

RACE TO BAGHDAD: 2003

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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 @ www.modernwarmagazine.com.

1.0 INTRODUCTION

Race to Baghdad: 2003 is a solitaire game where the player takes command of Central Command Forces (i.e., CENTCOM) during Operation Iraqi Freedom in 2003. Your goal is to defeat Saddam Hussein's forces in such a manner as to prevent a post-campaign insurgency from breaking out.

The game system plays the Iraqis. You will have to deal with a wide variety of situations—battling against Republican Guard divisions, safeguarding your lines of supply, being hit with sandstorms, etc., all the while driving to Baghdad.

While *Race to Baghdad: 2003* is a solitaire game, multiple players can play as a CENTCOM team, making decisions by consensus, or each player managing operations along one of the Vectors of Advance. However, one player should always be commander in chief and that player's decision is final!

Note: *Race to Baghdad: 2003* is similar to the Patton's Third Army (*World at War* #43) but there are significant differences.

2.0 HOW TO PLAY

2.1 The Opponents

You the player control CENTCOM forces. CENTCOM includes US, Coalition allies, and friendly Iraqis and Kurds. The game system controls the opposing Iraq forces.

2.2 How to Set Up

This is explained under the scenario rule.

2.3 Quick Start Game

To play a quicker, simpler game, skip rules 22.0 J-4 Logistics and 23.0 Logistics Effects. Do not use the FARP and Corps Logistics units. Instead, all CENTCOM units are automatically In Support for the entire game.

3.0 GAME COMPONENTS

3.1 Game Map

The game map shows Iraq and the adjoining areas as they were in 2003. The following map features are explained as follows.

Vectors of Advance: The lines connecting spaces. They converge on Baghdad.

Lateral Routes: The lines connecting two spaces on two different Vectors of Advance.

Spaces: Locations in which you place units. Types of spaces are described on the Terrain Effects Chart.

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Regime Strongholds: Centers of pro-Saddam Hussein activity. Any space that is not a Regime Stronghold is a *non-Regime* stronghold, nonetheless.

Non-regime Strongholds: Every space that isn't a regime stronghold.

Kurd Areas: Regions under the control of various Kurdish movements.

Rivers: These may provide geographical barriers.

Base Areas: These represent CENTCOM bases elsewhere in the region, including the Persian Gulf, Saudi Arabia and Turkey.

Vector Organization

A vector consists of all spaces starting from the off-map base and those leading to Baghdad. Each of the two Baghdad spaces (east and west) are the terminus of several vectors, and are considered to be part of all those vectors.

Space Numbering

Spaces on each Vector are numbered from "one" and up, radiating away from Baghdad.

3.2 Organizational Displays

Victory Points Display

This records accumulated Victory Points.

Victory Points (VP) Index

This records the current number of Victory Points. These are used to purchase additional forces as well as measure how well CENTCOM is doing.

CENTCOM Displays

Joint Strike Box: Place the blue Air Strikes and SOF markers committed to Joint Strike missions here.

Mobilization Boxes: Place CENTCOM combat and support assets which can be mobilized and enter play as reinforcements here.

Support Available Box: Place CENTCOM Support Assets which you have purchased here. They can then be transferred to the map to support operations.

Support Used Box: Place CENTCOM Support Assets which you used here to indicate they may not be used again this turn; return them to the Available box during the Administrative Phase.

Units Eliminated: Place CENTCOM units which have been destroyed by combat or other game actions here.

Iraq Organization Displays

Units Eliminated: Place Iraqi units which have been destroyed by combat or other game actions here.

Chaos Markers: Place Chaos markers which have been picked and remain in play either for one turn or the remainder of the scenario, or which have been discarded, here.

Iraq Command Control (C2) Track: The current Iraqi ability to control forces in the field. This starts at its maximum level when the game begins.

Battle Display: This is a convenient place to put units engaged in a battle.

Turn Record: Keeps track of the remaining number of turns.

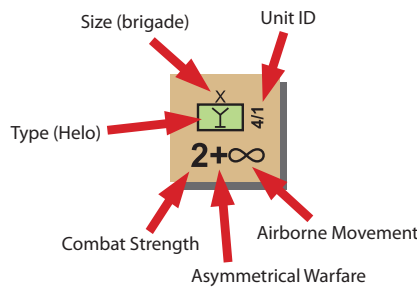
Victory Points (VP): Keeps track of the current VP level.

