh artillery unit and/or one Artesh engineer unit.

### **6.11 Static Unit Stacking**

US base units and Iraqi and Kurdish militia units are static. They are easily identified as such by the fact they have their combat factors parenthesized. US base units never move from their hex of placement except to go into the dead pile upon being eliminated. Whenever a non-Kurdish Iraqi militia unit is eliminated, it's kept in place but is flipped over to indicate that city has thereby switched to the control of the other side. Iraqi and Kurdish militia units must always be the last unit in their hex to be eliminated/converted in combat. All types of static units do count toward their hex's stacking limit.

### **6.12 Kurdish Militia Particulars**

Kurdish (static) militia units never switch sides. If they're eliminated, no new pro-Iranian militia arises in those hexes. Show Iranian control in such places by using the flag markers. If the US player again reestablishes friendly control in such hexes, immediately replace the Kurdish militia units there.

### **6.13 No Fog of War**

There is no "fog of war" in this game. That is, both players may freely examine the units beneath the top units of all of his opponent's stacks at any time. Similarly, the US player may always examine the units in the Iranian strategic reserve, and the Iranian player may look into the US reinforcement pool.

### **6.14 Enemy Occupied Hexes**

Your units may never enter or stack in hexes containing any kind of enemy unit.

## **7.0 SUPPLY & GEOGRAPHIC RESTRICTIONS**

### **7.1 Supply Irrelevancy**

The cartographic and chronologic boundaries of *OW* have been set so as to allow us to do away with almost all the kinds of supply rules normally encountered in games of this scale. The logistical capacities of the various armies are primarily reflected in terms of geographic restrictions on where they can move and attack during play.

### **7.2 Geographic Restrictions**

Note the Geographic Restrictions Table printed on the mapsheet. It lists all the areas in which the various national forces in the game may move. Units may attack across the border of the region(s) to which they're restricted. [For example, Kuwaiti units may attack across their nation's border into Iraq.](#)

*Note: The "Arabian Peninsula" refers to all hexes in Saudi Arabia, Bahrain, Qatar, and the U.A.E.*

**Note: Bahrain and UAE units may not be moved beyond the borders of their own respective country.**

### **7.3 Iraq Proper & The Kurdish Autonomous Region (KAR)**

The KAR consists of all the rough and mountain hexes in northeastern Iraq (1001 to 1610) along with all hexes immediately adjacent to those hexes. [So, for example, hexes 1004, 1909, 1401 and 1710 are also part of the KAR.](#) (Note that hex 1909 is also part of Iran, and 1401 is also part of Turkey.) Iraq Proper consists of all hexes inside Iraq other than those within the KAR.

### **7.4 Basra**

Basra (2327) starts every game under Iranian control. The Al-Qods operation that calls out and coordinates the pro-Iranian militias there is considered one of the proximate causes of this war's start. The location of Basra and its environs makes its control crucial for the success of extended Iranian operations south of Kuwait. Thus: if, any time after the end of Game Turn 3, Basra and/or Al-Jahrah (2332) is/are US/Coalition controlled, all Iranian units in Saudi Arabia, Qatar, Bahrain and the UAE are "out of supply" (OOS). That means their movement factor is "2" and they suffer one column shifts against them in combat, both offensively and defensively, in addition to all other applicable shifts. That situation may potentially go back and forth (instantly) any number of times during play.

### **7.5 Tick Tock, Tick Tock**

In much the same way as the German offensive in the Ardennes in 1944, the Iranians are on a tight logistical leash here, and, due to US airpower's effects off the map, that leash grows shorter and tighter as the campaign wears on. Accordingly, starting with Game Turn 3 the movement factors all mobile units on the Iranian side begin to decrease, from "6" down to "2," as noted on the Turn Record Track. (No mobile unit of the Iranian side ever has its movement factor reduced to less than "2," even if rule 7.4 is in force.) Also note on that track the notation, starting with Game Turn 6: "Iranian Combat Shifts." During those game turns all attacks made by units of the Iranian side suffer a one-column leftward shift (in addition to all other applicable modifiers) and, similarly, all US and/or Coalition attacks benefit from a one-column rightward shift, in addition to all other applicable modifiers. (If 7.4 is in force, in the south that would mean two shifts instead of just one.)

## **8.0 ZONES OF CONTROL (ZOC)**

### **8.1 ZOC Defined**

The six hexes immediately surrounding a hex containing one or more units (both static and mobile, and even if they have combat factors of "0") constitute the "zone of control" of the units in that hex. Other than all-lake and all-sea hexsides, ZOC extend across all hexsides and into all types of terrain. All ground units of both sides project their ZOC at all times in all supply states. There's no difference in effect between ZOC projected by units of different mobility classes or sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

### **8.2 ZOC Encompassment**

Units project their ZOC into areas of the map into which they're forbidden to actually move (see 7.2).

### **8.3 ZOC Exemptions**

None of the markers pictured in rule 2.14 project ZOC, but neither does their use prevent the units with which they're stacked from continuing to project ZOC.

### **8.4 Effect of Enemy Zones of Control (EZOC) on Movement**

Whenever a non-US unit first enters an EZOC during a move, it must stop its move in that hex for the rest of that phase. Further, if a non-US mobile unit begins its movement phase already in an EZOC, it may not move out of that hex while that EZOC remains projected there. "Non-US" refers to all units on the Iranian side as well as to all nationalities other than American on the US side.

