

ISIS WAR

THE NEXT MIDDLE EAST WAR

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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 www.modernwarmagazine.com

1.0 INTRODUCTION

1.1 *Premise*

ISIS War is set in the near future (2017 through 2020) with the premise that the Iranians may have developed some kind of military nuclear capability and that the US is likely in another post-Vietnam-funk-type of “neo-isolationism.” With this premise, the possibility for a blitz-style conventional Iranian victory across the region (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.

The game examines what may well prove to be the precipitating event for such a war: a declaration of full independence by Iraqi Kurdistan. Such a move would almost certainly be quickly followed by similar declarations from the Turkish and Iranian portions of Kurdistan. In turn, no new regime in Irbil could then possibly do anything other than admit those two additional territories into a “Greater Kurdistan.” That would then just as quickly mean Iran and Turkey would effectively find themselves at least becoming cobelligerents (if not outright allies), with a shared interest in destroying the new country as quickly as possible.

This wargame 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

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trigger in relation to that aspect of things, if one such weapon was to go off, many more detonations would be certain to follow. The idea for Tehran (and Ankara) would be to gain a victory without resorting to “game changing” WMD.

While **ISIS War** is entirely playable on its own, it can also be played as an expansion and update of my earlier design, **Oil War: Iran Strikes** from *Modern War* #2 (1.2 & 15.0).

Update. The game was designed, and the above was written, late in 2014, all to model the parameters of the situation as it could have evolved starting then. Since then, ISIS has almost been entirely booted from the map and driven into enclaves located off its western edge, where that fight has effectively become part of the ongoing Syrian Civil War. Those changes have been reflected in the set-up rules; so, now you have a lot of extra ISIS militia markers. Even so, the game otherwise remains a workable model of the parameters of the situation today.

1.2 Grand Campaign Game Map Assembly

Prior to starting play of this scenario, the **ISIS War** map must be scissor-cut and placed atop the northern portion of the **Oil War: Iran Strikes** map. To do that, cut in half the southern-most hex row of the map sheet (i.e., cut off the bottom halves of hexes 3628, 3828, 4028, etc.) all the way over to (and including) hex 6028. Then put the **ISIS War** map atop the **Oil War** map such that the two hexes of Baghdad on the **ISIS War** map (5125 and 5126) directly overlay those corresponding hexes (1415 and 1416) on the **Oil War** map. Secure the two maps together using a strip of removable transparent tape (available at any art supply store) or small pieces of masking tape. Note the far northern extension of the **Oil War** map is not needed, as that territory (and much more) is covered by the northern portion of the **ISIS War** map.

Each hex on the map equals 18 miles (30 km) from side to opposite side.

Errata: The scale on the map is incorrect. It should read, 18 miles and 30km.

Each game turn represents three days. Individual playing pieces represent corps, divisions, brigades, brigade combat teams, regiments, and groups of various kinds, each containing from about 2,000 to 15,000 men and/or 50 to 400 armored fighting vehicles and/or helicopters.

Whenever a compass direction is referred to in the rules:

- The north side of the map is composed of hexes 3500 to 5500, inclusive.
- The west side of the map is composed of hexes 3500 to 3527 (and on down to 2717, inclusive, if you’re playing the grand campaign).
- The south side of the map is composed of hexes 3527 to 6028 (or 2717 to 4217, inclusive, if you’re playing the grand campaign).
- The east side of the **ISIS War** map runs from 6008 to 6028, inclusive. Due to its extreme irregularity, effectively there is no east side of the **ISIS War** map. When activities are to take place in that quadrant, instructions as to their exact locales will be given in other, more specific, terms.

Note: The hex numbers are unique on both maps; so “S” and “N” prefixes aren’t necessary when citing locations.

The red row of hexes on the west side of the map is used as the Israeli and Jordanian force’s entry points (14.3).

- Only Israeli and Jordanian forces may enter red hexes.
- Other forces and/nationalities may not move, attack, retreat, or advance after combat into any red row hex.
- Zone of control (ZOC) do not project into them.
- Israeli and/or Jordanian units in red row hexes may stay there indefinitely (normal stacking limits and strictures apply).
- Once they enter the regular portion of the map they may not go back into the red row.
- All hexes in the red row are considered clear terrain. They do not have connection to any roads depicted on the map.

Errata: The Red Hex Row on the TEC incorrectly states to treat as other terrain in the hex. It should read “Treat as clear terrain with no roads.”

Oil War Map Errata: There is a numeric discontinuity in the **Oil War** map’s hex-grid numbering occurring down around Kuwait. That discontinuity does not negate or alter any of the hex references, set up or entry instructions given in the rules.

2.0 COMPONENTS

The components to a complete game of **ISIS War** include these rules, a 22X34 inch map, and one set of 228 die-cut counters (also called “units” and “unit counters”). Players must provide themselves with a standard six-sided die and five large-mouthed opaque containers. These containers are referred to as Bins thorough out the rules. Bins will be used to randomly draw units during the game.

- Israeli
- Turkish
- Jordanian
- United States
- Eliminated Units (Deadpool)

2.1 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 like 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 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 during this hypothetical campaign.

Each hex on the map has a unique four-digit number printed within it. They are provided to help you find specific locations referred to in the rules and to allow you to record unit positions if a game is interrupted and taken down before it can be completed.

Example: The city of Kirkuk is in hex 5117.

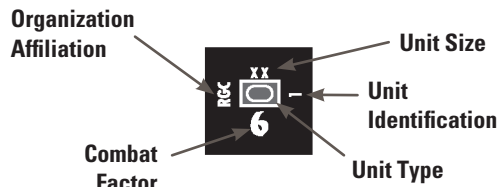
2.2 Counters

Most counters in the game 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.

2.3 Regular Combat Unit

Each regular combat unit-counter displays several pieces of information: nationality, organizational affiliation, type, combat factor, and historic identification.

2.4 Sample Counter



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 Iranian side consists of:

- All Iranian units.
- All Turkish units.
- The Syrian unit.
- The Iraqi Shia militia.

The US side consists of:

- All US units
- All Kurdish units
- The Iraqi Sunni militia unit and the Iraqi National Army unit.
- The two Baghdad garrison units.
- All Israeli and Jordanian units.

Iranian Units

RGC: White on black

Artesh: White on leaf-green

Basij: Leaf-green on white

Iraqi Units

Sunni & Coalition Friendly: White on red

Iranian-Controlled Shia: Black on pastel green

Syrian Unit: Syrian flag

ISIS Units: Black on orange (AK-47)

Turkish Units: Black on brown

US Units: Black on gray

Israeli Units: Black on blue

Jordanian Units: Black on dark tan

Kurdish Units: Red on light tan

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 cannot be certain of the actual designations of the US Army brigade combat teams that would be sent to this theater at the start of the hypothetical war being modeled here, those units have each simply been given unique alpha-numeric designators of convenience.

