CONTENTS

OPTIONAL RULES
(ONLINE ONLY)

CREDITS

DECISION GAMES

SADDAM MOVES SOUTH

NOTE: *To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.*

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at *strategyandtacticsmagazine.com/site/e-rules/*

1.0 INTRODUCTION

Saddam Moves South is an operational level two player wargame covering a hypothetical Iraqi invasion of Saudi Arabia in 1990. The assumption here is that after the Iraqi army overran Kuwait in the first week of August 1990, Saddam Hussein continued the offensive to grab the vital oilfields of Saudi Arabia. In response, the United States leads a coalition of states to stop the Iraqis and then retake lost territories.

The game system is based on that of **Desert One War**, which models ground, air, and amphibious operations. For the Coalition, the central game system is Air Transport Points (ATP) which represent strategic airlift capability. The assumption is that the scenarios cover the opening stage of an intervention before the US can mobilize full-scale sealift. Therefore, airlift will become the primary means for moving units into the theater and providing logistical support.

The Iraqis are closer to their lines of communications, but their ability to conduct sustained offensives is restricted by planning and logistical considerations, modeled in the game by making the capture of certain objectives a prerequisite for sustaining their offensive. Another factor is that the decisive mobile campaign which the Coalition conducted in 1991 was in part the result of extensive preparations of the theater of operations via logistical buildup, intelligence, and in-theater training during the period August 1990 to January 1991. The campaign in the game models the situation where the Coalition must build up in the face of a continuing Iraqi offensive.

1.1 Game Scale

Each hex on the map represents 35 kilometers from side to side. Each turn of play represents anything from three days of intense combat to ten days of refitting. Ground units represent regiments, brigades, divisions, and groups of irregulars. Special Operations Forces (SOF) represent unconventional warfare activities. Aircraft units represent anything from one to four squadrons, depending on the quality of air force and operational tempo.

SADDAM MOVES SOUTH

1.2 Sides
There are two players:

Coalition Player: Controls United States, Arab, NATO and other anti-Iraqi forces. The Coalition must delay the Iraqis long enough to build up a force to launch a decisive counteroffensive.

OPFOR (or Iraqi) Player: Controls Iraqi forces and possible Arab League units. The OPFOR objective is to seize critical objectives and inflict sufficient casualties on Coalition forces to make further intervention politically impossible.

1.3 No Weapons of Mass Destruction
The game has no chemical, nuclear or other weapons of mass destruction. The assumption here is that if combat goes to WMD, all bets are off.

2.0 COMPONENTS
The components to a complete game include these rules, one 22×34 inch map and one sheet of 228 9/16-inch counters. Players will need to provide one or more six-sided dice (d6) to resolve combat and other probabilistic events during play.

2.1 The Game Map
The game map shows the militarily significant terrain of Iraq, Kuwait, Saudi Arabia, and various minor Arab oil states. The hexagonal grid regulates the placement and movement of units on the map. A unit is in only one hexagon (hex) at any one time. Each hex contains natural and/or man-made features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it, provided to help reference places more quickly and allow players to record unit positions for whatever purposes.

Map: Refers to the hexagon part of the map sheet. The various displays are not technically considered to be part of the map.

Coalition Displays and Tracks

Coalition Ground Staging Display: Holding display for Coalition ground units which are available for deployment onto the map.

Coalition Air Staging Display: Holding display for Coalition air units which are available to fly missions on the map.

Coalition Indian Ocean Carrier Display: Represents US and NATO aircraft carriers operating in the Indian Ocean and Gulf of Oman. Coalition carrier air units are based on this display.

Coalition Special Operations Forces (SOF) Display: Holding display for Coalition SOF which are available for deployment on the map.

Coalition Air Transport Point (ATP) Track: Used to denote the number of ATP available.

Common Displays and Tracks: Each player have one of the following:

Game Turn Record Track (GTRT): Each player has a GTRT. Players can also place reinforcements on the track as a reminder of when they enter play.

Eliminated Units Display: Holding box for units that have been eliminated in combat and cannot be replaced.

Guerrillas Box: Holding box for guerrilla units when not on the map.

2.2 Unit Counters
Most counters (also referred to as units and unit counters) represent combat formations. Additional counters are provided as informational markers.

2.3 Unit Classes
There are five general types of units:

Ground Combat: Mobile combat forces.
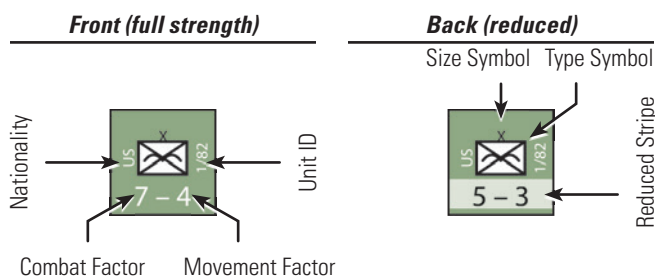**Bases:** Static logistical and air defense forces.
Air: Represent groups of combat air squadrons.
SOF: Forces that specialize in unconventional warfare.
Naval: Concentrations of naval forces.

2.4 Ground Combat Unit
Ground combat units represent major maneuver formations.

Important: Air mobile units are designated using a black box behind their movement factor.

Combat Factor: Basic combat power of the unit to fight against enemy ground forces.

Movement Factor: Basic number of hexes the unit can move through in a single move.

Nationality: The abbreviated nationality of the unit. Units are also identified by the counter's color (2.12).

Unit ID: Each unit has a nationality, shown both by its background color and a two-letter abbreviation. Units further have a unique identifier.

Example: The US 1st Brigade of the 82nd Airborne Division.

Unit Type Symbol: Symbol identifying the type of combat unit. Different unit types may have special abilities.

Unit Size Symbol: Combat unit size is the relative operational echelon of each combat unit.

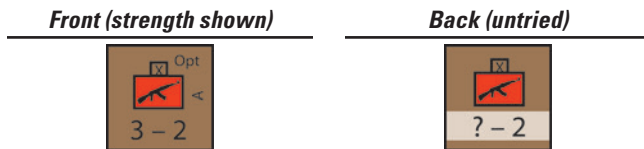|	
XXX: Corps	**III:** Regiment
XX: Division	**[x]:** Group or Task Force
X: Brigade	

Important: Iraqi units belong to corps, indicated by the unit ID and color of the unit type symbol.

Strength status: Most ground units have two strength steps, with the full-strength on the front and the reduced on the reverse. They have a stripe on their reverse side to indicate that they are at reduced strength.
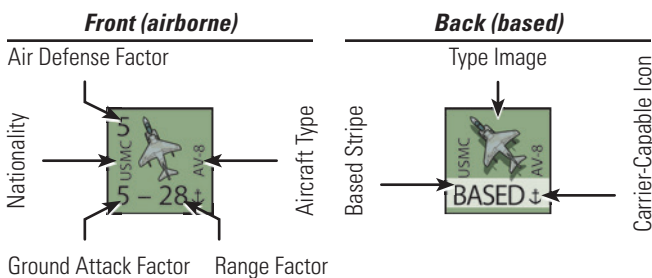
2.5 Untried Units

Ground units may have a question mark on their reverse. These are untried units, which begin scenarios with neither player knowing their real strength (on the front of the counter).

Front (strength shown)	*Back (untried)*

2.6 Air Combat Unit

Front (airborne)	*Back (based)*
Air Defense Factor	Type Image

Nationality — Aircraft Type — Based Stripe — Carrier-Capable Icon

Ground Attack Factor   Range Factor

Important: The reverse side of air units shows their based side (when on the ground). The front shows their status when flying missions.

Air Defense: The unit's ability to engage in air-to-air combat. Air units with a parenthesized air defense factors modify certain combat results.
Ground Attack: The unit's ability to attack ground units.
Range: The number of hexes through which the unit can move to conduct missions. If a unit's range is noted as a "**U**", the unit has an unlimited range and can fly to anywhere on the map.
**Carrier Capable:** An aircraft unit that may base on aircraft carriers. Units that can operate from a carrier have an anchor symbol.
Nationality: Designates the nationality or branch of service within a national group.
Type: Aircraft units are noted with the type of aircraft and an image representing that type.
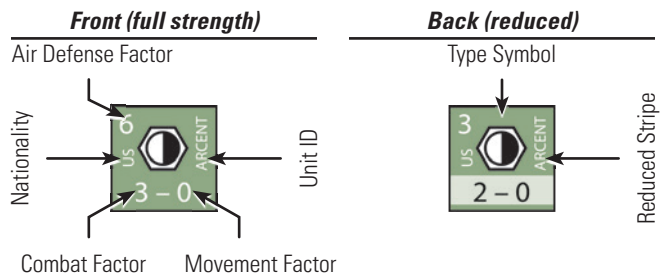
2.7 Cruise Missile Unit

Cruise missiles function like air units using the same counter markings (21.4). Cruise missiles do not have an air defense factor.

Front (airborne)	*Back (based)*
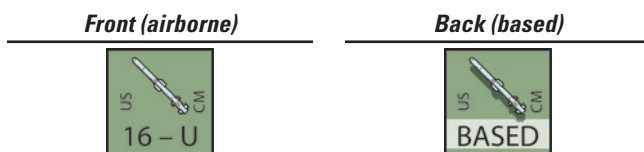
2.8 Base Unit

Bases are ground units that represent centers of logistical activities. Their counter marking is the same as a mobile ground unit, except they are stationary and may not move (movement factor of "**0**"). Additionally, they have an air defense factor in the upper left corner, the same as an air unit.

Front (full strength)	*Back (reduced)*
Air Defense Factor	Type Symbol

Nationality — Unit ID — Reduced Stripe

Combat Factor   Movement Factor

2.9 Special Operations Forces (SOF) Unit

SOF represent the focus for special operations missions. They have no combat or movement factors. SOF have unique rules for their employment.