### **8.5 Effect of EZOC on Combat**

The presence of opposing units in each other's ZOC doesn't necessitate attacking for either side. Units of both sides may exist indefinitely in EZOC without having to attack; however, the movement restriction given in 8.4 continues in a hex as long as an EZOC is projected there. No unit retreating after combat (see 10.27) may retreat into an EZOC (out of, OK). EZOC don't work to stop victorious attacking units from advancing after combat (see 10.30).

### **8.6 Roads & EZOC**

Units may use the road movement rate to enter EZOC.

### **8.7 No EZOC Negation**

EZOC projection is never negated by any means except all-lake and all-sea hexes and as given below in 8.8.

### **8.8 US Exceptionalism**

All the rules given above apply fully in regard to US units projecting their ZOC and the effects those US ZOC have on units of the Iranian side. At the same time, though, US units always ignore the presence of EZOC for all purposes. That is, none of the rules above apply to US units in regard to the projection of EZOC into hexes occupied by US units, and this benefit also applies to Coalition units when they're in US base hexes.

## **9.0 MOVEMENT**

### **9.1 Mobile Units**

Every mobile unit on both sides has a movement factor (MF) as described on the Mobile Unit Movement Factors Table printed on the mapsheet. That MF is the number of "Movement Points" (MP) available to the unit to use in moving across the map during its side's movement phase every game turn.

### **9.2 Movement Strictures**

MP may not be accumulated from turn-to-turn or phase-to-phase, nor may they be given, loaned or otherwise transferred from one unit to another. A player may move all, some, or none of his mobile units in each of his side's movement phases throughout the game at his own discretion and within the strictures given in these rules. Units that move aren't required to expend all their MP before stopping. The movement of a moving unit or stack must be completed before that of another is begun. A player may change the position of an already moved unit or stack only if his opponent agrees to allow it. No "skipping" of hexes is allowed. Units move from hex to adjacent hex, paying varied movement costs to do so depending on their type and the terrain and water barriers in the hex being entered and along its hexsides.

### **9.3 Minimum Movement Capability**

Units aren't guaranteed an ability to move at least one hex during each of its side's movement phases. A unit may enter a hex only if it has in its remaining MF all (or more) of the required MP needed to pay all the entry costs for that hex.

#### **9.4 Enemy Units**

Your units may not enter hexes occupied by enemy units.

#### **9.5 Terrain & Movement**

The number of MP a unit must expend to enter a hex depends on that unit's type, the type of terrain in that hex, and the presence of a river in the hexside across which it will enter the new hex. The cost to enter a riverless hex containing only clear terrain is one MP; the cost to enter hexes containing other terrain types are generally higher.

Also note that different types of moving units pay different costs to enter the same kind of terrain (see the Terrain Effects Chart printed on the mapsheet). *For example, a mountain infantry unit entering a mountain hex would pay only one MP to do so, whereas a US HBCT would pay six MP to enter the same hex.* Those cost differences still have to be taken into account when moving a stack containing heterogeneous types, which might cause some units within it to run out of MP before others.

If a hex is shown to contain more than one kind of in-hex terrain, for movement and combat purposes it's considered to consist entirely of the single most high-cost in-hex terrain within it. *For example, a hex containing both clear and rough terrain would be considered all rough.*

#### **9.6 Road Movement**

Mobile units of both sides moving from road hex to road hex via hexsides crossed by that road do so at a cost of only half (0.5) of an MP per hex. Roads, however, never negate river-crossing costs (see below).

#### **9.7 Rivers & Roads**

When crossing a river hexside (no matter if crossed by a road) extra MP must be expended in addition to the MP necessary to enter the hex being crossed into. *For example, a US HBCT would pay a total of four MP to cross a river hexside into a clear terrain hex where there was no road present.* That's one MP for the clear terrain in the hex being crossed into and three "extra" MP (shown as +3 on the TEC) for crossing the river hexside itself. If a road were present, the total cost would be 3.5 MP, since the moving HBCT would immediately resume the road movement rate across the river.

#### **9.8 Abo Haddryah Road Hexside**

This hexside (shared by hexes 3709 and 3810) isn't a normal road hex; it's actually a causeway that extends partway across that water barrier. Its effect on unit movement is as follows: Any unit or stack may use the causeway to cross the otherwise impassable all-sea hexside provided it starts its movement phase already in hex 3709 or 3810. That being the case, the move to the other hex then uses up all the moving force's MP for that phase. Such crossings may be made into EZOC. There are no retreats after combat allowed across the hexside (and also see 10.13 and 11.9). There are no special US MEU rules for this hex; the rule as given applies to all units of both sides as presented here.

#### **9.9 Exiting the Map**

No unit of either side, once in play on the map, may move off it except to go into the dead pile.

#### **9.10 Turkish-Kurdish Enmity**

If Turkish units enter the game on the US side, they still may never enter or move through any hex containing any Kurdish unit (and vice versa).

#### **9.11 Iraqi Movement Points**

Kurdish mobile units, as well as Iraqi QRF and units and their SO Division, always have MP of five. All other Iraqi mobile units on both sides must have their MP rolled for each time they start a move. Roll a die for each such unit and subtract one from it, for a final MP of zero through five. If a unit rolls a zero, it can't move that phase (attack and defend OK).