Iranian & Allied Units

A-Q: Al-Qods "Jerusalem" Special Operations Force

Artesh: Iranian Regular Army

ASR: Airborne Special Reserve

Basij: Iranian People's Militia

NDC: Naval Defense Command (15.5)

RGC: Revolutionary Guard Corps

SA: Special Assignment

Shia: Iraqi Shia Militias

SF: Special Forces

Turk: Turkish

US & Coalition Units

160A: 160th Special Operations Aviation Wing

A-T: US Al-Taqqaddum Base

BN: Baghdad North Garrison

BS: Baghdad South Garrison

CEP: Combat Enhancement Package

DT: Kurdish Special Forces Unit

G & B: Kurdish Gulan and Barzan Brigade

Counter Errata: The static G & B Brigade is incorrectly marked as the "6 & G".

GCS: Grand Campaign Scenario

INA: Iraqi National Army

NSW: Naval Special Warfare Group

R: Israeli Reserve or US 75th Ranger

Rdr: US Marine "Raiders" Special Operations

RG: Kurdish Regional Guard or Jordanian Royal Guards

Reps: Replacements

SF: Special Forces

SM: Sayeret Matkal

SOC: USAF Special Operations Command

Su: Iraqi Sunni Militias

US: United States

Z: Zaravani (Militarized Police)

2.7 Regular Unit Types

Regular unit types are as follows:

	Air Assault (heliborne) or US Air Assault BCT
	Armor or US Armor
	Artillery
	Combat Engineer
	Commando
	Infantry, Militia, or US Infantry BCT
	Mechanized Infantry or US Stryker BCT
	Paratroop or US Airborne BCT
	Static Garrison
	US Base

2.8 Special Forces Units

Special Forces units (12.0) are all identified by that class as follows:



Support Factor

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2.9 Unit Sizes

Units' organizational sizes are indicated by the symbols atop their unit-type boxes. There's no real difference in combat functionality among divisions, brigades and regiments, etc., based on organizational size; those details are provided for accuracy.

If a unit has its organizational size-symbol bracketed, it's an ad hoc formation. Ad hoc formations are not normally part of that army's table of organization, but instead have 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. Iraqi, Iranian and Syrian "divisions" are 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)

III: Regiment or Group

2.10 Combat Factor (CF)

Combat factors are measures of each unit's relative ability to attack and defend (10.0).

Important: If a unit's combat factor is parenthesized, it may only defend; it may never attack. All units with a parenthesized CF are static units.

2.11 Movement Factor (MF)

Unlike most wargames, in this game the MF of the units are not printed on the counters (9.0).

2.12 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). No unit may ever give, loan or otherwise transfer a step to another.

- Units with combat factors on only one side of their counter are "one-step" units.
- Units with combat factors on both sides of a single counter are "two-step" units. If a two-step unit suffers a step loss, it is flipped so its reduced side shows (the one with the lower CF). If a one-step unit, or a two-step unit that had already been reduced, takes a step loss, it's removed from the map (eliminated) and placed in the "dead pile."

2.13 Multi-Step Turkish Units

Four of the Turkish Army corps units have more than two steps. The II and III corps each have four steps (represented by two counters). The VII and IX Corps each have six steps (represented by three counters).

Counter Errata: The two substitute counters for the IX Corps are both shown with a "2" and "1" combat factor. One of the counters should have a CF of "4" on the front and a CF of "3" on the back.

- When these units are reduced to a step strength below that represented on their strongest counter, remove that counter from

the map and replace it with their weaker substitute counter. The principle of step reduction here is the same as described above in 2.12.

- No multi-step corps will ever have both its counters in play on the map at the same time.

Note: Substitute counters are marked with large dots in their upper-left corners for easier identification.

2.14 Unit Mobility Classes

There are only two mobility classes in the game: static and mobile (9.0). Special Forces units do not have mobility classes (12.0).



Static units have their CF enclosed in parenthesis.

2.15 Other Counters

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



Game Turn (5.0)



VP Needed to Win (4.0)



Iranian Control (4.0)



Iranian VP (4.0)



ISIS Garrison



Syrian Garrison



US Replacements (14.3)



No Move/No Attack (14.8 & 14.9)



US Combat Enhancement Packages (11.8)

Important: There are 10 white counters with pictures of varying descriptions. They are provided for use with possible future variants, and/or for player's who would like to create additional events.

3.0 SET-UP 7 HEX CONTROL

After having determined who will command which side, both players should cooperate in setting up for play using the sequence given below.

3.1 Stacking

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

3.2 US Set-up

The US/Coalition player sets up as follows:

- Place the two US base units in the hexes designated on those counters (5013 and 4927).
- Place one full-strength US infantry BCT in each base.
- Place all the remaining US units (both regular and special forces) into a Bin.

Exception: The five US “SF” counters noted with “GCS” in the upper right corner of the counter are not used when playing the ISIS War Scenario. They are only used if playing the Grand Campaign Scenario (15.0).

3.3 Kurdistan Defined

Greater Kurdistan consists of all the stripped hexes on the map (see Terrain Key on the map).

- Iraqi Kurdistan consists of all the hexes of Greater Kurdistan that lie within Iraq.
- Turkish Kurdistan consists of all the hexes of Greater Kurdistan that lie within Turkey.
- Syrian Kurdistan consists of all the hexes of Greater Kurdistan that lie within Syria.
- Iranian Kurdistan consists of all the hexes of Greater Kurdistan that lie within Iran.

3.4 Kurdish Set-up

The US player sets aside the Kurdish SF unit. He then places the below units as described:

- The full-strength Kurdish Gulan and Barzan Brigade (G+B) in Irbil (5013).
- All fifteen Kurdish Regional Guard Brigades and ten Zaravani Brigades, anywhere in Iraqi Kurdistan (including Irbil). All units are placed with their one-step side up (CF of 1).

3.5 Kurdish Operational Restrictions

Kurdish units may only move and fight in Greater Kurdistan and hexes immediately adjacent to one or more Greater Kurdistan hexes.

3.6 Jordanian & Israeli Set Up

No Jordanian or Israeli units start play set up on the map. Place all Jordanian units into one bin and all Israeli units into a separate bin. These bins are their respective Reinforcement Pools. See 14.3 for details on how they enter play and their operational restrictions.

3.7 ISIS, Syrian, & Iraqi Set Up

- Place the BN Iraqi garrison unit in the north hex of Baghdad 5125 and the Iraqi BS garrison unit in the south hex of Baghdad (5126).
- Place the Iraqi Sunni, Shia, and INA Militia units off to the side of the map. See 5.7 for details on their entry into play.
- Place the Syrian Al-Qamishli garrison unit (the counter with the Syrian Flag) in Al-Qamishli (4211)
- Place an ISIS garrison (AK-47 silhouette) in Mosul (4713).

3.8 ISIS, Syrian, & Iraqi Operational Restrictions

All ISIS units and the Syrian unit are static. The five Iraqi units (BN, BS, Su, INA, Shia) make up a unique category of semi-mobile units (5.8).

3.9 Turkish Set Up

The Iranian player places all Turkish units as described:

- The Turkish IV, VI, VII, and VIII Corps units, no more than one per hex, in any four hexes of Turkey and Turkish Kurdistan. All units are at full strength. Set aside the two substitute counters for the VIII Corps.
- The Turkish II, III, V, in a Bin. Set aside the substitute counters for the II, III, and IX Corps. The four corps that start in the container are marked with asterisks in their upper-right corners as a reminder of that.