3.3 The Playing Pieces

There are several type of square cardboard pieces. These include combat units, assets and markers.

3.4 Combat units

These represent ground combat forces, such as armored brigades.



Unit identification: the historical name or number of the unit.

Unit type: the general type of troops.

Combat Strength: the amount of combat power of the unit.

Movement: units do not have a printed movement allowance—movement is a function of various logistical and Pursuit rules.

Airborne Movement: units with an infinity sign can use a special form of move.

Asymmetrical Warfare Units: these have the "Asymmetrical Warfare" symbol (+) after their combat strength.

Designer's Note: Asymmetrical Warfare units have superior skills in unconventional fighting or have networking capability.

Unit Colors

The game piece colors define their nationality and organization, and are listed as follows.

CENTCOM

US Combat units: black on beige.

Coalition Allied Combat units: white on dark beige (unit box in national colors).

Peshmerga (pro-Coalition guerrillas): black on brown.

CENTCOM Support Assets: white on blue

IRAQI

Iraqi army: green with a red box.

Iraqi Republican Guard: green with a black box.

Iraqi Reinforcements: dark green with a brown box.

Independent units: black

Unit Types

- Armor
- Armored cavalry (recon)
- Mechanized infantry
- Infantry
- Marine
- Armored Marine
- Petroleum Engineers
- Air Assault/Airborne
- Joint Special Task Force
- Helicopter
- Special Operations Helicopter
- Security
- Engineers
- Guerrilla (or pro-Coalition Peshmerga)
- Combined Arms

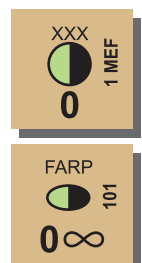
Designer's Note: Joint Special Task Force units represent combined arms built around special operations forces operating in a relatively overt manner, and are not to be confused with the blue SOF Assets. The SOF Assets (see below) represent small teams of special operations forces conducting clandestine missions.

Logistics Units

These are treated as modified combat units, and provide supply and other logistics to ground units.

Logistical Support Unit

Forward Arming & Refueling Point



Unit sizes

Units are identified by their various sizes per the following Roman numeral codes:

XXX = corps (corps level assets)
XX = division
X = brigade or group
||| = regiment
|| = battalion
[+] = task force

Unit Abbreviations

Unit types are identified by an abbreviation, listed as follows.

CENTCOM

Au: Australian
AH: Attack Helicopter
Br: British
FIF: Free Iraqi Forces
GROM: Polish Special Forces
JHF: Joint Helicopter Force
MAW: Marine Aviation Wing
MEB: Marine Expeditionary Brigade
MEU: Marine Expeditionary Unit
MND: Multinational Division
PMC: Private Military Contractor
QRF: Quick Reaction Force
R: Recon or Ranger
SOAR: Special Operations Aviation Regiment
TF: Task Force

IRAQ

A: Adnan
AC: Armor Command
Alsl: Ansar al Islam
AQI: Al Qaeda in Iraq
AS: As Saiqa (Republican special force)
B: Baghdad
Badr: Badr Organization (27.6)
H: Hammurabi
M: Medina
Ne: Nebuchadnezzar
Ni: Nidal
RG: Republican Guard
SF: Saddam Fedayeen
SRG: Special Republican Guard

Note: The letters on the Iraqi reinforcement units are generic identifiers.

Backprinting

Most CENTCOM combat units are printed on two sides. The front is their full strength. The reverse is their reduced strength. Other CENTCOM units have only one step.

Iraq combat units have their combat strength printed on their front side only. They have their "fog o' war" status on their reverse side.

3.5 Support Assets

These are various forces which may temporarily appear in play (such as Air Strikes), but do not tangibly occupy a location on the map.

Air Strike

The number is the combat factor. Air Strikes are backprinted with a multiple strength. This is explained under the Air Operations rule.



Special Operations Forces (SOF)

Various special operations contingents operating clandestinely.

ISR

Intelligence, surveillance and reconnaissance from all sources.

Engineers

Units capable of engineering.

3.6 Iraqi High Value Target (HVT) Markers

HVT markers represent various strategic installations and personnel which may be the target of CENTCOM operations. Their capture or elimination improves the player's likelihood of victory.



3.7 Chaos Markers

Chaos markers are random events which can affect the campaign.

3.8 Administrative Markers

These record various game functions during play and are listed as follows.