## 10.0 COMBAT & MULTI-NATIONAL ATTACKS

### **10.1 Combat Optional**

Combat between adjacent opposing units is always optional, decided on by the player presently executing one of his combat phases. Each unit has a combat factor printed on it, which represents its basic power to attack during its side's combat phases and its basic power to defend during the opposing side's combat phases. Static units never attack; they only defend in their location hex. In each battle, the player whose combat phase is presently being executed is termed the "attacker," and the other player is the "defender," no matter what the overall situation across the board.

### **10.2 Adjacency Requirement**

A unit must be adjacent to (in the EZOC of) an enemy unit in order to be able to attack it. Such adjacency doesn't require an attack be made; it simply allows for it.

### **10.3 Target Unity**

No single attack may have as its objective more than one enemy occupied hex. No single defending unit or stack may be attacked more than once per combat phase (but also see 5.5 & 5.6).

### **10.4 Multi-Hex Attacks**

As many otherwise attack-eligible units as can be brought to bear from one or more adjacent hexes may combine their combat factors to participate in the same attack on the same defending hex in the same phase. Thus one hex might be simultaneously attacked from up to all six surrounding hexes. Hexside terrain shifts only apply if all of the attacking units are attacking across that or some other type of hexside terrain, however.

### **10.5 Unitary Combat Factors**

A single unit's full combat strength must always be used whenever it's involved in combat. No single attacking unit may have its combat factor split in order to be applied in more than one attack. No defending unit or stack may refuse combat.

### **10.6 Stacks Attacking**

Units located in the same hex need not all take part in the same attack simply because they're stacked together. If stacked units are adjacent to more than one enemy occupied hex, one or more of those units might attack into one hex while other units in the same stack attack into another hex or they might simply not attack at all.

### **10.7 Attack Resolution**

Attacks may be made in any order as long as the resolution of one attack is completed before that of the next is begun. The attacking player need not declare beforehand all the attacks he will make that phase.

### **10.8 General Combat Resolution Procedure**

To resolve an attack, the attacking player should total the combat factors of all his units involved in that battle. Then he subtracts from that total the combat factor strength of all the units in the defending force. That resulting number—either positive, zero, or negative—is the "combat differential." The attacking player then locates the column heading on the Combat Results Table (CRT) printed on the mapsheet that corresponds to the combat differential he just calculated (but also see 10.9 below). He then rolls a die and cross-indexes that result beneath that column heading to find the "combat result." That result is applied immediately, before going on to start the resolution of another attack. When he's resolved all the attacks he wants to launch that phase, the attacking player announces the end of that combat phase.

*Note: A Combat Differential column is subject to leftward or rightward shifts to reflect the effects of artillery, engineers (11.2), out-of-supply, as well as terrain, etc. (see below).*

### **10.9 Terrain & Rivers in Combat**

When calculating the combat differential as described above, the number of column shifts listed in the third column of the Terrain Effects Chart printed on the mapsheet (titled "Combat Effects"), is



used to shift the combat differential used to resolve that battle. For example, if a defending force is in a rough terrain hex, that battle's initially calculated combat differential would be shifted one column leftward ("1L") due to that terrain. All terrain shifts that apply in any given battle are cumulative in their effect. Thus, in the example just given, if there were also a town in that defended rough hex the cumulative shift would be two columns leftward: one for the town and one for the rough terrain. Also note that units other than US MEU have their combat factors halved when attacking across river hexsides (round down all remainders, and see 11.8 for more about MEU capabilities). Only the terrain in the defended hex, and any rivers flowing along its hex sides, has any bearing on column shifts. The terrain in the attackers hex(es) has no such effects.

**Designer's Note:** *Leftward shifts strengthen the defense; rightward shifts strengthen the attack.*

#### **10.10 Marsh**

Units defending in marsh hexes suffer a one-column rightward shift for doing so. (The idea here is: you can't lie down to defend when in a marsh.)

#### **10.11 Cities & Capital Cities in Combat**

For combat purposes, all cities and capital cities are considered to exist in hexes that are otherwise clear terrain. If a city or capital city is attacked, and that hex doesn't contain a US base, and the rolled combat result is a "DR" (see 10.27), that result is converted to a "BB" (see 10.26). If a capital city containing a US base is attacked, and the rolled combat result is a "DR" (see 10.27), that result is converted to an "AS" (see 10.23). See 11.5 and 11.6 for more details about US bases.

#### **10.12 Kuwaiti-Iraqi Barrier**

US and Coalition units (only) defending in these (otherwise clear) hexes always receive a one-column leftward column shift in addition to all other applicable shifts.

#### **10.13 Abo Haddryah Road Hexside**

A US or Coalition unit or stack in hex 3709 or 3810 may use this special causeway hexside to attack into the other hex. In such cases, the defending enemy force would receive a 1L column shift. If a unit or stack of the Iranian side makes such a causeway attack, the defending US or Coalition force receives a 3L shift. Further, if a causeway attack by units of the Iranian side ends with that attacking force unable to advance after combat (see 10.30) that entire attacking force then suffers an "AE" result (see 10.25).

#### **10.14 Differential Limits**

If the finally determined combat differential is higher or lower than the highest or lowest column heading on the CRT, resolve that attack using the highest or lowest column (respectively). Note that combat shifts apply cumulative, such that a leftward shift can cancel a rightward shift, and vice versa.