3.10 Turkish Operational Restrictions

Turkish units may only move and fight in Turkey, Turkish Kurdistan and Syrian Kurdistan. If Turkish units should enter Syrian Kurdistan while any Iranian units are also in Syrian Kurdistan, they will operate as allies while there together.

3.11 Iranian Set Up

The Iranian player places all Iranian units as described below:

- Set aside the Artesh ASR (air assault) unit. This unit is designated as the Iranian strategic reserve (14.2).
- Place any, some, or all remaining Artesh, Basij and Revolutionary Guard units in any hexes of his choice in Iran on the map (including Iranian Kurdistan). He may choose to not place any number of those units on the map.
- Units not placed are added to his strategic reserve. All the units in the Iranian strategic reserve should be kept off to the side, within easy reach, along with the Iranian flag (control) markers and the two Al-Qods SF units.

3.12 Iranian Operational Restrictions

Iranian units may potentially move and/or fight anywhere on the map other than Turkey and Turkish Kurdistan.

3.13 US, Israeli, & Jordanian Geographic Restrictions

After the all set up steps described above have been completed, the US player consults the US, Israeli, and Jordanian Geographic Restrictions Table (on the map). He openly rolls one die for each of the three nationalities, cross referencing the die roll with the various geographic restrictions that will be in place for each of those nationalities.

Designer's Note: As can be seen from all the above, the operational restrictions on the various forces in play may become somewhat complicated. Both players should keep hand written notes, as needed, to remind them of any of the restrictions they might otherwise forget.

3.14 Marker Placement

After all units of both sides have been 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 to Win” marker in box “2” of that same track.

3.15 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:

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- The US side controls all hexes on the map outside Iran unless those hexes are occupied by ISIS, Syrian, and Turkish units.
- The Iranian side controls all the hexes inside Iran and all hexes occupied by Turkish, ISIS or Syrian units.

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 is not enough to establish or change the control status of that hex. Do not confuse this idea of “hex control” with that of “zone of control” (8.0).

It is not necessary to keep track of the control status of every hex on the map, only that of 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 to win) 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/Coalition Sudden Death Victory

If the number of VP required for any Iranian victory is ever increased to four or more, play stops and the US/Coalition 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 to Win marker on the VP Track) he is declared to have won the game.

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 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 to Win marker on the VP Track) that game is declared to have ended in a US/Coalition 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.

4.7 VP Needed for the Iranian to Win

The VP to Win is set at “2” at the beginning of the game. It may shift up and down any number of times during play.

- Each time the US player conducts an airpower attack (12.0) against any city or capital city hex, decrease the VP to Win marker by one.
- Each time the US player refuses a UN call for mediation (13.8), decrease that number by one.
- Each time the Iranian player refuses a UN call to cease its aggression (13.2) increases that number by one.

4.8 Capital City VP

Each capital city hex on the map is worth one VP. Each hex of Baghdad is worth one VP (control of both would award two VP). The Iranian player is not required to control both that city’s hexes prior to getting any VP for it. Controlling just one hex of Baghdad immediately earns one VP. The VP for each capital city hex may be won and lost any number of times during a game.

4.9 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, a game can only end by one player conceding or “on points” at the end of Game Turn 10.

Example: The Iranian player might have a enough 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).

4.10 Victory Point Commonality

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

4.11 ISIS Victory

If random event number five (13.4) is rolled into effect, and ISIS forces then capture both hexes of Baghdad, play stops immediately and ISIS is declared to have won the game and both the US/Coalition and Iranian players are considered to have lost the game.

4.12 Overthrow of ISIS & Establishment of Greater Kurdistan

If, at any time, there are no ISIS markers on the map and there are also no Syrian, Turkish, or Iranian units anywhere in Greater Kurdistan, play stops immediately and the US/Coalition player is declared to have won the game.

4.13 Iranian Sudden Death Victory via US Decimation

If, at any time, there are no US line units or bases anywhere on the map, play stops and Iranian player is declared the winner.

4.14 Iranian VP for Israeli Decimation

If, after one or more Israeli line units have moved from the red row onto the playing area of the map, there are no line units of that nationality anywhere on the map, the Iranian player gains one victory point. That point cannot be earned more than once, even if other Israeli units later reenter play and are again wiped out.

4.15 Iranian VP for Jordanian Decimation

If, after one or more Jordanian line units have moved from the red row onto the playing area of the map, there are no other line units of that nationality anywhere on the map, the Iranian player gains one victory point. That point can’t be earned more than once, even if other Jordanian units later reenter play and are again wiped out.

4.16 Default Draw Game

Any end-game situation that does not meet the parameters of all the conditions given above results in a drawn game.

5.0 SEQUENCE OF PLAY

5.1 Player Turns

Every game turn is divided into two player turns; one Iranian and one US/Coalition. That complete sequence makes up one game turn. There is a maximum of 10 turns in one game. At the end of every completed game turn, move the game turn marker forward one box on the Game Turn Record Track. Once a player has finished an activity, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent 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) Revolutionary Guard Corps Combat Phase
- D) Iranian Artesh Combat Phase
- E) Turkish 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

Note: The concept in II.C, D & E is that, in each game turn, the US player gets one movement phase, one combat phase and one airpower phase. Only on Turn 1 is that phase-order predetermined for him (5.3). On all other turns he may decide the order in which he will take those three phases

Example: On game turn two, the US player decides not to interrupt the Iranian Player Turn. During the US/Coalition Player Turn, he decides to conduct phase II.C as a combat phase, II.D as an airpower phase, and phase II.E as a movement phase.

III. Random Events Phase

IV. Mutual Replacement & Reinforcement Phase

- A) Iranian Basij Replacement & Strategic Reserve Release Step
- B) Israeli & Jordanian Reinforcement Step
- C) US & Kurdish Reinforcement Step
- D) Turkish Reinforcement Step

5.3 Game Turn 1 Rules

On Game Turn 1, the following are in effect:

- The US player cannot interrupt the Iranian Player Turn.
- The US player must conduct phases II.C, D & E in the following order: airpower, movement, and then combat.
- All Iranian attacks automatically receive a one-column rightward shift in addition to all other applicable shifts.

5.4 US Tactical Dominance

Beginning Game Turn 2, the US player may choose to interrupt the Iranian Player Turn.

- The interruption may be announced by the US player at any time during the Iranian Play Turn; however, the Iranian player can finish the movement of his present unit or stack or resolve his present attack.
- The US player then conducts phase II.C, II.D, and II.E normally. He must declare which order he will conduct the three phases (5.2).
- The US player can only interrupt the Iranian player once each game turn.
- If the US player interrupts the Iranian Player Turn as outlined above, the US player does not conduct II.C, II.D and II.E during the US/Coalition Player Turn. He would still conduct II.A and II.B in the order given.

Important: The US player cannot interrupt the Iranian Player Turn during Game Turn 1.