2.10 Naval Units

Surface Action Group (SAG).
Counter Errata: The small 12 in the upper right corner of the SAG unit is the bombardment factor. It should be in large print on the bottom of the counter.

Amphibious Warfare Group (AWG): AWG do not have bombardment factors.

Important: There are no aircraft carrier units per se in the game. Carriers are represented by the Carrier Display.

2.11 Optional Units

Optional units are used with the optional rules only. They are designated with "**OPT**" in the upper right portion of the counter.

2.12 Nationality

The nationality of a unit is identified by the abbreviations listed below as well as by the unique background colors of the counters.

United States (US): Khaki Green	**Arab League (AL):** Dark Brown
NATO (UK): ▭ Red unit type symbol and black print	**Egypt:** Light Grey
NATO (FR): ▱ Blue unit type symbol and white print	**Qatar:** Golden Brown
Kuwait: Dark Brown	**Bahrain:** Reddish Brown
Saudi Arabia (Saudi): Cream Brown	**Syria:** Dark Grey
	PSF: Medium Brown
	Iraqi: Cream Brown

Errata: The W/6 and E/6 light armored brigades are French NATO units.

SADDAM MOVES SOUTH

Important: Various scenarios variants (29.0) will assign units of the various nationalities to either the Coalition or OPFOR side. Not all forces are used in all scenario variants.

2.13 Abbreviations

Abn: Airborne
AL: Arab League
ATP: Air Transport Point
AWG: Amphibious Warfare Group
CAS: Close Air Support
Cav: Cavalry
Cdo: Commandos
CRT: Combat Results Table
EZOC: Enemy Zone of Control
FR: French
JC: Jihad Corps
JHF: Joint Helicopter Force
LOC: Line of Communication (for logistics)
MEB: Marine Expeditionary Brigade
MEF: Marine Expeditionary Force
MAW: Marine Air Wing
MNF: Multi-National Force
NATO: North Atlantic Treaty Organization

PSF: Peninsular Shield Force
R Gd: Royal Guard
RG: Republican Guard
RPIM: Marine Infantry Parachute Regiment
RTF: Ranger Task Force
SAS: Special Air Service
SAG: Surface Action Group
SF: Special Force (elite light infantry)
SFG: Special Forces Group
SOF: Special Operations Forces
TEC: Terrain Effects Chart
UK: United Kingdom
US: United States
USAF: US Air Force
USMC: US Marine Corps
USN: US Navy
VP: Victory Points
ZOC: Zone of Control

2.14 Ground Unit Types

⊠ **Infantry**
▭ **Armor**
⬡ **Armored Cavalry/ Light Armor**
⊠ **Mechanized**
⊠ **Combined arms**
⟋ **Guerrillas (optional)**

◐ **Base**
⊠ **Airborne Infantry**
⊠ **Rangers/Commandos**
� **Air Cavalry**
⊠ **Airmobile Infantry**
⊠ **Marine/Amphibious**

Important: There is a distinction here between Rangers/Commandos which are airborne ground combat units of regiment/brigade size, and special operations forces (SOF) which are markers indicating missions by small teams of special operators.

Designer's Note: Units are portrayed by their equipment and tactics. There are Iraqi commando and special forces units that are classed as combined arms units. Also, base units include local defense forces and small fighter-interceptor units.

2.15 Objective markers (Optional)

Objective markers represent the location of various Coalition missions. Objective markers are cream colored with a picture and name denoting the specific objective they represent. Objectives are:

- **Hostages**
- **High Value Target**
- **Scud Launcher**
- **Deception**

2.16 Markers

The counter-mix includes the following informational markers.

Turn (one Coalition, one Iraqi)

ATP (Coalition Air Transport Points)

Important: All other markers are used with the optional rules only.

3.0 SET UP

Saddam Moves South has one scenario (22.0). Players can use the optional scenario variants (29.0) to create different scenarios. Each player sorts and sets up the units of their own side according to the scenario deployment instructions.

3.1 Start Forces

Place units listed as at-start forces on the map or in displays.

Important: Do not use units marked **OPT** in the standard scenario. These are optional units used in various optional rules.

3.2 Reinforcements

Units that do not start set up are termed reinforcements. Place these units on the GTRT space corresponding to the game turn (GT) number that they are to appear.

Important: Scenario/variants will not use all units.

3.3 Deployment

Placing units on the map is deployment. Deploy units as "at-start" (22.0) or reinforcements (9.0).

3.4 Initial Marker Placement

Each player places their turn marker in the "**1**" box on the GTRT printed on the map.

4.0 HOW TO WIN

Victory and defeat are determined at the end of the scenario. This is based on the control status (5.0) of certain hexes, the elimination of enemy units, and the resolution of SOF missions. Record VP only at the end of the game.

Important: Do not count hex control until the end of the game.

4.1 Victory Point Chart

The chart lists the VPs awarded for each scenario requirement (see map sheet).

Hex Control: Players receive VP for each designated hex controlled by friendly forces. If a hex has more than one symbol, count the VP for the symbol with the highest value.

Neutrals: If a country is neutral, then do not count VP for its hexes and units.

SADDAM MOVES SOUTH

4.2 Level of Victory

Subtract the total of the lower player's VP count from the higher player's total. This determines who won the game. The difference between the winning side's total and the Losing side's total determines the extent of that victory:

25+: Strategic victory
15–24: Operational victory
5–14: Tactical victory
0–4: Draw

4.3 Sudden Death Victory

The game comes to an immediate end and the indicated player gains an immediate Strategic Victory if either of the following conditions are in effect:

OPFOR Victory: OPFOR units control all Iraqi cities and all strategic hexes.
Coalition Victory: Coalition controls all strategic hexes and all Iraqi cities.

5.0 CONTINGENTS & HEX CONTROL

5.1 Control of Contingents

Each side has more than one contingent. A player who controls a contingent, commands all its forces.

Coalition Contingents include:

US: All USAF, US Navy, US Army, US Marines, US SOF
NATO: French, British, Multi-National Force
Arab Allies: Saudi, Kuwaiti, Egyptian, Syrian, Bahrain, Qatar, Peninsula Shield Force (each is a separate contingent, but see 8.4).
Guerrillas: See optional rules (27.0).

OPFOR Contingents include:

Iraq National: All Iraqi units (regardless of corps)
Arab League

Important: See stacking limits on joint operations (8.4) and SOF (25.0).

5.2 Control of Hexes

Control status of a hex can change from one side to the other each time a unit of the opposing side moves into it. Any given hex's control status may potentially switch back and forth any number of times during play. A player controls a hex if:

1) There is a friendly ground unit in the hex (occupying the hex). This is irrespective of EZOC (10.0); **or,**

2) The hex was originally part of a friendly belligerent country and there are no enemy units in the hex.

Important: SOF, air and naval units cannot control hexes.

Example: A Kuwaiti unit occupies Kuwait City. An Iraqi ground unit attacks the Kuwaiti unit, eliminates it, and occupies the hex. OPFOR now controls Kuwait City (5.2,1)). On the next turn, the Iraqi unit moves out of the hex and no other Iraqi unit moves in. Kuwait City reverts to Kuwait's control (5.2,2)).

5.3 Belligerency and Neutrality

All countries in the game are belligerents. Units can enter any belligerent country as well as the Persian Gulf.

Important: Ignore any reference to neutrals or neutrality in the rules.

6.0 TURN SEQUENCE

Every GT of **Saddam Moves South** consists of two Player Turns: OPFOR and Coalition. Within a turn, the player conducts a series of phases in which he executes various actions. Players must execute all actions in the sequence listed.

Important: The sequence of play is asymmetrical owing to vast differences in each side's command control and logistical abilities. Players must follow the sequence.

6.1 Game Turn Sequence Outline

Once a player has finished a particular action within a phase, they may not go back to perform an action or redo a poorly executed one unless his opponent graciously agrees to permit it.

OPFOR Player Turn

1) Air Unit Basing Phase: The OPFOR player returns all Iraqi air units to airfields. Any air unit that cannot land is eliminated (11.0).

2) Reinforcement Phase: The OPFOR player deploys reinforcements due this GT onto the map (9.0).

3) Logistics Phase: The OPFOR player:
a) Attempts to refit units (20.0).
b) Determines the supply status for all Iraqi units (19.0).

4) Air Operations Phase: The OPFOR player:
a) Air Movement Segment: Flies air units to the limits of their range (11.0).
b) Air-to-Air Segment: Uses his air units on the map to attack Coalition air units (15.0).
c) Air-to-Ground Segment: Uses his air units on the map to attack Coalition ground units (16.0). See (21.1) for SCUD launch.

Important: The player completes all air movement and air attacks prior to conducting ground movement and ground attacks.

5) Ground Operations Phase: The OPFOR player:
a) Ground Movement Segment: Moves ground units on the map up to their movement factor (MF) (12.0 & 13.0).
b) Ground Attack Segment: Uses ground units on the map to attack Coalition ground units (17.0).

Coalition Player Turn

1) Air Unit Basing Phase: The Coalition player returns all Coalition air units to airfields/appropriate staging display. Any air unit that cannot land is eliminated (11.0).

2) Reinforcement Phase: The Coalition player:
a) Adjusts the ATP Track to reflect of the number of ATP available for this GT (7.0 and US Reinforcement Chart).
b) Deploys any reinforcements due this GT (9.0 and US Reinforcement Chart).

3) Logistics Phase: The Coalition player:
a) Conducts refit and allocates ATP (20.0).
b) Determines supply status for all Coalition units (19.0).

4) Special Operations Phase: The Coalition player executes any special operations (optional rules (25.3)).

5) Air Transport Phase: The Coalition player may move units from the Staging Area onto the map via air transport (7.0).