#### **10.15 Lowering Combat Differentials**

The attacking player may choose to lower (shift left) his combat differential in any given battle by one or more columns. He must, though, announce that decision before rolling the resolution die.

#### **10.16 US Concentric Attack**

If a defending unit or stack belonging to the Iranian player (no matter the organizations and/or nationalities) is attacked by US units from opposite sides of that defended hex, or by US units coming from three hexes with one hex between each and the next, or by US units from more than three hexes, that attack gains a two-column rightward column shift. Those positional conditions having been met, this shift is always available for US (not Coalition or Iranian) attacks.

#### **10.17 Iraqi Militia Conversions**

Whenever a combat result causes Iraqi militia units to be eliminated, they're simply converted in place (flipped over) to become a militia unit for the other side. Note this rule doesn't apply to Kurdish militia units.

**Designer's Note.** *In reference to 10.17, players shouldn't visualize such militia conversions as*

*involving the same men switching sides over and over. The idea is the cities have large enough populaces that, each time they trade hands, the gaining side can call out fresh (and/or surviving) militiamen to reconstitute such forces.*

#### **10.18 Iraqi Militia Defense Factors**

Iraqi militia units never attack, and their combat factors for defense (“defense factor”) are generally determined anew each time they’re attacked. To determine their defense factors, at the start of that battle’s combat resolution, the militia-owning player should roll a die and halve that result. Round up remainders for militia units in cities and capital cities (to generate a defense factor of between one and three); and round down for militia in towns (to generate a defense factor of between zero and three). Exceptions: the insurgent Basra militia unit always has a defense factor of “3,” as does the loyalist militia unit in South Baghdad (1416), and all Kurdish militia units.

#### **10.19 US & Coalition Multi-National Attacks**

US units may only attack in conjunction with other US (not Coalition) units. Coalition units of different nations may attack together within the limits of the Geographic Restrictions Table printed on the mapsheet. That is, if the geographic limits given for each national force on that table allow for Coalition units of different nationalities to so maneuver themselves as to otherwise be in position to attack an enemy force, then that attack may take place.

#### **10.20 Iranian Multi-National Attacks**

Basij units may only attack in conjunction with other Basij units. Artesh and/or RGC units may attack in conjunction with Iraqi insurgent units; however, setting up such a joint attack doesn’t do away with the stacking restriction set out in rule 6.3.

#### **10.21 Turkish & Syrian Multi-National Attacks**

If one or both these nations’ forces enter the war (no matter on which side in the case of the Turks), their forces may only attack in conjunction with other units of their own nationality. That is, Turkish units may only attack in conjunction with other Turkish units, and Syrian units may only attack in conjunction with other Syrian units.

#### **10.22 Iraqi Quick Reaction Force (QRF)**

If an Iraqi Loyalist attack or defense contains all four QRF units, that combat receives a one-column shift in favor of the Loyalists in addition to all other applicable shifts. This shift is no longer available once one or more of the QRF units is/are eliminated.

#### **10.23 Attack Stalled (AS) Combat Result**

In effect, nothing happens. No losses are suffered, nor does any movement take place, by the involved units of either side. Exception: if this attack was made by a force containing one or more Saudi Arabian units, it’s converted to an AL1 (see below).

#### **10.24 Attacker Lose One Step (AL1) Combat Result**

One unit in the attacking force must lose one step (or be eliminated if the chosen unit only contains one step). The step selected is generally up to the attacking player; however, there is an exception to that ability to choose. That is, if the rolled result was actually an AS that has to be converted to an AL1 due to Saudi participation (see 10.23 above), the step loss must come from a unit of that nationality. If an AL1 was actually rolled, and there is/are one or more Saudi Arabian unit in the attacking force, that rolled result is converted to an AE (see below).

#### **10.25 Attacker Eliminated (AE) Combat Result**

All involved one-step attacking units are removed to the dead pile, and all involved attacking units containing two or more steps are reduced by one strength step.

#### **10.26 Bloodbath (BB) Combat Result**

All involved one-step defending units are removed to the dead pile; all involved defending units with two or more steps are reduced by one-strength step. The attacker should note the number of strength-steps (not combat factors, but steps) that were just lost by the defender. He must then reduce his attacking force by that number of steps. In multi-unit situations the attacker may apportion those step losses among his involved units any way he sees fit. If the defended hex is left vacant by

this result, victorious non-Saudi attacking units may advance after combat (see below).

*Note: If a militia unit is present in such a hex, it would be eliminated too, despite the requirement that militia units are affected last (see 6.11).*

#### **10.27 Defender Retreat (DR) Combat Result**

When a combat result requires a player's units be retreated after combat—the "DR" result—the winning (attacking) player must immediately move defeated defending units one hex. If no hex is open to receive the retreat, a blocked unit or stack is instead kept in place and must suffer a DE result instead (see 10.29 below). No unit may retreat into an EZOC or off the map or into a hex where it would be over-stacked. Remember, though EZOC are never negated, retreating US units may always ignore EZOC (see section 8.8).

*Note: If there are multiple retreat route choices, the winning player chooses the retreat path.*

Units retreating from a hex must all be retreated into the same hex unless stacking limits would thereby be violated in the new hex. In such situations, the player directing the retreat must carry out the minimum stack-break up necessary in order to meet stacking limits. If more than one hex is open to retreating units, they may be retreated into any one that brings them closer to the capital city of their own nationality or any allied capital city (directing player's choice on a case-by-case and unit-by-unit basis).