5.5 Variable Turn Sequence

Each game turn begins with the Iranian Player Turn, that can be interrupted by the US player (except on the first game turn). If interrupted, once the US player has completed his desired actions (movement, combat, and/or airpower) the Iranian player may complete the unfinished phase and any phases that had yet to be conducted prior to the interruption.

- The US/Coalition player then conducts his player turn; however, if he interrupted the Iranian Player Turn, he would only conduct II.A and II.B.
- If the US player chose not to interrupt the Iranian Player Turn, the US player conducts II.A, II.B and then conducts either II.C, II.D and II.E.
- Phase III and IV are always conducted in the order and at the times shown in the sequence.
- The game turn is completed when the Turkish Reinforcement Step (IV.D) is concluded.

5.6 Coalition Movement & Combat

The term "Coalition" refers to all non-US units on the US side (Israeli, Kurdish, Jordanian). 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 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.

5.7 Iranian Player Turn Particulars

During the Iranian Combined Movement Phase, the Iranian player may move all, some or none of all four components (Artesh, Basij, Revolutionary Guard Corps (RGC) and Turkish) in any order he chooses (decided by him on a unit by unit basis). During each of the following Combat Phases, only the units of the component listed may conduct combat in each specific Combat Phase. Phase I.B, I.C, I.D, I.E must be conducted in the order given.

5.8 The Iranian-Controlled Shia Militia Unit

The Iranian-controlled Shia militia unit is kept off the map. The Iranian player may bring it into play once per game turn during any one RGC attack or defense anywhere in non-Kurdish Iraq. To do so the Iranian player:

- Announces the militia unit's participation in the current attack or defense. The declaration must be made prior to determining that battle's combat differential.

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- Places the Shia militia counter in the appropriate hex. It does not count for stacking.
- Then rolls one die and adds that number of combat factors (one through six) into that battle's combat differential calculation process (10.0).
- Remove the counter from the map after the combat is resolved. It may not be used again during the same game turn. The Shia unit may never be used to satisfy combat losses, nor does it take part in retreats or advances after combat. The Shia unit cannot be eliminated.

5.9 The US-Controlled Sunni Militia & Iraqi National Army (INA) Units

The US-controlled Sunni militia & Iraqi National Army units are kept off the map. If there is at least one US unit on the map, the US/Coalition player may bring the Sunni and/or INA unit(s) into play once per game turn during any one US or US-Coalition attack or defense anywhere in Iraq other than Iraqi Kurdistan. To do so, the US player

- Announces the militia's and/or the INA unit's participation in the current attack or defense. The declaration must be made prior to determining that battle's combat differential.
- Places the Sunni and/or INA unit in the appropriate hex. The unit(s) do not count for stacking or control/liberation.
- Then rolls one die for the Sunni and/or INA unit (one for each) and adds that many combat factors (one through six per unit) into that battle's combat differential calculation process (10.0).
- Remove the unit(s) from the map after the combat is resolved. It may not be used again during the same game turn. The Sunni and INA units may never be used to satisfy combat losses, nor do they take part in retreats or advances after combat. Neither unit can be eliminated.

Important: The Sunni militia and INA unit may be committed the same combat or may be committed to two different combats.

6.0 STACKING

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 placement of arriving units on the map.
- At the end of every battle's resolution, including advance and retreat.

6.1 Stacking Limit

The stacking limit in each hex for Non-Turkish units is four. Each unit counts as one when determining stacking. The following units do not count when determining stacking:

Static Units
Artillery Units
Militia
Engineers
Special Forces
Base Units

Important: Step-strength has no bearing on stacking. In general, each unit is "one unit" for stacking purposes no matter how many steps it contains.

6.2 Turkish Stacking

Turkish units 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.

6.3 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 may contain up to four Basij units.

Note: The Basij stacking limit of four units is always figured separately from the combined four-unit-limit for the Artesh/RGC.

6.4 US & Coalition Stacking Particulars

On the US/Coalition side, the only hexes that allow for international stacking are hexes containing US bases (4927 and 5013). 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 other Coalition nationalities.

6.5 Stack Movement

Units eligible to be moved may be moved either individually or in stacks.

- For units to be moved as a stack, they must have begun that movement phase already stacked in the same hex.
- The movement of a moving unit or stack must be completed before that of another unit or stack is begun.
- Units that begin their movement phase stacked together need not remain together. Moving stacks may drop off units as they move, but they may not pick up additional 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.

6.6 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 a hex is found to be over-stacked or otherwise improperly 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.

6.7 Free Stacking Markers

Markers listed in 2.15 are not counted when determining stacking. They may be added to any stack according to the details given for their use.

6.8 Free Stacking Mobile Units

The units listed in 6.1 do not count for stacking in terms of increasing their hex's unit-count. They do count in terms of nationality and organizational restrictions. Only one artillery and/or one engineer unit may be stacked in one hex.

Example: A hex could contain up to four RGC infantry divisions, and up to four Basij divisions, one Artesh artillery unit and one Artesh engineer unit.

6.9 Static Unit Stacking

US base units and all garrison units are static. Static units 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 if eliminated.

6.10 No Fog of War

There is no fog of war in this game. Both players may freely examine all units in his opponent's stacks at any time. The US/Coalition player may always examine the units in the Iranian strategic reserve, and the Iranian player may examine the various US/Coalition reinforcement pools.

6.11 Enemy Occupied Hexes

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

7.0 SUPPLY

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

8.0 ZONES OF CONTROL (ZOC)

The six hexes immediately surrounding a hex containing one or more units (both static and mobile) constitute the zone of control of the units in that hex.

- Units with a combat factor of "0" do project a ZOC.
- Markers (2.15) do not project ZOC.
- ZOC extend across all hexsides and into all types of terrain.
- Units do project their ZOC into hexes and/or across hexsides that they are forbidden to move.

Exception: ZOC do not extend across or into all-lake and all-sea hexsides/hexes.

- There is no difference 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.

8.1 Effect of Enemy Zones of Control (EZOC) on Movement

Whenever a non-US/Israeli unit first enters an EZOC during a move, it must stop its move in that hex for the rest of that phase. If a non-US/Israeli mobile unit begins its movement phase already in an EZOC, it may only move out of that hex into a non-EZOC hex.

Exception: US and Israeli units always ignore the presence of EZOC for all purposes, including the restrictions on retreat after combat outlined in 8.2. This exception also applies to all Coalition units stacked with a US base.

***Note:** Non-US/Israeli refers to all units on the Iranian side as well as to all nationalities other than American and Israeli on the US side.*

8.2 Effect of EZOC on Combat

The presence of opposing units in each other's ZOC does not necessitate attacking for either side. Units of both sides may exist indefinitely in EZOC without having to attack. The movement restriction given in 8.1 continues in a hex if an EZOC is projected there. Units may not retreat after combat (10.20) into an EZOC (they may retreat out of an EZOC). EZOC do not stop victorious attacking units from advancing after combat (10.23).

8.3 Roads & EZOC

Units may use the road movement rate to enter EZOC.