6) Air Operations Phase: The Coalition player:

a) Air Movement Segment: Flies air units to the limits of their range (11.0).

b) Air-to-Air Segment: Uses his air units on the map to attack OPFOR air units (15.0).

c) Air-to-Ground Segment: Uses his air units on the map to attack OPFOR ground units (16.0). See (21.4) for cruise missile missions.

Important: The player completes all air movement and air attacks prior to conducting ground movement and ground attacks.

7) Ground Operations Phase: The Coalition player:

a) Ground Movement Segment: May move ground units on the map up to their movement factor (12.0 & 13.0).

b) Amphibious Movement Segment: Moves Marine units from the Staging Area to coastal hexes (18.0).

c) Ground Attack Segment: Uses ground units on the map to attack OPFOR ground units (17.0).

d) Deep Battle Attack Segment: Uses ground units that are qualified to conduct deep battle to attack OPFOR ground units (17.6).

End of Turn: If this is the last turn of the scenario, the game comes to an end. Otherwise, each player moves their turn marker one space forward.

6.2 Turn Record Tracks
Each player has a GTRT. Place the turn marker on the current GT, as well as any reinforcements due that GT.

7.0 AIR TRANSPORT POINTS
Central to Coalition operations are Air Transport Points (ATP). These are a quantification of the overall airlift and related logistical capabilities of Coalition forces, as well as command control. The number of ATPs are indicated by using the ATP markers on the ATP Track.

7.1 ATP Availability
The number of ATP the Coalition have available are listed on GT-by-GT basis on the US Reinforcement Chart. During the Reinforcement Phase, the Coalition player adjusts the track to reflect that GT's number of ATP available.

- ATP that are not used during a GT cannot be accumulated and are forfeit. The Coalition player must reset the marker to the number for the current GT.
- The Coalition player can use ATP with any contingent. There are no unique national (US, NATO, etc.) ATP.
- To utilize ATP, declare the action that is being conducted, then deduct the points. The number of ATP cannot be adjusted below zero.

7.2 ATP Actions
ATP actions cost a various number of ATP points. These are listed on the Coalition Air Transport Point Table (on the map sheet). The Coalition use ATP for the following:

Supply: During the Coalition Logistics Phase, the Coalition player expends ATP to maintain units on the map (19.4). The number of ATP is indicated on the chart. There are two types of supply:

Airlift Supply: Units are supplied via a Coalition-controlled airfield and line of communication (LOC).

Airdrop Supply: Units are supplied in any other hex without tracing a LOC to a Coalition-controlled airfield.

Important: Units in displays do not require supply.

Air Transport to a Garrisoned Airfield: This can be conducted by all Coalition ground units, and by USAF, USMC, and NATO air units, which start in the Staging Area. Move the unit from a Staging Area to an airfield hex that contains a Coalition ground unit of any type including one that was just placed in the airfield hex using ATP in that same phase.

Air Transport to an Un-Garrisoned Airfield: Coalition airborne units are the only units that can conduct this air transport. Move the unit from a Staging Area to an airfield hex that does not contain ground units of either side.

Air Transport to an Open or Desert hex (Airborne Landing): Coalition airborne units are the only units that can conduct this air transport. Move the unit from a Staging Area to an open or desert hex on the map that does not contain enemy ground units.

Important: US airborne units include airborne and airborne ranger.

7.3 Air Transport Restrictions & Capabilities
Once on the map, air transportable units may not be moved by ATP.

- Air transport is always conducted in the Air Transport Phase. Ground and air units that move to the map function normally during the GT of transport.
- US air units that are carrier based, naval units, and B-52 air units cannot be air transported.
- Air transport cannot be made into hexes containing enemy ground units. It may move through enemy units and EZOC.
- There are no range limits on air transport.
- Arriving units must comply with stacking restrictions at the end of ensuing Ground Movement Segment.

7.4 Conduct a Special Operation
This can be conducted by Coalition SOF. Move the SOF from the SOF Display to any hex on the map.

- The targeted hex must be one the unit could otherwise enter (owing to belligerency, etc.).
- For SOF, the targeted hex can contain enemy units.

Important: All other Coalition actions do NOT require ATP—they are for free. The OPFOR player does not use ATP.

8.0 STACKING & FOG OF WAR
Stacking is placing more than one friendly unit in the same hex at the same time. Stacking applies only to units on the map, not to those in off-map displays.

8.1 Stacking

Stacking is checked at the end of all Movement and Combat Segments only (for both sides, and at no other time in the game). There is no limit on the number of units that may enter and/or move through a given hex over the course of a phase or GT, if the stacking limit is met at the end of that type of Movement or Combat Segment.

Important: Stacking limits do not apply to air units in the air, their stacking is unlimited.

8.2 US & NATO Stacking Limits

Four Mobile Ground units; **plus,**
One Base; **plus,**
One SOF; **plus,**
Four Based Air Units; **plus,**
One Guerrilla Unit; **plus,**
Any Number Of Naval Units.

Example: A player could stack four US ground units, one base and four based air units in one hex.

8.3 Other Contingent Stacking Limits

Two mobile Ground Units; **plus,**
One Base; **plus,**
Two Based Air Units; **plus,**
One Guerrilla Unit.

Example: A player could stack two Saudi combat units plus one guerrilla unit, plus a Saudi base.

8.4 Limits on Joint Operations

Stacking: Players can stack units of different contingents on the same side in the same hex. The hex stacking capacity then becomes that of the contingent with the lower limit.

Example: The Coalition could stack one US and one Saudi Arabian ground unit in the same hex, but no more US units.

Combat: Units of different contingents cannot participate in the same attack. This is regardless of being in the same or different hexes. Units of different contingents defend together normally.
Special Case: US and NATO units can attack together.

8.5 Over-Stacking

If any hexes are found to be over-stacked at the end of any Movement or Combat Segment (for either player), the violating player must select the minimum number of units necessary from that hex to bring it back into compliance with the stacking rule. The excess units are eliminated.

8.6 Fog of War

Both players are free to look over and through all the units of both sides deployed on the map. Players cannot examine enemy units on the GTRT, or off-map displays and staging areas. See optional rules for exceptions.

9.0 REINFORCEMENTS

Units which appear following scenario set up are reinforcements. Scenarios will list reinforcement units and their GT of appearance.

Important: Ground units arriving on a map edge do not expend MF for the hex in which they were placed.

9.1 US & NATO Reinforcements

Ground Units: are placed in the Ground Staging Display.
USAF Air Units: are placed in the Air Staging Display.
USMC Air Units: are placed in the Air Staging Display or the Carrier Display.
Naval Air Units: are placed in the Carrier Display.
Naval Units: are placed in the Carrier Display.
SOF: are placed in the SOF Display.

9.2 Entry of US & NATO Units onto the Map

Ground Units: The Coalition player uses either use ATP (7.0) or amphibious movement (18.0) to move ground units from the Coalition Ground Staging Display to the map.

Important: Placing ground reinforcements into the Ground Staging Display means they are available in the theater of operations, either on bases in the Indian Ocean area (such as Diego Garcia) or afloat on ships.

Air Units: The Coalition player uses ATP (7.0) to move USAF and USMC air units to airfields occupied by Coalition ground units. Additionally, USN and USMC aircraft can fly missions from the Carrier Display to the map and then return to the Carrier Display.
Naval units: Allied naval units (SAG, AWG) are kept in the Coalition Indian Ocean Carrier Display until they perform missions. Deploy them on the map temporarily, then return them to that display. This does not cost ATP.

9.3 Various Arab Forces

Saudi, Kuwaiti, Qatar, Bahrain Deployment: Ground units deploy in any cities or airfields of the same country controlled by friendly forces. Air units deploy in any airfields of the same country controlled by friendly forces. This does not cost ATP.
Egyptian, Syrian, Peninsula Shield Forces: Ground units deploy on the southern map edge. Air units deploy on any Coalition-controlled airfields. This does not cost ATP.

9.4 Coalition Random Reinforcement Procedure

When a scenario indicates randomized reinforcements, conduct the following procedure:

- At the start of GT 1 Reinforcement Phase, select one of the groups listed on the Coalition Random Placement Chart (back of rules booklet).
- Determine the number of dice to roll for each unit within that group.
- Roll either one or two dice and consult the GT of Arrival Table (back of rules booklet). Place the unit on the resulting GT box on the GTRT.
- The player then selects another group and repeats the above process until all groups (and all units) have been placed on the GTRT.

9.5 OPFOR Reinforcement Deployment

Iraqi reinforcements are placed either:

a) In any hexes on the north or west map edge in Iraq; **or,**

b) On any Iraqi base (including one that was just placed during this Reinforcement Phase) which can trace a LOC back to the north or west map edge in Iraq.

c) Iraqi bases are placed in their respective objective hexes, per 9.6 and scenario instructions (22.0).

Important: Iraqi reinforcements can appear inside Coalition countries since there are objective hexes in those countries.

9.6 Iraqi Reinforcements

Certain hexes are designated on the map as objective hexes (TEC). For each objective hex captured (and still OPFOR controlled during the next OPFOR Reinforcement Phase), the Iraqi player may deploy the reinforcements listed in the scenario rules. If an objective is captured and there are no longer any of the units listed available, the Iraqi player only receives those that are available.

- If the Iraqi player loses control of an objective hex and subsequently recaptures it, no additional reinforcements are received.
- Loss of control does not cause the withdrawal of previously received reinforcements.

9.7 Restrictions

Reinforcements do not have to be deployed on the GT they are called for. Reinforcements may be delayed until a later GT. If there are no available deployment hexes, the reinforcements must be delayed until one appears. This includes OPFOR conditional reinforcement (they may still be deployed even if the Coalition player has regained control of the objective hex).