If a unit is retreated onto another friendly unit or stack that's subsequently attacked that same phase, the retreated unit doesn't contribute its combat strength to the new defense, but it does share in the result of the attack made into its new hex.

Iraqi and Kurdish militia units never retreat after combat. If in a city or capital city and they suffer a DR result, that result converts to a BB (both for the militia and any other units in that hex). If in a town hex and they suffer a DR result, for the militia that result converts to a DE, though friendly non-militia units could still retreat if circumstances otherwise allowed for it. When any Saudi Arabian defenders suffer a DR result, for them it converts into a DE. If a defending hex containing a US base receives a DR result, it is converted into an AS result—and this applies to all nationalities in that hex and even supercedes the Saudi DR to DE conversion mentioned in the previous sentence.

#### **10.28 US DR Conversion Outside Bases, Cities & Capital Cities**

In general, when a DR result is obtained against US defenders in any kind of hex other than a city, capital city and/or base, the US player may decline to make that retreat by converting the result into a DL1. The DL1 (Defender Lose One Step) result isn't on the CRT as such; it occurs only in this kind of conversion. To administer a DL1, the US player must reduce any one of his involved units by one step, with the survivors remaining in place. If a defending force contains a total of only one step, this conversion isn't available as a choice for the US player. The decision to convert need not be declared before a DR result is rolled. Also note, if a US defending force has no retreat path as described above in 10.27, it inescapably suffers a DE (see below). The conversion to a DL1 is open only to US defenders that would otherwise have a valid retreat hex open to them.

#### **10.29 Defender Eliminated (DE) Combat Result**

All involved one-step defending units are removed to the dead pile; all involved defending units containing two or more steps are reduced by one strength step. If the defended hex is left vacant by this result, victorious attacking units may advance after combat (see below).

#### **10.30 Advance After Combat**

In general, when a defended hex is left empty of enemy units by any combat result, one or more involved attacking units may be advanced into that hex. Within normal stacking limits, more than one involved attacking unit may advance. Exactly which involved unit(s) conduct(s) the advance-after-combat is up to the owning player. For both players, such advances after combat may be made without regard to EZOC. Advances after combat don't involve the expenditure of any movement points by the advancing units; they are, in essence, free movement. Advances after combat are always voluntary, but each advance must be performed immediately as the opportunity for it occurs,

before any other battles are resolved. Note there are never any defender advances after combat; victorious defenders simply remain in place. Also note that Saudi Arabian units never advance after combat.

#### 11.0 SPECIAL UNIT CHARACTERISTICS

Certain units on both sides have characteristics unique to their types. Those characteristics are described below.

##### ***11.1 Iranian AI-Qods Force Markers***

These markers are normally available to the Iranian player at the rate of one per game turn, starting on Game Turn 2 (but also see Random Event Five in section 13.0). The markers may not be saved from game turn to game turn; if not used during the turn of availability, a marker is lost. Note, though, used markers may potentially be recycled into play as the game progresses; they're just mnemonic devices. The Iranian player may deploy an available AI-Qods marker at the start of any US or Coalition Movement Phase or at the start of the resolution of any US or Coalition attack. If deployed at the start of a movement phase, the marker's effect is to cause the enemy units in its hex to roll for their MF that phase (1-6). If deployed at the start of a US or Coalition attack, the effect of a marker is to shift the combat differential one column in its side's favor. Also see 13.5.

##### ***11.2 Artillery & Engineer Units***

The effect of having one or more friendly artillery units participate in an attack is to shift the combat differential one column right if any artillery unit(s) participate in the attack (a maximum of one artillery shift may be accumulated). The effect of having one or more friendly engineer units participate in a defense is to shift that combat differential one column left if any engineer unit(s) participate in the attack (a maximum of one engineer shift may be accumulated). Note, though, that neither artillery nor engineer units generate these shifts if attacking or defending in a hex in which they're the only units present.

##### ***11.3 Iranian Basij***

As described in section 5.0, Basij units attack in their own Basij Combat Phase, which occurs as Step B of each Iranian Player Turn. As the last step in the resolution of all such attacks, all the involved Basij units are removed to the dead pile. That's true no matter what the rolled result was; though it's also true that the rolled result is first fully applied to all involved enemy defending units in each such battle. If a Basij attack clears its attacked hex of all enemy defending units, Artesh and/or RGC and/or mobile Iraqi Insurrectionist units in hexes from which that Basij attack originated may immediately advance after combat as if they were themselves victorious attackers (see 10.30). Further, that advance doesn't prohibit those advancing units from launching their own attack, from that new location, in the immediately following Iranian Artesh/RGC/Iraqi Insurrectionist Combat Phase. Also see 14.1.

##### ***11.4 Iranian ASR & NDC Units***

These two units always start play in the Iranian Strategic Reserve (see 3.6). They may be brought out of there, either singly or both during the same Iranian Player Turn, only by using the special entry capabilities described here.

The NDC (marine) unit may enter play via any Gulf coastal hex that's not enemy-occupied at that instant (EZOC OK). It may not move, but it may participate normally in combat, both offensively and defensively, during the player turn of its landing. In the following turns, if it survives that long, it moves and fights like any normal Iranian Artesh infantry unit. Once ashore, it may not go back out to sea or in anyway attempt a second amphibious landing.