8.4 No EZOC Negation

EZOC projection is never negated by any means except all-lake and all-sea hexsides/hexes.

9.0 MOVEMENT

A unit's movement factor is the number of movement points (MP) available to a unit to use in moving across the map during its side's movement phase every game turn.

- All mobile units on the US/Coalition side have a MF of six.
- All mobile unit on the Iranian side have a MF of six on game turns one and two.
- Beginning game turn three, the movement factors of all mobile units on the Iranian side begin to decrease, from "6" down to "2." No mobile unit of the Iranian side ever has its movement factor reduced to less than "2."

***Note:** The Game Turn Record Track lists the movement factors available to all mobile units on the Iranian side each game turn.*

Designer's Note: In much the same way as the German offensive in the Ardennes in 1944, the Iranians are on a tight logistical leash and, due to US airpower's effects off the map, that leash grows shorter and tighter as the campaign wears on.

Important: Starting with game turn six 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.

9.1 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 are not 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.

9.2 Minimum Movement Capability

Units are not 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.

9.3 Enemy Units

Units may not enter hexes occupied by enemy units.

9.4 Terrain & Movement

The number of MP a unit must expend to enter a hex depends on that unit's type and 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 hexes containing other terrain types are generally higher.

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Example: The cost to enter a hex containing only clear terrain is one MP.

Different types of moving units pay different MP costs to enter the same kind of terrain. See the Terrain Effects Chart printed on the map sheet. Cost differences still must be considered when moving a stack containing heterogeneous types, which might cause some units within it to run out of MP before others.

Example: A Kurdish unit entering a mountain hex would pay only one MP to do so, whereas a US Armor BCT would pay six MP to enter the same hex.

If a hex is shown to contain more than one kind of in-hex terrain, for movement and combat purposes it is considered to consist entirely of the single most high-cost in-hex terrain within it.

Example: A hex containing both clear and rough terrain would be considered all rough.

9.5 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).

9.6 Rivers & Roads

When crossing a river hexside (even when crossed by a road) extra MP must be expended in addition to the MP necessary to enter the hex being crossed into.

Example: A US Armor BCT would pay a total of four MP to cross a river hexside into a clear terrain hex where there was no road present (One MP for the clear terrain in the hex being crossed into and three extra (+3) MP for crossing the river hexside itself. If a road were present, the total cost would be 3.5 MP, since the moving Armor BCT would immediately resume the road movement rate across the river.

9.7 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.

10.0 COMBAT

Combat between adjacent opposing units is always optional, decided on by the player executing his combat phase. Each unit has a combat factor printed on it, which represents its basic power to attack during its own 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 hexes. 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 map.

10.1 Combat Adjacency Requirement

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

Exception: US air assault (11.6).

10.2 Combat Limitation

A single attack may not have as its objective more than one enemy occupied hex. A single defending unit or stack may not be attacked more

than once per individual combat phase. An attack may not occur across a hexside (such as an all-lake hexside) that prohibits movement.

10.3 Multi-Hex Attacks

As many attack eligible units as can be brought to bear from one or more hexes may combine their combat factors to participate in the same attack on the same defending hex in the same phase. One hex might simultaneously be attacked from up to all six surrounding hexes and possibly combined with attacks originating from hexes farther away, as in the case of US Air Assault BCT (11.6).

10.4 Unitary Combat Factors

A single unit's full combat strength must always be used whenever it is involved in combat. An attacking unit may not split its combat factor to conduct more than one attack. A defending unit or stack may not refuse combat.

10.5 Stacks Attacking

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

10.6 Attack Resolution

Attacks may be made in any order if 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.

10.7 General Combat Resolution Procedure

To resolve an attack, the attacking and defending players separately total the combat factors of all their units involved in that battle. The attacker then subtracts the defender's total from his (the attacker's) total. The 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 map that corresponds to the combat differential he just calculated (see 10.8 for column adjustments). He then rolls one die and cross-indexes the die roll number beneath that column heading to find the combat result. That result is applied immediately, before going on to the resolution of another attack. When the attacker has resolved all the attacks he wants to launch that phase, he announces the end of that combat phase.

10.8 Terrain & Rivers in Combat

When determining the combat differential (10.7), the number of column shifts listed in the third column of the TEC (titled Combat Effects), can shift the combat differential used to resolve that battle. Only the terrain in the defended hex have any bearing on column shifts. The terrain in the attacker's hex(s) have no such effects.

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.

Example: If there were also a town in that defended rough hex the cumulative shift would be two columns left: one for the town and one for the rough terrain.

Each unit that is attacking across a river hexside has its combat factor halved (round down). If an attack involves multiple attacking hexes, only the units that are attacking across a river hexside are halved.

Example: US forces are attacking hex 4819 from hex 4818 and hex 4718. Only the US forces in 4818 would halve their CF.

10.9 Column Shifts

Leftward shifts strengthen the defense; rightward shifts strengthen the attack.

10.10 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 does not contain a US base, and the rolled combat result is a “DR” (10.20) that result is converted to a “BB” (10.19).
- If a capital city containing a US base is attacked, and the rolled combat result is a “DR”, that result is converted to an “AS” (10.16). See 10.21 and 11.4 for more details about US bases.

10.11 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).

10.12 Lowering Combat Differentials

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

10.13 US/Israeli Concentric Attack

If a defending unit or stack belonging to the Iranian side (no matter the specific organizations and/or nationalities) is attacked by:

- US or Israeli units from opposite sides of that defended hex; OR,
- US or Israeli units coming from three hexes with one hex between each and the next; OR,
- US or Israeli units coming from more than three hexes.

Shift the combat differential two columns to the right. Those positional conditions having been met, this shift is always available for US (not Coalition or Iranian) attacks. See 11.6 concerning the capabilities of US Air Assault BCT regarding this kind of attack.

10.14 US & Coalition Multi-National Attacks

US units may only attack in conjunction with other US (not Coalition) units. Non-US Coalition units of different nations may not attack together. They may defend together in hexes containing US bases.

Exception: Iraqi Sunni Militia and National Army units may be called in by the US/Coalition player to form part of the attack force in what is otherwise a US or Coalition attack or defense (5.9)

10.15 No Multi-National or Multi-Organizational Attacks on the Iranian Side

Basij units may only attack in conjunction with other Basij units. Artesh units may only attack in conjunction with other Artesh units. RGC units may only attack in conjunction with other RGC units. There are no multi-national attacks allowed on the Iranian side (meaning the Turks are running their own show).

Exception: Iranian Shia Militia unit (5.8).

10.16 Attack Stalled (AS) Combat Result

Nothing happens. No losses are suffered, nor does any movement take place, by the involved units of either side.

10.17 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 up to the attacking player.

10.18 Attacker Eliminated (AE) Combat Result

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

10.19 Bloodbath (BB) Combat Result

Defending side: All involved one-step defending units are moved from the map to the dead pile; all involved defending units with two or more steps are reduced by one step.

Attacking side: The attacker reduces his attacking force by the number of steps that the defending side lost (steps not CF). 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 surviving attacking units may advance after combat (10.23).