- Reinforcements can be placed only on hexes the unit would normally be allowed to move into. They can be placed in hexes containing EZOC (10.0).
- Reinforcements may be placed over-stacked but must be in accordance with stacking restrictions (8.0) by the end of the ensuing Movement Segment (12.0).
- Reinforcement units, once on the map, can move and otherwise operate during the turn of placement.

10.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's ZOC.

Exception: Air, naval and SOF units do not project ZOC.

- All ground combat units always exert a ZOC, regardless of the phase, player turn or if they are full-strength or reduced, or untried (2.4 & 2.5).
- ZOC extend into and out of all types of terrain and across all types of land hexsides. They also extend into enemy occupied hexes.

Important: ZOC are never negated. This is owing to the OPFOR guerrillas operating below the scale of the game, and (for the Coalition) superior firepower and C2.

10.1 ZOC & Movement

Units must halt their movement when entering an EZOC. There is no additional movement factor expenditure to enter an EZOC. Units may move out of EZOC only if they:

1) Retreat or advance after combat; **or,**

2) They disengage. To disengage, move the unit into a non-controlled hex. They may then later move to an EZOC hex (or not). A unit can never move directly from one EZOC hex to another.

Exception: Air Transport (7.0), airmobile (13.0) and amphibious movement (18.0) are not blocked by EZOC.

10.2 ZOC Effects

Units in an EZOC are not required to attack.

- Units cannot retreat into or through an EZOC.
- A unit can advance after combat into and through an EZOC.
- LOC can be traced into, but not through an EZOC.
- EZOC do not block the deployment of reinforcements.

11.0 AIR UNIT MOVEMENT

Air units fly from airfields and certain off-map displays, conduct missions on the map, and remain in the air over their target hexes until the ensuing Basing Phase. At this point they land. Air units can attack both enemy air and ground units. When flying missions, place air units with their front side showing (with the combat strengths). When on airbases, place them with their based side showing.

11.1 Airbases

Airbases include the following:

US, NATO:

Carrier Air Units (USN, NATO): The Carrier Display.

USMC: The Carrier Display or any airfield hexes occupied by US ground units.

Important: USMC aircraft could fly a mission from the Carrier Display and then in the Basing Phase land at an airfield hex rather than return to the Carrier Display.

Land Based Air with unlimited ("U") range (USAF): The Air Staging Display.

Land Based Air with a numerical range rating (USAF & NATO): These units are placed in the Air Staging Display and cannot fly missions onto the map until after they have been air transported (7.0). They are based on airfield hexes occupied by any Coalition units.

Iraqi, various Arab States: Any airfield hex of their own country which is not occupied by enemy forces. Thus, once all airfields of an Arab country have fallen to the enemy, all that country's air units are eliminated.

Egyptian, Syrian, PSF: Any Coalition-controlled airfield.

11.2 Range

Each air unit has a range factor. This is a number or the letter "**U**" (unlimited). If a number, then this is the number of hexes the air unit can fly to a target hex (on the map). If unlimited, then the unit can fly to any hex on the map.

11.3 Flying Missions

Air units move through the hex grid, paying one range factor for each hex entered.

- Air units must cease movement when they enter a hex containing:
  1) An enemy air unit (this does not apply if the air unit is launching from an airfield in that hex); **or,**
  2) An enemy base unit with an air defense factor.
- Air units can fly over any type of terrain, land, or air.
- Air units cannot fly over neutral countries.

11.4 Basing

During the friendly Basing Phase, the player moves all friendly air units that are flying missions back to a friendly airfield or display (for the contingent).

Important: Units that do not have an airbase within range are eliminated.

- Air units do not have to land on bases from where they launched the mission.
- The presence of enemy air units over an airfield does not prevent a friendly air unit from landing there, nor does it cause combat to occur.
- An Abort combat result will force an air unit to land on a friendly airbase (15.3).

11.5 Staging & Carrier Displays

US and NATO air units that can fly missions from the Air Staging and Carrier Displays onto the map enter the map from any all-sea east map edge hex with the dashed line in it, paying one range factor to enter the dashed line hex. When they return to a Staging or Carrier Display, they pay one range factor to leave the map (via the indicated map edge).

11.6 Attacking Enemy hexes

- Air units can enter hexes containing enemy ground units or enemy air units to attack them.
- Friendly air units do not detract from the other side's ability to stack any type of unit in the hex.
- Air units flying missions in the air do not block or in any way interfere with enemy ground unit's movement.
- Air units do not have ZOC.

11.7 Overrunning Airfields

While based, air units have no combat strength, ZOC nor do they block enemy LOC (19.0).

- If an enemy ground unit enters a hex containing a friendly based air unit, the air unit is eliminated and the ground unit can continue moving. This includes normal movement, advance and retreat.
- There is no interception of enemy air units. If you want to cover a hex from enemy air attack, then you must place air units over it in your turn.

12.0 GROUND UNIT MOVEMENT

Ground units have a movement factor. This is the basic number of hexes the unit can move in each Ground Movement Segment.

Important: See air transport, airmobile and amphibious movement for special cases.

- Movement is in terms of Movement Points (MP).

- All ground movement is conducted in the Ground Movement Segment.
- A player may move all eligible friendly ground units in each Ground Movement Segment.
- MP may not be saved from one GT to another, nor may any unit transfer MP to any other unit.
- A unit can move up to its full movement factor. As it moves, remaining fractions of a unit's MF are retained until the end of its movement.
- A player can always move a mobile ground unit one hex per turn, regardless of terrain costs. Restrictions on moving through EZOC, into hexes with enemy units, and into prohibited terrain still apply.

12.1 Terrain Effects

The MP cost for each hex entered by a moving ground unit varies based on the type of terrain and along the hexsides around it. The TEC provides the number of MPs required to enter each type. Certain types of terrain cost more than one MP to enter.

12.2 River Hexsides

It costs additional MPs for a unit to cross a river or lake hexside. This is cumulative with in-hex terrain costs. If the unit does not have sufficient MPs to enter the target hex while crossing a river hexside, the unit cannot cross the hexside.

12.3 Prohibited Terrain

Units cannot enter all-sea hexes or cross all-sea hexsides. For special cases, see various types of air, airmobile and amphibious movement.

12.4 Transportation Line & Desert Tracks

- A unit moving along connected transportation line hexes pays one-half a MP per hex entered, regardless of other terrain, and ignoring water hexside crossing costs. A unit can use both transportation line and regular movement in the same segment.
- A unit moving along a desert track pays one MP per hex entered, regardless of other terrain, and ignoring water hexside crossing costs. A unit can use both desert tracks and regular movement in the same segment.

12.5 Static Units

Units with a movement factor of zero cannot move (other than to be air or amphibious transported onto the map).

13.0 AIRMOBILE MOVEMENT

Units with the airmobile symbol can use airmobile movement (via organic helicopters). This is conducted in the Ground Movement Segment (not the Air Operations Phase).

13.1 Types of Airmobile Movement

Air Assault: The unit starts on an airfield hex or base unit. Move it up to its movement factors to any type of hex it could otherwise enter.
Air Recovery: The unit starts on any hex. It ends its move on a hex containing a friendly controlled airfield or base unit.

Important: If an airmobile unit starts the Ground Movement Segment in a non-airfield hex, and there is no airfield or base within airmobile movement range on which to land, then the unit may not use airmobile movement that turn (it may use regular ground movement). Also, a unit cannot both air assault and air recover in the same Ground Movement Segment.

13.2 Airmobile Movement Procedure

When using airmobile movement, the unit may move up to its full movement factor.

- Expend one MP per hex entered, regardless of terrain.
- Airmobile movement can be through EZOC and over enemy ground units.
- They do not increase their movement on transportation lines.

Important: When moving via ground movement, an airmobile unit's movement factor is halved, and the unit pays all terrain movement factors cost as a standard ground unit.

13.3 Restrictions

Airmobile movement can be over sea hexes, but the unit must end its move on a land hex.

Important: The final hex of movement cannot contain an enemy ground unit.

- Airmobile units cannot move as ground units during the Ground Movement Segment that they use air mobile movement.

13.4 Combat

Airmobile units engage in combat normally. They retreat and advance per normal rules, regardless of the provisions of (13.1).

13.5 Air Defenses

A unit using airmobile movement must cease its movement the instant that it enters a hex adjacent to an enemy air unit or base unit with an air defense factor.

14.0 COMBAT (GENERAL)

There are three general types of combat:

Air-to-Air   **Air-to-Ground**   **Ground-to-Ground**

All combat is conducted via the Combined Combat Results Table (CRT). Results are applied differently, depending on the type of attack. Combat is executed in the respective Attack Segment for the type of attack.

14.1 Attacking & Defending

The phasing player is the attacker. The non-phasing player is the defender.

- A unit must be capable of attacking in that phase to attack.
- Air units can attack in both the Air-to-Air Segment and the Air-to-Ground Segment.
- Ground units can attack only in the Ground Attack Segment. A unit must have a printed combat factor of "**1**" or more to be able to attack.

14.2 Combat Procedure

Each combat is resolved individually. Each combat is resolved in the following sequence:

1) The attacker declares which attacking units will be attacking which defending units.
2) Total the combat strengths of all attacking units involved in the attack.
3) Total the combat strength of all defending units in the battle.
4) Divide the attacker's strength by the defender's strength (round any fractions in favor of the defender) and convert the result into a ratio.

Example: The attacker has 13 combat factors, and the defender has 4. The initial odds would be 3.25:1, rounded down to 3:1.

Important: If the defender's strength is greater than the attacker's strength, the ratio will always be 1 to a # (e.g. 1:3).

5) Consult the CRT under the appropriate ratio column.
6) Apply any shifts to the ratio column, depending on the type of combat, to arrive at the final column.
7) The attacker rolls 1d6 and cross indexes it with the final column.
8) Immediately apply the result.

14.3 General

The attacking player may resolve his attacks in any order desired. He does not have to declare all the attacks he will launch during that phase beforehand.