The ASR (airborne) may land in any clear, town or city or capital city hex that's not enemy-occupied at that instant (EZOC OK). It may participate normally in combat, both offensively and defensively, during the player turn of its entry. In the following turns, if it survives that long, it may never move (including retreat and advance after combat), though it may attack from its landing hex into adjacent hexes.

Within the strictures given above, whenever the ASR and/or NDC attack, they may combine with other friendly attacking units using normal combat rules. They may both enter in friendly-occupied

hexes up to normal stacking limits.

***Note:** the Iranian Airborne & Amphibious Movement Table printed on the mapsheet. A die-roll check must be made for the survival of the ASR and/or NDC whenever they first move onto the map.*

### **11.5 US Base Units**

All these units may serve as entry hexes for all US reinforcement units other than MEU (see 14.10). Whenever US units defend in, or attack from, a hex containing a US base unit, their combat factors are doubled; however, that multiplication effect never extends to the combat factor of the base unit itself or to that of any non-US Coalition units that might be present. Also see the last paragraph of 10.27. Note that US bases provide the only basis for US and Coalition joint stacking and defenses (see 6.4).

### **11.6 US Central Command HQ Base**

This unit (hex 4213) is considered a base unit for all purposes. Plus, if it's eliminated, it counts as a captured capital city for Iranian VP purposes. Further, if eliminated, all US units must roll for their MF during the remainder of that game turn, and all US/Coalition attacks suffer a 1L column shift that same game turn.

### **11.7 US Combat Enhancement Packages (CEP)**

Whenever a CEP is received as a reinforcement, immediately place it beneath any one US Army BCT (not MEU) counter anywhere on the map (US player's choice). Once "attached" to a BCT, the CEP may not be switched to any other BCT, and it always moves and fights with, and will in all ways share the fate of, the BCT to which it's been attached. No more than one CEP may ever be applied to the same unit, however.

***Note:** If there are no US units eligible to receive a CEP, it is held off the map until the end of that game turn, at which time it is returned to the draw cup.*

CEP have no stacking, step or combat values of their own; they're markers, not units. They exert no ZOC, but they don't inhibit the projection of ZOC by friendly units in their hex. Also note picking a CEP doesn't use up that turn's US reinforcement pick, so that player should immediately pick again whenever he draws a CEP.

The combat effect (defense and offense) of having a CEP involved in a battle is as follows: the US player rolls a roll die just prior to rolling the battle's combat resolution die. That result is halved and any remainder is rounded down. That halved result (0-3) is the number of column shifts in favor or the US side in that battle.

### **11.8 US Marine Expeditionary Units (MEU)**

Marine Expeditionary Units may attack across river, lake, or all-sea hexsides without penalty, alone or in conjunction with other friendly units. When attacking with other non-MEU units, MEU participation doesn't negate combat penalties for those other units. During their movement, MEU may always cross river and lake and all-sea hexes and hexsides without paying anything extra to do so. In the latter two cases, though, note that MEU may not end their move in any kind of all-water hex.

### **11.9 US Air Assault Brigade Combat Teams**

When attacking, a US AABCT may attack anywhere within four hexes of its location hex. Count out from the location hex; don't count the location hex itself. They may attack alone or in combination with any other eligible friendly units. Attacking AABCT may always ignore water hexsides (and their combat effects), even when attacking into immediately adjacent hexes.

**Errata:** The reference to rule 11.9 listed under the Movement Cost column of the All-Sea or All-Lake Hexside line of the Terrain Effects Chart should be 11.8 above.

AABCT may move across the map up to six hexes at a time, paying just one MP per hex no matter the terrain (including roads) and water barriers involved, but they may never end a move in a mountain or marsh or all-water hex. AABCT may retreat after combat normally but they never advance after combat.

Provided it's not in an EZOC at the time, one or more AABCT may give "defensive support" to any one friendly US force within its combat range during any enemy combat phase (during both Iranian combat phases). That support is calculated by simply adding in the full defense factor of the supporting AABCT. In such situations AABCT may suffer combat losses, but they always ignore DR results. (Also note such a supported force could be US/Coalition combined provided it's in a base hex.)

## 12.0 US/COALITION AIRPOWER

US/Coalition air supremacy makes itself felt at the strategic level through the rules governing the deteriorating Iranian-side MF and late-game combat differential shifts. That airpower's combat ground support capabilities are set out in this rules section.

### ***12.1 Air Attacks***

At the start of each of his Airpower Phases, the US player designates any one hex containing enemy units anywhere on the map. He then rolls a die and halves that result, rounding down all remainders, for a final result of zero to three. That number is the number of enemy non-militia units in the attacked hex that are immediately eliminated (US player's choice). Militia units are never affected by airpower attack. Also note, the US player is free to use his airpower against units in the Iranian Strategic Reserve (see 3.6); however, all those units are considered to be unstacked while in that reserve.

### ***12.2 Civilian Casualties***

Each time the US player uses airpower in a city or capital city hex, the number of capital cities the Iranian players needs to win at the end of Game Turn 10 is decreased by one (see 4.7).