10.20 Defender Retreat (DR) Combat Result

When a combat result requires a player's units to be retreated after combat, the winning (attacking) player must immediately move the defeated defending unit(s) 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 (10.22). Units may not retreat into an EZOC (even if occupied by a friendly unit), off the map, or into a hex where it would be over-stacked.

Important: US and Israeli units always ignore EZOC (8.1).

Units retreating from the same hex must be retreated into the same hex unless stacking limits would thereby be violated in that hex. In such situations the player directing the retreat must carry out the minimum stack break up necessary to meet the stacking limit. If more than one hex is open to retreating units, they may be retreated into any one that brings them closer to another friendly unit that is outside of the combat hex (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-in unit or stack does not contribute its CF to the new defense, but it does share in the result of the attack made into its new hex.
- Static 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 static unit and any other units in that hex). If in a town hex and they suffer a DR result, that result converts to a DE, though friendly non-static units could still retreat if circumstances otherwise allowed for it.
- If a defending hex containing a US base receives a DR result, it's converted to an AS result. This applies to all Coalition nationalities in that hex.

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10.21 US/Israeli DR Conversion Outside Bases, Cities & Capital Cities

When a DR result is obtained against US or Israeli defenders in any kind of hex other than a city, capital city and/or base, the US/Coalition player may decline to make that retreat by converting it to a DL1. The DL1 (Defender Lose One Step) result is not on the CRT; it occurs only in this kind of conversion.

- To administer a DL1, the US/Coalition 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, that conversion isn't available as a choice for the US/Coalition player.
- The decision to convert need not be declared before a DR result is rolled.
- If a US or Israeli defending force has no retreat path as described in 10.20, it suffers a DE result (10.22). The conversion to a DL1 is open only to US and Israeli defenders that would otherwise have a valid retreat hex open to them.

10.22 Defender Eliminated (DE) Combat Result

All involved one-step defending units are removed to the dead pile and all involved defending units containing two or more steps are reduced by one step. If the defended hex is left vacant by this result, victorious attacking units may advance after combat (10.23).

10.23 Advance After Combat

When a defended hex is left empty of all 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, advances after combat may be made without regard to EZOC. Advances after combat do not involve the expenditure of any movement points by the advancing units; they are free movement.
- Advance after combat is 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.*

10.24 ISIS Defenses

Whenever an ISIS unit is attacked, either from the US/Coalition or Iranian side; determine its defense factor by rolling two dice, thereby generating a factor of between two and 12. Make a new defense factor determining roll each time an ISIS unit is attacked.

11.0 UNIQUE UNIT-TYPE CHARACTERISTICS

Certain unit types on both sides have characteristics unique to those types. Those characteristics are described below.

11.1 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 for each participating artillery unit. The effect of having one or more friendly engineer units participate in a defense is to shift that combat differential one column left for each participating engineer unit.

Important: Neither artillery nor engineer units generate these shifts if attacking or defending in a hex in which they're the only unit present.

11.2 Iranian Basij

As described in 5.0, Basij units attack in their own Basij Combat Phase. As the last step in the resolution of all such attacks, (no matter the result) all the involved Basij units are removed to the dead pile.

- 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 units in hex(s) from which that Basij attack originated may immediately advance after combat as if they were themselves victorious attackers (10.23).
- That advance does not prohibit those advancing units from launching their own attack, from that new location, in the immediately following Iranian RGC and Artesh Combat Phases.

11.3 Iranian ASR Unit

This unit always starts play in the Iranian Strategic Reserve (3.11). It may be brought out of there by using the special entry capabilities described here.

- The ASR may "land" (enter play by being placed directly) any clear or city or capital city hex that is not enemy-occupied at that instant (EZOC OK).
- Consult the Iranian Airborne & Amphibious Movement Table. Roll, one die, apply the modifiers at the bottom of the table and implement the result.
- It may participate normally in combat, both offensively and defensively, during the player turn of its entry.
- The ASR unit may combine with other friendly units when involved in combat. Apply all normal combat rules.
- In following turns, if it survives, it may never move (including retreat and advance after combat), though it may attack from its landing hex into adjacent hexes.
- Other friendly units may stack with the ASR unit. All applicable stacking rules pertaining to maximum stacking (6.0) and nationality restrictions apply.

11.4 US Base Units

These units may serve as entry hexes for all US reinforcement units.

- Whenever other US units defend in, or attack from, a hex containing a US base unit, their combat factors are doubled. Do not double the CF of the base unit or any non-US Coalition units that might be present.
- US bases provide the only basis for US and Coalition joint stacking and defenses (6.4).

11.5 US Combat Enhancement Packages (CEP)

Whenever a CEP is received as a reinforcement, the US/Coalition player immediately places it beneath the counter of any one US Army BCT of any type anywhere on the map. The unit chosen for that "attachment" may be part of a stack.

- Once attached to a BCT, the CEP may not be switched to any other BCT. The CEP always moves and fights with, and will in all ways share the fate of, the BCT to which it's been attached.
- CEP have no stacking, step or combat values of their own; they're markers, not units.
- CEP do not exert ZOC, but they don't inhibit the projection of ZOC by friendly units in their hex.
- The combat effect (defense and offense) of having a CEP involved in a battle is as follows:
- The US/Coalition player rolls a roll die just prior to rolling the battle's combat resolution die. The result is halved and any remainder is rounded down.

- The result (0-3) is the number of column shifts in favor or the US side in that battle.

Important: Picking a CEP does not use up that turn's US reinforcement pick. If a CEP is picked, the US player should immediately pick again.

11.6 US Air Assault BCT

When attacking, a US Air Assault BCT may attack anywhere within four hexes of its location hex.

- Count out from the location hex, but don't count the location hex itself. They may attack alone or in combination with any other eligible friendly units.
- Attacking Air Assault BCT may always ignore water hexsides (and their combat effects), even when attacking into immediately adjacent hexes.
- Air Assault BCT may move across the map up to six hexes at a time, paying just one MP per hex no matter the terrain and water barriers involved, but they may never end a move in a mountain or all-water hex.
- They may retreat after combat normally, but they never advance after combat.
- Provided it's not in an EZOC at the time, one or more Air Assault BCT may give defensive support to any one friendly US force within its combat range during any enemy combat phase. That support is calculated by simply adding in the full defense factor of the supporting Air Assault BCT. In such situations Air Assault BCT may suffer combat losses, but they always ignore DR results.

Important: The supported force could be US/Coalition combined provided it's in a base hex.

11.7 Air Assault Concentric Attack

An Air Assault BCT may be used to complete a concentric attack. That is, instead of visualizing the attacking air assault BCT as going into that attack directly atop the enemy unit or stack being attacked, simply indicate it as going in through the single hex necessary to create concentric conditions (along with one or more other air assault BCT or other over-ground-attacking BCT of other types (10.13).

Important: Air Assault BCT are not prevented from doing this when going in through a lake hexside.

11.8 US Airborne Brigade Combat Teams

These paratrooper units have special map-entry abilities but, once in play on the map, they function thereafter as regular infantry units (14.10).