- An attacking unit can conduct a maximum of one attack per Attack Segment.
- A defending hex of units can be attacked only once per Attack Segment.
- A given unit's attack and defense factors are always unitary. That is, a given unit's combat strengths may not be divided among different combats on attack or defense.
- Air units stacked in the same hex may attack only enemy units (ground or air) in the same hex.
- Ground units attack enemy ground units in adjacent hexes.
- Ground units cannot attack enemy air units (15.5).

14.4 Shifts

A shift is an adjustment of the combat odds determined above.

- A shift to the right favors the attacker; a shift to the left favors the defender.
- If both the attacker and defender have shifts, subtract the defender's shifts from the attackers and use the net shift result. If a ratio column is shifted above or below the maximum or minimum odds, then use the right or left most column, respectively.
- All shifts are applied, and the cumulative total for each type is used.

Example: An attack is initially determined to be 4:1. The attacker has one shift to the right; the defender has two shifts to the left. The final attack is made on the 3:1 column.

Example: The attacker has 20 combat factors; the defender has 1 combat factor. There is a one column shift to the left for terrain, so the attack shifts from 7:1 down to 6:1.

15.0 AIR-TO-AIR COMBAT

Air units attack enemy air units in the Air-to-Air Combat Segment.

- Air units must attack enemy air units in the same hex.
- Air units in hexes adjacent to enemy air units cannot attack them.
- All attacking air units must attack all defending enemy air and base units in the same hex.
- Use the air defense factor of the attacking and defending air units.
- Air units that are based in a hex that contain enemy air units automatically rise to defend their hex when attacked.

15.1 Combat Resolution

Air-to-air combat is conducted by attacking air units versus defending air units and base units.

- Combat is resolved according to the procedure in (14.2).
- Use the attacking air unit's air defense factor against the defending air units and base units' air defense factor.

15.2 Shifts

If the attacking air units include any Wild Weasels (those air units with "**WW**" added to their type) shift the combat two columns to the right. Only one such Wild Weasel can provide this shift.

Important: Do not shift for terrain.

15.3 Air to Air Combat Results

Results are implemented in the order indicated on the Combat Results Explanations Chart. The owning player chooses the units that are to be eliminated or aborted if there is a choice. See Combat Results Explanations on the map sheet.

- If an air unit is eliminated, remove it from the map and place it in the Eliminated Units Box.
- If an air unit is aborted immediately return the air unit to an airfield per (11.4). If there is no airfield within range, the air unit is eliminated.

 Important: Air units with parenthesized air defense factors engage in air combat normally. They are never affected by the results of air to air, or air to ground combat.

15.4 Air Defense Units

Ground units with an air defense factor are termed air defense units.

Important: The only air defense units in this game are base units.

- If there are air defense units in a hex being attacked, then the defending force adds the air defense factors to its air-to-air combat strength (**Exception:** See 15.5.1).
- This is so if the air defense unit is defending by itself or in conjunction with air units.
- The attacking air units take losses normally.
- The air defense unit is not affected by the outcomes of air-to-air combat (but could be by ensuing air-to-ground combat).
- Air defense units do not assist friendly air attacks.

15.5 Wild Weasels (WW) & Air Defense Units

If any WWs are part of an air-to-air attack, defending enemy air defense ground units have their air defense factors halved.

Important: WW units always take the first air unit loss when involved in air-to-air combat.

16.0 AIR-TO-GROUND COMBAT

Air units attack enemy ground units in the Air-to-Ground Combat Segment.

- Air units may attack enemy ground units in the same hex.
- Air units adjacent to enemy ground units cannot attack those ground units.
- If air units attack ground units, then they attack all ground units as a single combined defense strength.
- Units that conducted air-to-air combat in the immediately preceding Air-to-Air Combat Segment can also conduct air-to-ground combat.
- Enemy air defense ground units that were attacked per 15.5 are attacked again, and this time can take losses due to air to ground combat.

16.1 Combat Resolution

Combat is resolved according to the procedure in (14.2). Use the attacking air unit's air-to-ground factor against the defending ground unit's defense factor. Ignore any enemy air units in the hex.

16.2 Shifts

The defending force receives shifts for hex terrain (to the left). They do not receive shifts for hexside terrain. If there is more than one terrain type, the defending player may choose the terrain to use.

16.3 Air to Ground Combat Results

Results are implemented in the order and manner indicated on the Combat Results Explanations Chart. The owning player chooses the units that are to be eliminated or aborted if there is a choice. See Combat Results Explanations on the map sheet.

- If an air unit is eliminated, remove it from the map and place it in the Eliminated Units Box.
- If an air unit is aborted, immediately return the air unit to an airbase. If there is no airbase within range, the air unit is eliminated.
- If a result calls for a ground unit to be reduced, a full-strength unit is flipped so that its reduced side is up, and a one-step, or already reduced unit is eliminated.
- If a result calls for a retreat, if there are any surviving ground units, one unit must be retreated the indicated number of hexes (**Exception:** 17.4,1).
- If a result calls for more units to be reduced than participated in the combat, reduce all participating units, and ignore any remaining reductions.

Important: Air unit ground attack factors are used only when attacking, they have no effect in the defense.

Example: A ground combat result of **D2** would require the defender to either reduce a two-step unit and retreat it one hex or eliminate a one-step unit and retreat another unit.

16.4 Air Defense Units

Air defense units use their standard ground combat strength when defending against air to ground combat.

17.0 GROUND COMBAT

Ground units attack enemy ground units in the Ground Attack Segment.

- Ground units may attack enemy ground units in adjacent hexes.
- Air units flying missions over a hex do not affect ground combat (attacking or defending).
- Units are not required to attack. A player may attack with any eligible adjacent units.
- Conduct each attack one at a time.
- For each attack, all attacking units must be adjacent to all defending units.
- A single attacking unit can only attack one enemy occupied hex (even if adjacent to more than one such hex).
- If there is more than one attacking unit in a hex, they may be allocated to different attacks.
- All defending units in the same hex must be attacked as a single defense strength.

- A single defending unit cannot be attacked more than once per Ground Attack Segment.
- Both mobile and static ground units can attack.

Example: Two US units in the same hex are adjacent to two different hexes containing OPFOR units. Both units could attack one of those two hexes, or each unit could attack one each of the two Iranian hexes.

17.1 Combat Resolution

Combat is resolved according to the procedure in (14.2). Use the attacking units' ground combat factor against the defending ground units' ground combat factors.

17.2 Shifts

The defending force receives shifts for terrain (TEC).

- Terrain shifts can be for the terrain in the defender's hex, and/or along hexsides.
- If along hexsides, then all attacking units must be attacking across those hexsides.
- If more than one defensive terrain type applies, the defending player may choose the terrain used.
- Units cannot attack across all-sea hexsides.
- If US and NATO units are attacking together, shift one column to the left. Note that US and NATO are the only contingents that can attack together.

Exception: Amphibious and Air Mobile Assaults.

17.3 Ground Combat Results

Results are implemented in the order and manner as stated on the Combat Results Explanations Chart.

- The owning player chooses which units are to be eliminated, reduced, or retreated if there is a choice.
- If a result calls for a ground unit to be reduced, a full-strength unit is flipped so that its reduced side is up and a one-step, or already reduced unit is eliminated.
- If a result calls for a retreat, if there are any surviving ground units, one unit must be retreated the indicated number of hexes (**Exception:** 17.4.1).
- If a result calls for more units to be reduced than participated in the combat, reduce all participating units, and ignore any remaining reductions.

17.4 Retreat Procedure

The player whose units are affected moves those units one, two or three hexes, per the result.

- A retreat may be in any direction, within the following restrictions:
  a) The retreating units may not enter a hex containing an enemy unit or EZOC even if occupied by a friendly unit.
  b) They may not retreat into a hex they could not normally move into.
  c) If a two or three hex retreat is called for, the units must end their retreat two or three hexes from their start hex (no doubling back).
  d) If a retreat causes a unit to over-stack, then the retreating unit must retreat an additional hex (or hexes, if needed) so that stacking limits are met.

e) Units may not retreat into an all-sea hex, via air transport or airmobile movement.
f) Units blocked from retreating for any reason are eliminated instead (not just reduced).
g) A unit cannot be forced to retreat into a prohibited hex if there is a safer alternative.

Important: Static units (e.g., bases) cannot retreat, they are eliminated if forced to retreat.

17.4.1 Urban Warfare

Units in a city hex (attacking or defending) may ignore retreat results. Any losses called for are still taken.

Important: For the above to apply, the units must be forces belonging to the country that the city is in.

- If some of the attacking units are in a city hex and others are not, this rule only applies to those units within the city hex.
- Units that meet the above requirement, which are making a two or three hex retreat, may stop their retreat if they enter a city hex (owning player's choice).

Example: An Iraqi division defending in or attacking out of Rhafa (2105) would gain this advantage, but a US unit would not.

17.5 Advance After Combat

If all defending units have been eliminated or retreated due to a ground attack, the attacking player may occupy the defending hex with any participating attacking mobile ground units (within stacking limits).

- Advance after combat is at the attacking player's option.
- The decision to advance must be conducted immediately.
- Advance after combat does not require the expenditure of MP.
- Advance after combat may enter and move through EZOC. EZOC have no effect on advance after combat.
- The hex advanced into must be terrain the unit could otherwise enter.
- Advancing units cannot enter an enemy-occupied hex and cannot conduct additional attacks during or after the advance.
- Advancing units must comply with stacking restrictions.

Important: Defending units can never advance after combat. Static units cannot advance.

17.5.1 Length of Advance

US and NATO units can advance up to one additional hex on a **DR**, **D2**, **D3**, or **E1** result if the requirements in (17.5) have been met.

Errata: The Combat Results Explanation Chart incorrectly states the additional hex of advance for DR and E1. The above is correct.