## 13.0 RANDOM EVENTS

### ***13.1 Random Event Die Roll***

Starting with the Random Events Phase of Game Turn I, both players should roll a die, combine that total into one number from 2 to 12, and then cross index that result on the Random Events Table printed on the map. The specifics of each random event are as follows.

### ***13.2 Random Event 2: Syria Enters the War***

Syria always enters on the Iranian side. All Syrian units are immediately placed in west-edge hexes between 1001 and 1011, inclusive, by the Iranian player. No placement may occur in enemy-occupied hexes, but placement in EZOC is OK as is normal stacking. No Syrian units may be held back for later entry. Treat this as "No Event" if rolled again during the same game.

### ***13.3 Random Event 3: UN Calls on Iran to Cease Aggression***

The Iranian player must immediately announce if he will accept this call. If he does, during the coming game turn no Basij, RGC, Artesh or Iraqi Insurgent units may attack, though they may move and defend normally. That restriction lasts just one Iranian Player Turn, as negotiation attempts inevitably play out and falter. If the Iranian player refuses the call, the number of VP he needs to win at the end of the game is increased by one. This event may occur any number of times per game. Either way, US and Coalition operations are unaffected.

### ***13.4 Random Event 4: US Reinforcement Effort Falters***

There is no US reinforcement pick this game turn. This may occur any number of times per game.

**13.5 Random Event 5:**

***AI-Qods Maximum Effort***

The independent-minded AI-Qods high command decides this is the crucial moment of the war. The Iranian player may deploy six AI-Qods markers during the coming game turn. After that, there are no more AI-Qods operations (see 11.1). Treat this as "No Event" if rolled again during the same game.

**13.6 Random Event 6:**

***US Airpower Maximum Effort***

During the coming game turn, the US player's airpower attack die roll is calculated by rolling a die and subtracting one from that result (0-5). This event may occur any number of times per game.

**13.7 Random Event 7: Major Sandstorm**

The US player should immediately make a second die roll. On a one through three, he immediately places the Sandstorm marker in any hex on the map; on a result of four through six, the Iranian player places it. The effect of the marker lasts until the start of the next Random Events Phase: there may be no movement or combat in its hex and any hexes within three hexes of it. Count out from the marker hex; don't count the hex containing the marker itself. This event may occur any number of times per game.

**13.8 Random Event 8:**

***US Airpower Falters***

The US Airpower Phase is skipped during the coming game turn. This event may occur any number of times per game.

**13.9 Random Event 9: UN Calls on the US to Accept Mediation**

The US player must immediately announce if he will accept this call. If he does so, during the coming game turn no units of his side may attack (they may move and defend normally), and no airpower attack may be made. Those restrictions last through the next game turn, as negotiation attempts inevitably play out and falter. If the US player refuses the call, the number of VP the Iranian player needs to win at the end of the game is decreased by one. This event may occur any number of times per game.

**13.10 Random Event 10:**

***Maximum US Reinforcement Effort***

The US player makes two picks from his reinforcement pool this turn. (CEP arrivals still don't count as reinforcement pulls.) This event may occur any number of times per game.

**13.11 Random Event 11:**

***The 12<sup>th</sup> Imam Appears***

A man claiming to be the legendary 12<sup>th</sup> Imam appears in Qom and begins preaching universal Jihad and the second coming of the Prophet Mohammed. During the coming game turn, all MF on the Iranian side are increased by one and all combats have their differentials shifted one column in favor of the Iranian side. Treat this as "No Event" if rolled again during the same game.

**13.12 Random Event 12: Turkey Enters the War**

The US player should immediately make a second die roll. On a result of one through three, Turkey enters the war on his side; on a result of four through six, Islamic revolution has swept Turkey and that nation enters the war on the Iranian side. In either case, immediately deploy all Turkish units in hexes of that country (EZOC OK). Treat this as "No Event" if rolled again during the same game.

**14.0 REINFORCEMENTS & REPLACEMENTS**

**14.1 Basij Replacements**

To simulate the masses of manpower notionally available to this Iranian militia, as Step A in every Phase IV throughout the game, the Iranian player should roll a die for every Basij unit that was eliminated in combat (offensively, defensively, or via airpower attack) earlier that same game turn. Each rolled result is halved, with all remainders rounded up, for a final result of one, two, or three.

That number is the number of game turns later that the rolled-for unit will become available to reenter play by being placed, during this phase and step of the designated game turn, in any hex in Iran. Normal stacking is allowed during such placements, as is placement in EZOC; however, placement into the Iranian Strategic Reserve isn't allowed. Place rolled for units in the appropriate box on the Turn Record Track on the mapsheet until the time comes for their reentries into play. If a rolled for unit would appear after Game Turn 9, it is considered irredeemably eliminated and out of play. This rule provides the only basis for Iranian-side mobile unit replacements.

***Note:** Basij units are not permanently removed from the game when eliminated, unless their reappearance would occur after the end of the game.*

#### **14.2 Iranian Strategic Reserve Release Step**

Each game turn, after he's resolved his Basij situation as described above, the Iranian player may decide to release units from his Strategic Reserve (see 3.6). To do so, he simply places them in any Iranian hexes. Normal stacking is allowed during such placements, as is placement in EZOC. All such units immediately operate normally within the strictures of the game turn sequence; however, no unit, once having been brought out of the reserve may ever be put back into it in any way. Within these strictures, units may remain in the reserve indefinitely. Also note this rule doesn't govern the entry into play of the ASR or NDC units; see 11.4 for that.