12.0 US/COALITION AIRPOWER & SPECIAL FORCES (SF)

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

12.1 Air Attacks Against Enemy Units

At the start of each of his Airpower Phases, the US/Coalition player:

- Designates any one hex containing enemy units anywhere on the map; OR,
- Designates one unit in the Iranian Strategic Reserve (3.11).
- Rolls one die and halves the result, rounding down all remainders, for a result of zero to three.

- The number is the number of enemy non-static units in the attacked hex that are immediately eliminated (US player's choice).

Exception: Static units are never affected by airpower attack.

Important: Each time the US player uses airpower in a city or capital city hex, the number of VP the Iranian player needs to win at the end of game turn 10 is decreased by one (4.7).

12.2 US, Israeli, Jordanian, Kurdish & Iranian Special Forces (SF) Units

The following rules pertain only to the units of those nationalities that have the "SF" identification inside their unit-type boxes.

12.3 SF Units in Combat

The SF units of both sides are held off-map and are only secretly committed into play by both players on a battle by battle basis immediately after the combat differential is determined.

- Both players secretly select the number of SF units they wish to commit and then simultaneously reveal those units to each other.
- Each SF unit committed shifts the differential in the owning player's favor by the number of columns indicated by its support factor.
- To determine the final number of shifts, and that shift's directionality, net out the two sides' commitment totals.

Example: If the Iranian player committed two SF support factors to one of his attacks, and the defending US/Coalition player committed three SF support factors, that Iranian attack would thereby suffer a one-column leftward differential shift (in addition to all other applicable shifts).

- There are no limits, other than actual availability, to the number of SF units both players may commit to each battle. A player is not required to commit any just because some are available.
- SF units may give support to any attacks or defenses of their side, no matter the mix of nationalities involved, if the location of that battle is in a geographic area into which they're allowed to go (3.0).
- SF units may never be used to satisfy combat losses in the battles they support, nor may they go it alone in any battle, offensive or defensive. They must have at least one "regular line unit" to support to be able to participate.

12.4 SF Recycling

Whenever an SF unit is committed to a battle, no matter the actual outcome of that fight, it is hors de combat and will therefore be unavailable for further use for some time.

- Immediately after an SF-supported battle has been resolved, roll one die for each involved SF unit (both sides).
- Each SF unit is available that number of turns later (one through six) as a reinforcement.
- Place the SF unit in the appropriate box on the Turn Record Track.
- If a recycling SF unit's die roll would cause it to reappear after turn nine, that unit is out of play for the rest of that game.

Important: The rules above apply only to those units that have "SF" printed inside their unit type boxes.

13.0 RANDOM EVENTS

Starting with the Random Events Phase of Game Turn I, both players roll one die, combine the results into a number from two to 12, and then cross index that result on the Random Events Table printed on the

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map. The specifics of each random event are as follows, although some random events will never occur on Turn I.

13.1 Random Event 2: Russia Launches an Attack into Eastern Europe and/or China Launches an Attack across the Nine Dash Line

The US player rolls one die; skip the US/Kurdish Reinforcement Phase (IV.C) for that number of turns. This event may occur only once per game; treat it as “No Effect” if it occurs again after the first time. Non-US Coalition reinforcements aren’t affected.

Example: It is game turn two. The die roll was three. There would not be a Phase IV.C until game turn five.

13.2 Random Event 3: The United Nations Calls on Iran to Cease Aggression

The Iranian player must immediately announce if he will accept this call. If he does:

- During the next game turn, units of the Iranian side cannot attack.
- They may move normally.
- The restriction lasts for one player turn only, 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. US and Coalition operations are unaffected.

13.3 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. Ignore this random event if this is game turn one. Treat it as a no event; do not reroll.

13.4 Random Event 5: All-Out ISIS Attack on Baghdad

Ignore this event if there are no ISIS-controlled hexes anywhere on the map when it’s first rolled. This event can only occur once per game; if it’s rolled again after its first occurrence, treat it as “No Effect.” Aside from those preconditions, when/if it is rolled the first time, immediately go through the following procedure:

- Roll three dice to determine the combat factor of the ISIS attack being staged against the northern hex of Baghdad.
- Roll three additional dice to determine the combat factor of the ISIS attack being simultaneously staged against the southern hex of the city.
- Both ISIS attack forces are one-step units. (You can represent them on the map, if you like, by temporarily placing an ISIS flag marker atop both Baghdad hexes.)
- Calculate and resolve two normal attacks, using the strength factors just rolled up for the ISIS forces against whatever US/Coalition or Iranian units are defending those hexes at the time.
- If ISIS succeeds in capturing both Baghdad hexes, play stops and ISIS has won the game, meaning the US and Iranian players have both lost.
- On any other overall result, restore the pre-attack defending units to both city hexes and resume going through the normal turn sequence.

13.5 Random Event 6: US Airpower Maximum Effort

During the next 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.

13.6 Random Event 7: Major Storm

The US player should immediately make a second die roll. On a one through three, he 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 through the next game turn: 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.

13.7 Random Event 8: US Airpower Falters

The US Airpower Phase is skipped during the next game turn. This event may occur any number of times per game. Ignore this random event if this is game turn 1 (and treat as no event; do not reroll).

13.8 Random Event 9: The United Nations Calls on the US to Accept Mediation

The US player must immediately announce if he will accept this call.

- If he accepts, during the next game turn no units of his side may attack. They may move and defend normally. The US player may not conduct an airpower attack. 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.

13.9 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.

13.10 Random Event 11: “The” 12th Imam Appears

A man claiming to be the legendary 12th Imam appears in Qom and begins preaching universal Jihad and the second coming of the Prophet Mohammed. During the coming game turn:

- The MF of all units on the Iranian side are increased by one.
- 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. If event 12 occurs prior to this event being rolled, then treat this event as a “No Event” instead.

13.11 Random Event 12: “Several” 12th Imams Appear

Two or more men, both or all claiming to be the legendary 12th Imam, appear in Qom and begin preaching universal Jihad and the second coming of the Prophet Mohammed. Sectarian violence erupts among their competing support groups. During the next game turn:

- The MF of all units on the Iranian side are decreased by one.
- All combats have their differentials shifted one column in favor of the US side.

Treat this as “No Event” if rolled again during the same game. If event 11 occurs prior to rolling this event, treat this event as “No Event.”

14.0 REINFORCEMENTS & REPLACEMENTS

14.1 Basij Replacements

To simulate the masses of manpower notionally available to this Iranian force, each game turn during Phase IV (Step A) the Iranian player rolls one die for every Basij unit that was eliminated (for any reason) in the current game turn.

- Select the unit to be rolled for and roll one die.
- Halve the result (round up).

- The resultant number is the number of game turns later the unit will be available to reenter play during this step.
- Place the unit on the Game Turn Record Track either, one, two or three game turns ahead on the track.
- If a rolled for unit would appear after game turn nine, it is eliminated and out of play.
- On the designated game turn place the unit in any hex of non-Kurdish Iran on map. Normal stacking rules apply and the unit may be placed in an EZOC.
- Units may not be placed into the Iranian Strategic Reserve.