- The first hex must be into the hex formerly containing the defending units.
- The second or third hex can be in any direction.

17.6 Deep Battle Attacks

During the Deep Battle Attack Segment, the Coalition may launch attacks against adjacent enemy units using all eligible US and NATO ground units.

SADDAM MOVES SOUTH

Important: The Deep Battle Attack Segment allows qualified units to conduct a second combat in a friendly player turn.

- The procedures for deep battle attacks are the same as for standard ground combat.
- Units that conducted combat during the Attack Segment are eligible to conduct deep battle attacks no matter the result of any attacks conducted in the previous segment.

Important: OPFOR and other contingents cannot conduct deep battle attacks.

18.0 NAVAL OPERATIONS

Naval operations do not require the expenditure of ATPs. The Coalition player can conduct two types of naval operations: amphibious movement and naval gunfire support.

18.1 Amphibious Movement

Amphibious movement is conducted in the Amphibious Movement Segment. AWG are used to transport units using amphibious movement.

- Only US and NATO units may use amphibious movement.
- Only mobile ground combat units can use amphibious movement. Air and SOF units cannot.
- Units using amphibious movement must start the segment in the Staging Display.
- The unit(s) and the AWG(s) transporting the units are placed in any Persian Gulf coastal hex.
- The coastal hex cannot be occupied by enemy units. (**Exception:** See (18.3) amphibious assault).
- The coastal hex may be in an EZOC.
- Units using amphibious movement cannot move using any other type of movement during the Amphibious Movement Segment.
- Units conducting amphibious movement are not required to trace a path of movement.
- Units using amphibious movement can attack normally in the Attack Segment. They may attack in conjunction with other non-amphibious units.

18.2 Amphibious (AWG) Capacity

Each available AWG can move one Marine/Ranger/Commando unit. An AWG can only be used once per Amphibious Movement Segment.

18.3 Amphibious Assault

Marine and Ranger/Commando units can end their amphibious movement in an all-sea hex adjacent to an enemy-occupied coastal hex and then during the immediately following Attack Segment conduct an amphibious assault.

- Coastal hexes not adjacent to an all-sea hex cannot be amphibiously assaulted.
- They may conduct an attack into any adjacent enemy occupied coastal hex.
- The attack is conducted normally.
- Units from more than one AWG may attack the same hex if both AWG are adjacent to the same coastal hex.
- No other units may participate in the attack.
- If the amphibious assault fails to clear the coastal hex of enemy units (either retreat or elimination) the attacking units are eliminated.

- Amphibious assault units may only advance after combat into the assaulted coastal hex.

18.4 Naval Gunfire Support (SAG)

The Coalition player can use the SAG to provide gunfire support during the Ground Attack Segment.

- The SAG is placed in any coastal hex that is being attacked by any Coalition units.
- Add the SAG's combat factor to the attacking forces total.
- The SAG is never affected by any combat results.
- It cannot be used during the enemy's Attack Segment (it is offensive only).
- Return the marker to the Staging Display after the combat is resolved.

19.0 LOGISTICS

Logistics represent a wide range of supply, maintenance, engineering, and other support functions.

- Players check the logistics status of all friendly units during their friendly Logistics Phase.
- Units that are not supported must make an attrition check.

Important: The Logistics Phase is the only time in a turn where logistics come into play. Units have a certain basic load they carry and given the time scale; this is sufficient for the turn.

Example: A Coalition unit which starts a GT in the Staging Display would not have to make a logistics check if it moved onto the map in that GT. Once on the map, it would check normally during the Logistics Phase of the following GTs.

19.1 Attrition Check

During the Logistics Phase, check the support status for each ground and air unit on the map.

- If a unit is not supported. Roll 1d6 for that unit.
  Ground Units: If the result is **1–2**, the unit loses one step (reduce a full-strength two-step unit and eliminate one-step/reduced two-step units).
  Air Units: If the result is **1–3**, eliminate the air unit.

Important: Units eliminated in this manner do count towards VP (4.0).

19.2 Line of Communication

A line of communications (LOC) is a path of hexes traced from a unit back to a support source. Support sources consist of friendly base units and may include cities, airfields, and map edges.

- The maximum length of a LOC is equal to the printed movement factor of a ground unit, modified as below:
  a) When tracing along any transportation line, each hex counts as one-half a MP.
  b) When tracing via all other hexes (when not following a transportation line) each hex counts as one MP.
  c) If the LOC crosses an unbridged hexside add one MP for each such hexside crossed.

Example: A unit with a movement factor of 6 could trace through one rough (1 MP), across one river (1 MP) to a road, and then eight hexes along the road.

19.3 Blocking LOC

A LOC is blocked by:

Enemy-occupied hexes	EZOC	All-Sea Hexes and Hexsides

- A unit occupying a hex in an EZOC can trace its LOC out of that hex.
- Friendly units do not negate EZOC.
- A support source in an EZOC cannot be used as a support source.

Exception: A support source in an EZOC can provide logistics support for all units in its hex.

Example: A unit in a hex with a base that is in an EZOC is in support, but units outside the hex are not.

Important: Air and naval units do not block LOC.

19.4 US & NATO Logistics

US and NATO units are supported if they are in any of the following situations:

Always in Support: Base units, guerrillas, SOF, and naval units are always in support. Do not expend ATP for them. Additionally, units that are in off-map displays (Staging, Carriers, GTRT) are always in support.

Sealift: If a unit (ground or air) can trace a LOC to (or is in) a port on the Persian Gulf containing any Coalition base:

No ATP are required: The unit(s) are automatically supported.

Base Airlift: Ground units that can trace a LOC to a US or NATO base are supported:

Expend 1 ATP: For each supported unit.

Emergency Airlift: A ground unit that occupies an airfield hex, or a hex with a non-US/NATO base but no airfield is supported:

Expend 2 ATP: For each supported unit.

Airdrop: A ground unit that does not meet any of the requirements listed above (it can be in any hex):

Expend 3 ATP: For each supported unit.

Air Units: For each air unit based on the map, except as noted above:

Expend 1 ATP: Per air unit.

19.5 Interdiction

The Coalition player cannot conduct base or emergency airlift or airdrop into hexes containing enemy air units flying a mission (i.e., not based). This restriction does not apply to sealift.

19.6 All Other Forces

These units are supported (at no cost in ATP, ATP cannot be used to support non-US/NATO units).

Always in Support: Base units, guerrillas, units on off-map displays.

Base Support: A ground unit is in or can trace a LOC to a hex containing any non-enemy base. For Iraqi units it must be a base of the same contingent.

Cities and Airfields: A ground unit that is in or can trace a LOC to a friendly controlled city, town, or airfield hex of their own contingent.

Air Units: The unit is in a friendly controlled airfield.

20.0 UNIT STEP STRENGTH & REFITTING

Refitting is the procedure for restoring reduced-strength ground units to full-strength.

Important: Eliminated units (of any type) may not be refitted back into play, they are permanently eliminated.

20.1 Unit Steps

A step is a 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 military jargon). Ground units may have two strength steps (steps). The front side is its full-strength and the reverse is its reduced strength. Units may have only one step (and are not back printed). They are combat effective on the front and eliminated when reduced.

20.2 Losses

If a two-step unit suffers one step loss, it is flipped over so its reduced side (the side with the lower combat factor) shows, a reduced unit functions normally. If a reduced two-step unit suffers a further step loss, it is removed from the map (eliminated) and placed into the dead pile. A one-step unit is eliminated if it takes a step loss.

20.3 Coalition Refitting

Refitting is done during the Coalition Logistics Phase. The player expends the ATP and then flips the refitting units to their combat effective side. The unit being refitted must be logistically supported. The number of ATP required is as follows:

2 ATP: Airborne, Infantry, Marines and Ranger/Commandos units.

3 ATP: All other ground unit types.

20.4 OPFOR Refitting

Refitting is done during the OPFOR Logistic Phase. The unit must in the same hex as an Iraqi base unit of the same contingent.

- Roll one die for each unit attempting to refit.
- If the unit is a Republican Guard unit, and the result is 1 through 3, the unit is successful and returns to full-strength.
- If the unit is any other Iraqi ground unit, and the result is a 1 or 2, the unit is successful and returns to full-strength.

21.0 UNIQUE UNITS

21.1 SCUDS

Launching Scud Attacks: The Iraqis can launch one Scud attack per GT. This is executed during the OPFOR Air-to-Ground Attack Segment.

- For each Scud attack, place the marker on any hex on the map containing Coalition units (air or ground).
- Consult the Scud Attack Resolution Table and roll one die.
- Implement the results as listed on the table immediately.

Important: Scud attacks are not affected by the number of Scud objective markers in play (optional rules), nor can any action by the Coalition player affect Scud attacks.

21.2 USMC Air Units

USMC air units can operate from either the Carrier Display or from airfields on the map. Once on the map, they cannot return to the Carrier Display.

21.3 US B-52, Stealth, & (optional) B-1 Bombers

Air units with parenthesized air defense factors engage in air combat normally. They are never affected by the results of air-to-air (15.0) or air-to-ground (16.0) combat. Additionally, US B-52s are not affected by combat results when attacking enemy ground units.

21.4 US Cruise Missiles

The Coalition uses cruise missiles (CM) in the same manner as carrier air units, with the following special cases:

- When received as reinforcements, CM are deployed in the Carrier Display and are available for use that game turn.
- They cannot engage in air-to-air combat, nor are they affected by air-to-air combat.
- After conducting an attack, they are placed in the Air Staging Display. They can be deployed to the Carrier Display (and are available for use) during the next GT by paying the ATP cost per the chart.

22.0 SADDAM MOVES SOUTH SCENARIO

Scenario: 2 August 1990, the scenario lasts 8 game turns. Deploy at-start units in the order listed.