#### **14.3 US Replacement Counter (REPS)**

Whenever the US player pulls this counter as a reinforcement (see below), he may immediately restore any reduced US unit on the map (including bases) to full strength. Such restored units may operate normally in all ways during the next and following game turns. Any given unit may potentially receive replacements any number of times during a game. Each time the REPS counter is pulled, it should be returned to the US Reinforcement Pool, from which it may be pulled again. Note, though, unlike CEP markers, the pull of the REPS counter does use up that turn's US reinforcement pull. If there are no reduced US units on the map when the REPS marker is pulled, its effect may not be saved up for use in later turns: simply return it to the pool; that turn's US reinforcement pull has been used up for that turn. This rule provides the only basis for US-side mobile unit replacements.

#### **14.4 Saudi Arabian Reinforcements**

The Saudi Reinforcement Step occurs only once per game, as Step B of Phase IV of Game Turn 1. At that time, the US player should place all Saudi units with the word "West" printed on their reverse sides in any west-edge map hexes within Saudi Arabia. And, he should place the one labeled "South" on its reverse in any south- map-edge Saudi Arabian hex. In both cases, placement into EZOC is OK and normal stacking is allowed. All such units immediately operate normally within the strictures of the game turn sequence; however, none of them may have their entry delayed to later game turns.

#### **14.5 US Reinforcements Step**

Each game turn, unless Random Event 4 is in effect, the US player makes a blind pull from his reinforcement pool. Such reinforcements are immediately entered into play as described below (and also see 14.3 and 11.7). Normal stacking limits apply during all such placements and arrival in hexes containing EZOC is OK.

#### **14.6 US Light Brigade Combat Teams**

US Light Brigade Combat Teams (LBCT) arrive with a combat strength of "2" in any US base hex or in any west or south map-edge hexes (other than Iraq). They may always move and fight normally on the game turn after arrival.

#### **14.7 US Medium Brigade Combat Teams**

US Medium Brigade Combat Teams (MBCT) arrive with a combat strength of "4" in any US base hex or in any west or south map-edge hexes (other than Iraq). Note, however, they may not move or attack during the game turn after their arrival (they defend normally). Place a "No Move / No Attack" marker (see 2.14) atop such newly arrived MBCT as a reminder of that status. Remove such markers at the start of the next US Reinforcement Step.



#### **14.8 US Heavy Brigade Combat Teams**

US Heavy Brigade Combat Teams (HBCT) arrive with a combat strength of "4" in any US base hex or in any west or south map-edge hexes (other than Iraq). Note, however, they may not move or attack during the game turn after their arrival (they defend normally). Place a "No Move / No Attack" marker (see 2.14) atop such newly arrived HBCT as a reminder of that status. At the start of the next game turn's US Reinforcement Step, that player may decide to begin moving and/or attacking with such partially arrived HBCT. If he decides to do so, he should simply remove the marker and begin operating that HBCT normally at its half-strength. Alternatively, he may decide to keep the HBCT in place beneath the marker (provided also that it didn't retreat after combat out of its arrival hex) and thereby increase its combat strength to "8." In that case, the HBCT would be unavailable to move and attack until the following game turn's US Reinforcement Step, at which time the marker would be removed.

*Note: The arrival of the second increment of a heavy brigade uses up the US reinforcement pull for that turn. Also note, if the US player decides to begin operations with a partially arrived HBCT, the only way that unit may thereafter be built up to its full potential strength would be through the use of the REPS counter (see 14.3).*

#### **14.9 US Air Assault Brigade Combat Teams**

US Air Assault Brigade Combat Teams (AABCT) arrive with a combat strength of "2" in any US base hex or in any west or south map-edge hexes. Note, however, they may not move or attack during the game turn after their arrival (they defend normally). Place a "No Move / No Attack" marker (see 2.14) atop such newly arrived AABCT as a reminder of that status. At the start of the next game turn's US Reinforcement Step, that player may decide to begin moving and/or attacking with such partially arrived AABCT. If he decides to do so, he should simply remove the marker and begin operating that AABCT normally at its half-strength. Alternatively, he may decide to keep the AABCT in place beneath the marker (provided also that it didn't retreat after combat out of its arrival hex) and thereby increase its combat strength to "4." In that case, the AABCT would be unavailable to move and attack (and give defensive support) until the following game turn's US Reinforcement Step, at which time the marker would be removed.

*Note: The arrival of the second increment of an AABCT uses up the US reinforcement pull for that turn. Also note, if the US player decides to begin operations with a partially arrived AABCT, the only way that unit may thereafter be built up to its full potential strength would be through the use of the REPS counter (see 14.3).*

#### **14.10 US Marine Expeditionary Units (MEU)**

The MEU that begins play "off shore in nearby waters" (see 3.4) doesn't require a reinforcement pull to enter play. During Game Turn 1's (or later) US Movement Phase, that unit (starting strength is "4") may simply be moved ashore via any Gulf coast hex that's not enemy occupied at that time (EZOC OK). The MEU may move and/or fight normally that turn. Newly arriving (via the US reinforcement pull) MEU may stay indefinitely "at sea in nearby waters," or it may be moved into play during any subsequent US Movement Phase as described above, decided by the US player on a unit-by-unit and turn-by-turn basis.