14.2 Iranian Strategic Reserve Release

After determining Basij replacements, the Iranian player may decide to release units from his Strategic Reserve (3.11). To do so, he places them in any hex(s) of non-Kurdish Iran on the map.

- Normal stacking rules apply.
- Units may be placed in EZOC.
- All units immediately operate normally within the strictures of the game turn sequence.
- Once a unit is brought out of the reserve, it may never reenter it.
- Units may remain in the reserve indefinitely.

Exception: The entry of the ASR unit (11.3).

14.3 Israeli & Jordanian Arrival & Reinforcement Step

During this step (IV.B) each turn, the US/Coalition player consults the Game Turn Record Track and rolls one die for the Israelis and one die for the Jordanians to determine if they have arrived on the map's west (red row) edge.

- If the die roll for each nationality is equal to or within the range of die rolls given for the current game turn; that nationality's forces begin to arrive.
- If the die roll is greater than or outside the range of die rolls given, that nationality may not begin its arrival procedure.
- Once the arrival of a force is triggered, roll one die for that force each game turn (beginning the turn they were triggered).
- Randomly pull that many (one through six) units from the bins created during set up (3.0).

14.4 US & Kurdish Reinforcement Step

Each game turn, unless random event four is in effect, the US player randomly pulls one counter from his reinforcement pool bin. Reinforcements are immediately placed. Normal stacking limits apply. They may be placed in EZOC.

Important: If both US bases have been eliminated the units described in 14.7, 14.8 and 14.9 may not arrive.

14.5 US Replacement Counter (Reps)

Whenever the US/Coalition player pulls this counter as a reinforcement, he may immediately restore any reduced US unit on the map (including bases) to full strength. After restoring the unit, return the Reps counter to the bin. Restored units:

- Operate normally in all ways beginning the next game turn.
- May receive replacements any number of times during a game.

If there are no reduced US units on the map when the Reps marker is pulled, it may not be saved for use in later turns. It must be returned to the bin.

Important: The pull of the Reps counter does use up that turn's US reinforcement pull.

14.6 Kurdish Reinforcement

If random even four is not in effect, and if there is a reduced strength Kurdish brigade in Irbil stacked with the US base that Kurdish brigade may be flipped over to its full-strength side. Only one Kurdish brigade may be restored per game turn. Restored units operate normally the next game turn. Ignore EZOC when restoring Kurdish units.

14.7 US Infantry Brigade Combat Teams

US Infantry BCT arrive at full strength in any US base hex. They operate normally on the game turn after arrival.

14.8 US Stryker Brigade Combat Teams

US Stryker BCT arrive at full strength in any US base hex. They may not move and/or attack during the game turn after arrival (they defend normally). Place a "No Move / No Attack" marker (2.15) atop newly arrived Stryker BCT. Remove the marker at the start of the next US & Kurdish Reinforcement Step.

14.9 US Armor & Air Assault Brigade Combat Teams

US Armor and Air Assault BCT arrive with a combat strength of "3" in any US base hex. They may not move and/or attack during the game turn after arrival (they defend normally). Place a "No Move / No Attack" marker atop newly arrived BCT.

- At the start of the next game turn's US & Kurdish Reinforcement Step, the US player may decide to begin moving and/or attacking with that BCT. If he decides to do so, he removes the marker and may operate the unit normally at reduced strength.
- Alternatively (if still stacked with the base) he may decide to keep the marker in place and automatically restore the unit to full strength. If choosing this option, the marker would remain on the unit and would be unavailable to move and/or attack until the following game turn's US & Kurdish Reinforcement Step, at which time the marker would be removed. If the US player chooses to build the unit in this manner, he may not make a reinforcement pull from his bin.

Important: Units that remove the marker may not have the marker replaced in a later game turn. The only way the unit may thereafter be built to full strength is by use of the Reps counter (14.5).

14.10 US Airborne Brigade Combat Teams & Israeli Paratroop Brigades

US Airborne BCT & Israeli Paratroop Brigades may enter the map by being placed in any hex not occupied by an enemy unit (the hex may be in an EZOC). The hex may be in any area that their respective nation's units are allowed entry (3.0). They may be placed in hexes containing friendly units if they meet all stacking restrictions. Once on the map, they operate normally in all ways as if they were regular infantry.

14.12 Turkish Reinforcement Step

Each game turn during Phase IV.D, the Iranian player randomly pulls one Turkish unit from the Turkish reinforcement pool bin. This continues until all units are pulled. Arriving Turkish units enter during the next Iranian Combined Movement Phase in any north map edge non-Kurdish hex in Turkey. It begins to pay movement costs in the hex of placement. It may be placed in an EZOC.

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15.0 GRAND CAMPAIGN SCENARIO

Those who own **Oil War** (*Modern War #2*) may combine that game with this one in the Grand Campaign Scenario (GCS). To do so, join the two games' maps together as described in rule 1.2.

15.1 Victory

Use the victory point awards and spreads given in the victory conditions of **Oil War**, but also use 4.11, and 4.13 from this game.

15.2 The Maps

The various geographic restrictions in **ISIS War** for the Kurdish, Israeli, Jordanian units remain in effect. None of the above nationalities can move and/or attack on the **Oil War** map. **ISIS War** restrictions for US units on the **ISIS War** map also apply. Determine US (and other nations) movement restrictions according to the **Oil War** rules for use on that map.

15.3 Set-up

Set up the US/Coalition units from **ISIS War** according to that game's set up instructions. For the US Army, use the BCT counters given in this game. The "KC" and "CC" bases given in the **Oil War** still appear in those hexes. Use the Irbil and Al-Taqqaddum bases given in this game's counter-mix on this game's map. Add into the US reinforcement pool the SF units noted with GCS in their upper right corner.

15.4 Iranian & Syrian Participation

The Iranian order of battle is the one given with this game, plus the NDC unit. Set aside all the Syrian units given in the **Oil War** counter-mix, they are not used.

15.5 Specialty Units Applicability

Add the Iranian NDC and US MEU units back into both sides' available units. The NDC never enters the **ISIS War** map, but MEU may potentially be moved into play on that map after having entered play via the rules outlined in **Oil War**. MEUs can use their special characteristics on both maps. The SF units noted in 15.3 may be used on both maps.

15.6 Al-Qods

Set aside the Iranian Al-Qods units that were included in the **Oil War** counter-mix. The SF units given in this game's counter-mix can be used on both maps (use the SF rules given in this game).

15.7 Turkish, Iraqi, Kurdish Regional Forces

Set aside all the Turkish, Iraqi and Kurdish units given in the **Oil War** counter-mix. Use the counters from **ISIS War**.

15.8 Isis War Random Events

Use **ISIS War** random events only.

15.9 Map Specifics

The various terrain rules unique to the south map, the special rules governing the Saudis, etc., all remain in force on that map.

15.10 US Reps

Use only one "REPS" counter in the US reinforcement pool.

15.11 Airborne

US Army Airborne BCT and Israeli Paratroop Brigades may not enter the map by dropping into marsh hexes.



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