- All two-step units are deployed on their full-strength side (unless otherwise indicated).
- Guerrillas are deployed on their untried sides.
- Units must deploy within stacking restrictions.
- Optional forces are only deployed if using the Optional Rules.

COALITION

Kuwait

Any cities or airfields in Kuwait: 1× Base.
Anywhere in Kuwait: 1× armored brigade; 1× mechanized brigade.
Any airfields in Kuwait: 1× Mirage F1, 1× A4.
Reinforcements: None.

Saudi Arabia

Any cities or airfield in Saudi Arabia: 3× Bases.
Riyadh: 1× combined arms regiment.
Anywhere in Saudi Arabia: 2× mechanized brigades, 2× armored brigades, 1× infantry brigade.
Any airfields in Saudi Arabia: 1× F5, 1× F15, 1× Tornado.
Reinforcements: Random Reinforcements (see Coalition Random Placement Chart).

Qatar

Doha: 1× Base.
Anywhere in Qatar: 1× mechanized brigade.
Any Airfield in Qatar: 1× Mirage F1
Reinforcements: None.

Bahrain

Manama: 1× Base.
Reinforcements: None.

Peninsula Shield Force

No units start deployed.
Reinforcements: Random Reinforcements (see Coalition Random Placement Chart).

US and NATO

No units start deployed.
Reinforcements: See US Reinforcement Chart for US and Coalition Random Placement Chart for NATO.

Egypt & Syria

No units start deployed.
Reinforcements: See Coalition Random Placement Chart.

IRAQ

Initial Deployment

3× Bases (Basra, Naiaf and Nasariyah): Deploy in Iraqi cities of the same name.
Anywhere in Iraq: Select any two corps and deploy all units in that corps (including their associated bases) anywhere in Iraq.
Any Iraqi airfields: Randomly pick any five air units.

Objective markers (optional)

Roll 1d6, pick that many markers at random, examine them, then deploy per rule.

Iraqi Reinforcements

During each OPFOR Reinforcement Phase that an Iraqi unit occupies one or more objective hexes that have not been occupied by Iraqi units in a previous Iraqi Reinforcement Phase, the Iraqi player selects one corps (base & units) and one air unit and deploys the base in that objective hex and the rest of the corps units and the air unit per the reinforcement rules.

SADDAM MOVES SOUTH

US REINFORCEMENT CHART

Turn	ATP	Deploy in Staging Area	Air & Naval	Deploy in Carrier Display
1	0	–	–	–
2	15	1× airborne, 1× ranger, 1× marine, 1× Base, 1× SOF	1× B52, 1× F15, 1× F16, 1× CM	1× F14, 1× FA18, 1× A7
3	25	1× mechanized, 2× airborne, 2× airmobile, 1× air cavalry, 1× armored cavalry, 2× marine, 1× Base, 1× SOF	1× A10, 1× AC130, 1× AV8 (USMC), 2× F117, 2× WW, 1× CM, 1× SAG, 1× AWG	–
4	35	2× mechanized, 2× airmobile, 1× air cavalry, 1× SOF	1× A10, 1× F15, 1× F16	1× F14, 1× FA18, 1× A6
5	45	3× armor, 1× Base, 1× SOF	2× F111, 1× EA-6 WW, 1× FA-18 (USMC), 1× WW (USMC)	–
6	55	–	–	–
7	60	1× armored cavalry, 1× marine, 1× Base, 1× SOF	1× B52, 1× F15, 1× F16, 1× CM	1× F14, 1× FA18, 1× A6
8	60	–	–	–

Notes:

All units are US unless otherwise stated.
Ground units are brigades or regiments.

Air:
CM = Cruise Missile
WW = Wild Weasels
USMC = Marine Unit

Naval:
SAG = Surface Action Group
AWG = Amphibious Warfare Group

COALITION RANDOM PLACEMENT CHART

Contingent	Units	Air	Dice Rolled
NATO	2× armored cavalry, 2× armor (NATO UK), 1× airborne, 1× air cavalry, 1× marine, 1× base, 2× (opt) SOF	1× Tornado, 2× Jaguar, 1× mixed, 1 Mirage 2000. **Carrier Display:** 1× Super Etendard	2d6
Egyptian	1× armored, 1× mechanized, 1× air mobile	–	2d6
Syrian	1× armor, 1× combined arms	–	2d6
Saudi Arabia	1× mechanized	–	2d6
Peninsula Shield Force	2× mechanized, 1× armored	1× Mirage, 1× mixed	1d6

GAME TURN OF ARRIVAL TABLE

- Roll the indicated number of dice for each unit on the list.
- Place the unit on the GTRT in the GT box indicated.

Die Result	GT Box
1	GT 1
2	GT 2
3	GT 2
4	GT 3
5	GT 3
6	GT 4
7	GT 5
8	GT 6
9–12	unit does not appear

OPTIONAL RULES
(ONLINE ONLY)

23.0 ADDITIONAL UNIQUE UNITS & CAPABILITIES

24.0 ADDITIONAL AIR MISSIONS

25.0 SPECIAL OPERATIONS FORCES (SOF)

26.0 OBJECTIVE MARKERS

27.0 GUERRILLAS

28.0 OILFIELD FIRES

29.0 SCENARIO VARIANTS

SADDAM MOVES SOUTH

OPTIONAL RULES

23.0 ADDITIONAL UNIQUE UNITS & CAPABILITIES

23.1 Light Units
The following units are light units:
- **1)** Ranger/Commando units (ex: US 75th Rangers)
- **2)** Guerrillas

Movement: Light units only expend one movement factor (MF) to enter any type of land terrain; it costs light units zero MF to cross rivers. Light units are affected by EZOC.

Combat: Light units that attack into rough or marsh terrain negate one of the defender's shifts (but only one, regardless of the number of attacking light units). The light unit can attack by itself or in conjunction with other friendly units.

23.2 Allied Carrier Based Airmobile Units
USMC and NATO airmobile brigades can make an airmobile move from the Staging Display to any ground hex within its range. This action does not cost ATP. Once on the map, they cannot return to the Staging Display.

Important: This rule does not apply to any brigade of the 101st Airborne Division.

23.3 Air Assaults
Airmobile and airborne units can end their special movement on all-sea hexes to attack across all-sea hexsides. If the ensuing attacking fails to clear the defender from the hex and the attacking units do not advance into the hex, then the airmobile/airborne units are eliminated.

23.4 Airmobile Unit LOC
Airmobile (but not airborne) units can trace a LOC up to the number of hexes equal to their MF over any type of terrain, (land and sea), as well as over enemy ground units (back to a support source). The LOC cannot be through enemy air and air defense units.

23.5 Amphibious Unit LOC
Amphibious units on coast hexes can trace a LOC up to the number of hexes equal to their MF through all-sea hexes and hexsides (back to a support source on the map).

23.6 Amphibious Withdrawal
The Allied player can use amphibious movement to move units that start the phase in a port back to the Staging Area. Port to port movement is not allowed.

24.0 ADDITIONAL AIR MISSIONS

24.1 Interdiction
Only US and NATO air units can perform interdiction.
- When an enemy ground unit enters a hex containing interdiction-capable air units, the player controlling the air units may declare interdiction.
- Immediately execute an air-to-ground attack against those moving ground units (16.0). There is no air-to-air or air defense fire. Apply results with the following modifications:
  Retreat: The ground unit retreats then ceases its movement at the conclusion of the retreat.
  Reduction (If a step survives): The ground unit ceases movement in the targeted hex.
  Other Results: The ground units can continue moving.
- If there are other ground units in the hex, they do not contribute to the defense nor are they affected by the interdiction attack.
- A player may move a stack of ground units into the interdicted hex. The interdiction would then attack the entire stack.
- An air unit which completes an interdiction attack is immediately returned to a base.

24.2 US & NATO Close Air Support

US and NATO air units conducting air-to-ground missions against enemy units that are adjacent to a friendly ground unit of the same contingent as the air unit receive a one column shift to the right when resolving the air-to-ground mission. The friendly ground unit is not required to attack the enemy hex during the Ground Combat Phase.

> *Designer's Note:* This represents the higher degree of air-ground coordination owing to the air-land battle doctrine and the expanded use of laser targeting and related technologies.

24.3 Aerial Refueling

All US and NATO air units, other than those with an unlimited range, may aerial refuel. The Allied player must expend 2 ATP per unit refueled. Refueled air unit double their printed range.

25.0 SPECIAL OPERATIONS FORCES

Special Operations Forces (SOF) represent the focus of unconventional warfare missions. All SOF are controlled by the Coalition.

25.1 Deployment

SOF markers that are initially set up or received as reinforcements are placed in the SOF Staging Display. The Coalition player can move them onto the map by expending 3 ATP during a Special Operations Phase. A SOF marker can be placed on any land hex which is otherwise in play. This can include hexes containing enemy ground and air units.

25.2 SOF Stacking

Only one SOF marker may be in any one hex at any time. SOF missions can be conducted in hexes containing enemy units.

25.3 SOF Missions

SOF missions are executed after the player has placed all SOF markers. Missions are executed one at time. Declare which mission will be conducted as each one is executed.

Recon: May be conducted against any hex containing an inverted objective marker. If the mission is a success (25.4), reveal the inverted objective marker in the hex.

Hostage Rescue: May be conducted against any hex containing a revealed hostage marker. If the mission is a success (25.4), place the hostage marker in the Staging Display. They remain there until the end of the game where they are counted for VP.

Airfield Attack: May be conducted against any airfield containing Iraqi air units. If the mission is a success (25.4), eliminate one enemy air unit on the ground (Allied player choice if more than one).

Recruit Guerrillas: May be conducted against any hex in Saudi Arabia, Kuwait, Bahrain, or Qatar not containing enemy units. If the mission is successful, randomly pick one Arab League guerrilla. Place it in the SOF unit's hex.

Seize Critical Target: SOF can perform this mission in any hex containing an oilfield, port, and/or airfield that is not occupied by OPFOR units. If successful, flip the SOF to its reverse side to indicate that the hex is now Coalition controlled. The port or airfield may be used by the Coalition, an oilfield counts for VP, etc. The SOF remains on the map until either:

1) A Coalition ground unit enters the hex (at which point the SOF is returned to the SOF Display); **or,**

2) An enemy ground unit enters the hex, at which point the SOF is eliminated. It cannot otherwise leave the map.

While on the map, the SOF only exerts a ZOC into its own hex (but not adjacent). SOF do not count against stacking, do not require supply, cannot be attacked by enemy air units or adjacent enemy ground units.

Joint Air-Ground Operations: Expands the use of close air support. Place the SOF on any Coalition ground unit (during the friendly Air Operations Phase). A success means that the close air support rule applies regardless of the nationality of the units (24.2).

Important: Players may only conduct one SOF mission per hex per Special Operations Phase. It will take at least two SOF missions to rescue hostages (one to determine the hex they are in, and another to do the rescue).

25.4 SOF Mission Resolution

For each SOF mission:

1) Roll one die.

2) Apply any die roll modifiers.

3) Cross index the result with the outcomes on the SOF Table.

3) Apply the result.

25.4.1 SOF Die Roll Modifiers (DRMs)

The DRM is added to the actual die roll (DR) to determine the final DR result. DRMs are cumulative. The following conditions create DRMs:

Recon Mission: +1

If the hex is not occupied by enemy ground units: +1.

25.4.2 Mission Results

There are three results to a SOF mission:

Success: See 25.3 SOF Missions for the mission effect. The SOF unit is returned to the SOF Display. The player does not expend additional ATP for returning the SOF.

Failure: The mission is not accomplished. The SOF unit is returned to the SOF Display. The player does not expend additional ATP for returning the SOF.

Debacle: The mission is not accomplished. Eliminate the SOF.

Important: SOF markers have no effect on enemy units. They do not require logistics support.

26.0 OBJECTIVE MARKERS

Objective markers represent critical targets. Objective markers never move, do not count for stacking, require no logistics, etc. They are not units and have no effects on the game other than those listed below. Objective markers should be placed on the top of any stack.

Important: Objective markers are not the same as objective hexes.

26.1 Deployment

During initial setup, the OPFOR player places all six objective markers face down and mixes them up.

- The player then rolls one die and picks that number of markers.
- The OPFOR player then examines them and places them on Iraqi cities, towns, or airfields, no more than one per hex.
- The remaining markers are set to the side; they will not be used.

26.2 Revealing Objective Markers

Objective markers remain face down until one of the following occurs:

1) A Coalition ground unit enters the hex; **or,**

2) A Coalition SOF conducts a recon mission and gains a success (25.3); **or,**

3) The OPFOR player decides to reveal one or more markers (this can be done at any time in the GT).

26.3 Effects of Objective Markers

Objective markers have the following effects:

Deception: No effect; remove as soon as revealed.

High Value Target: If any Coalition ground units enter the hex, place the marker in the Coalition Staging Display. The marker will award VP to the Coalition player at the end of the game.

Hostages: If any Coalition ground units enter the hex, place the marker in the Coalition Staging Display. The marker will award VP to the Coalition player at the end of the game. If a hostage marker is revealed in any other way, the marker remains on the map until a Coalition ground unit enters the hex, or a SOF hostage rescue mission is successfully conducted (25.3).

Scud Launchers: If any Coalition ground units enter the hex, place the marker in the Coalition Staging Display. The marker will award VP to the Coalition player at the end of the game.

27.0 GUERRILLAS

Guerrillas are deployed by SOF missions (25.3). They are controlled by the Coalition player.

- Guerrillas are always in support.
- Guerrillas units have two sides. The front of the counter is their revealed side, and the back of the counter is their untried side. Neither player may examine them while untried. While untried, they move normally, and exert ZOC.

Important: Guerrilla units are one-step units; if they take a step Loss, they are eliminated.

- Untried units are revealed the instant that they engage in combat. An attack cannot be called off once committed. Once revealed, they remain revealed.

Important: SOF Recon missions do NOT reveal untried units.

- There can never be more than one guerrilla unit in a hex. This is in addition to other friendly units. Other contingent stacking requirements apply.

27.1 Areas of Operations

Guerrillas cannot leave the country (Saudi Arabia, Kuwait, Bahrain, or Qatar) in which they were placed. They can attack across the border, and their ZOC extends across the border.

27.2 Contingent

Guerrillas are part of the same contingent as the country in which they were placed. Further, they can stack with any friendly SOF.

Example: A guerrilla unit placed in Saudi Arabia is part of the Saudi contingent. They could also stack with a US SOF unit.

> **Designer's Note:** *Guerrilla units represent a wide range of insurgent, militia, and irregular forces. The Coalition can recruit guerrilla units via SOF operations.*

27.3 Replacement

When a guerrilla unit is eliminated for any reason, it is returned to the reinforcement pool and may be placed due to a subsequent successful SOF mission (25.3). Their elimination does not count for VP.

28.0 OILFIELD FIRES

Oilfield fires are started in one of two ways:

Combat: If a ground combat occurs and the defending units (either side) are in an oilfield hex, roll 1d6 and apply the below result:

1–4: No Effect.

5–6: An oilfield fire occurs.

Iraqi Destruction: During any OPFOR Reinforcement Phase, if an Iraqi ground combat unit occupies an oilfield hex, the OPFOR player may attempt to start an oilfield fire. The OPFOR player rolls 1d6 and applies the below result:

1–3: No Effect.

4–6: The oilfield is put to the torch.

28.1 Effects of Oilfield Fires

If an oilfield fire occurs, place an oilfield fire marker in the hex. It remains on the hex for the remainder of the game. There can never be more than one oilfield fire per hex. Oilfield fires cause the following effects:

Movement: A unit expends one additional MF to enter the hex.

Combat:

Air-to-Air Combat: No Effect.

Air-to-Ground Combat: Apply a one left column shift.

Ground Combat: If a defending unit is in the hex apply a one right column shift.

Important: These shifts are cumulative with other shifts.

Line of Communication: Expend one additional MF to trace an LOC into the hex.

Guerrillas: Guerrilla units cannot be deployed in the hex.

VP: The VP value for a hex with an oilfield fire is one half its scenario value. This includes both the oilfield and any other feature in the hex which would provide VP.

SADDAM MOVES SOUTH

29.0 SCENARIO VARIANTS

Variants provide alterations to the basic scenario. Variants may modify the end game VP totals, if more than one, then use cumulative total.

29.1 Scenario Variant Procedure

Players may choose to add additional variants to a scenario. Prior to start of play, one player rolls 1d6 on the Scenario Variants Table for each of the events on the table. If the DR is within the range given, it occurs; otherwise, it does not occur.

Note: Alternatively, players can select which optional scenario they want to play.

SCENARIO VARIANT TABLE	
Event	**DR for implementation**
Arab League Rallies Behind Iraq	1
B1 Bombers Available	1–2
Heightened US Alert	1
Israeli Intervention	1
NATO Accelerated Intervention	1–2
No Iraqi Iranian agreement	1–2
Persian Gulf Prepared	1
Phased Iraqi Offensive	1–2
Saudis Prepared	1–2
Scud Hunt	1–3
Saudis Do Not Cooperate	1
Slower US Response	1
US Commits Reserves	1–2

29.2 Scenario Variant Outcomes

Arab League Rallies Behind Iraq:

1) Coalition does not receive Egyptian and Syrian units.

2) OPFOR receives the Arab League (AL) optional units as reinforcements (one brigade, one regiment, one MiG-23, one Su-7/20.

3) At the start of the Iraqi turn 2, roll 1d6 for each unit and deploy that number of turns later. Coalition gains 10 VP.

B-1 Bombers Available: The Coalition receives the B-1 air unit as a reinforcement on GT 2 in place of the B-52. Iraqis gain 5 VP.

Heightened US Alert: Allies receive all GT 2 US reinforcements on GT 1. Iraqis gains 5 VP.

Israeli Intervention:

1) Remove all Egyptian and Syrian units from play.

2) The OPFOR player selects and removes from play all Iraqi air units from the reinforcement pool after GT 1 (not initial air units).

3) OPFOR player gains 15 VP.

NATO Accelerated Intervention: The Coalition rolls 1d6 for each NATO unit for its turn of reinforcement instead of two. OPFOR player gains 10 VP.

No Iraqi Iranian agreement: OPFOR player selects and removes from play any two Iraqi corps. OPFOR gains 5 VP.

Persian Gulf Prepared: All Saudi and Kuwaiti land units begin the scenario at full-strength. OPFOR gains 5 VP.

Phased Iraqi Offensive: Iraqi ground and air units cannot enter or attack into Saudi Arabia until the first Iraqi player turn which Iraqi units occupy Kuwait City. This is checked at the start of each OPFOR player turn. If the Coalition later retakes Kuwait City, Iraqis can still enter Saudi Arabia Iraqis gain 5 VP.

Saudis Prepared: All Saudi land units begin the scenario at full-strength. OPFOR gains 5 VP.

Scud Hunt: Coalition doubles the number of VP gained for eliminating Scud objective markers. Reduce all other VP for objective markers by one each.

Saudis Do Not Cooperate: Reduce Coalition ATP by 5 on each GT. Coalition gains 10VP.

Slower US Response: Coalition receives all GT 2 US reinforcements on GT 3. Coalition gains 5 VP. If both this and Heightened US Alert are rolled, they negate each other.

US Commits Reserves: Coalition receives the optional US armored, mechanized, and marine brigades via the random reinforcement procedure (1DR). OPFOR gains 5 VP.