Bridge Blown: Indicates a river-crossing which has been destroyed.

Iraqi C2: Indicates the current Iraqi Command Control level. This always starts at nine (9) when a game begins.

Oilfield Fire: Indicates an oilfield space which has been set afire by the Iraqis.

Turn Record: Indicates the current turn.

VP: Indicates the current victory point level.

3.9 Terminology

Rules terminology has specific meanings, and important terminology is listed as follows.

CENTCOM: All USA, Coalition allies, and Peshmerga forces. i.e., the units you command.

Control of Space: A space which has been captured and is currently occupied by CENTCOM ground forces (including Logistic units and/or Petroleum Engineers) with no Iraqi units in it. See the Control rule for details.

Force: One or more units in the same space conducting some action together.

Example: Three CENTCOM ground units and one Air Strike attacking together constitute a "force."

Friendly/Enemy: Friendly units are those on the same side. All CENTCOM units are friendly to all other CENTCOM units, and all Iraqi units are friendly to all other Iraqi units. Enemy units are those on opposing sides. All Iraqi units are enemy to CENTCOM and vice versa.

Iraqi: Forces controlled by the game system.

May: You can choose to take this action or not.

Must: You have to take this action.

Occupy: Have a unit physically in a space.

Pick (or Pick at Random): Randomly choose from the available units or markers.

Reveal: Flip a face down unit face up.

Select: Deliberately choose a unit or marker.

You: The player (usually used as when "You" conduct a certain action).

3.10 Wide Mouth Opaque Containers

You will need three different wide mouth opaque containers, such as coffee mugs, which will be used to randomize Chaos markers, Iraqi reinforcements and Coalition Peshmerga unit appearances.

3.11 Do or Die

Players will need at least one six-sided die to play the game, but a handful would be useful.

4.0 HOW TO WIN

4.1 General

Winning in *Race to Baghdad* is measured in terms of Victory Points (VP), a quantification of the overall political situation that defines whether you have won the war or not. Your objective, as the CENTCOM commander, is to push the VP so high that there will be no post-campaign insurgency.

4.2 Sudden Death Victory

If, during any Victory Check Phase, CENTCOM units occupy all Regime Stronghold spaces, you may declare an end to the scenario. Then, total your VP, including any adjustments for

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HVTs. You do not have to end the game at this point if you want to try to get more VP.

4.3 Sudden Death Defeat

If at any point the VP Index goes to zero or lower, the game instantly ends in a CENTCOM defeat.

4.4 Victory on Points

Otherwise, the game comes to an end on the last turn of the scenario. To win, CENTCOM must:

- 1) Occupy all Regime Stronghold spaces AND
- 2) Have at least 71 or more VP. The degree of Victory is designated below.

4.5 VP Totals

Victory, defeat, and the level of victory is defined by the number of VP acquired, listed as follows.

91-100 = Strategic Victory: Iraqis cheer you as a liberator and the country settles down as a Coalition partner.

81-90 = Theater Victory: Iraqis are militarily defeated, but an active postwar insurgency destabilizes the country until a "surge" by the United States is put into effect (this is the historical outcome).

71-80 = Tactical Victory: Iraqis are militarily defeated, although a protracted postwar insurgency follows, preventing the United States from withdrawing from the country.

70 or lower = Decisive Defeat: The war in Iraq becomes a synonym for the Vietnam archetype; no postwar book deal will be forthcoming.

5.0 VICTORY POINTS (VP)

5.1 General

The Victory Point Table records the current level of Victory Points (which also represents relative political advantages). Use the VP marker to record the current position on the VP Track. The scenario will list the starting number of VP.

5.2 Gaining VP

The VP Chart lists events which will increase VP. Move the VP marker up as indicated (although it can go no higher than 100).

Note: The first event on the Victory Point Table printed on the map refers to Republican Guard units, meaning their elimination.

Furthermore, VP are awarded for Iraqi reinforcements that are eliminated, as well.

5.3 Losing VP

The Victory Point Table lists events which will decrease VP. Move the VP marker down as indicated. If it goes to zero or lower, the game ends in a Decisive Defeat.

Note: The elimination of Badr (27.6) and Pershmerga units are counted as CENTCOM units, but they only decrease the VP by two (-2) each when eliminated.

5.4 Controlling Spaces

You gain VP so long as CENTCOM forces control certain spaces. If, after gaining control of a space, all CENTCOM units move out or are eliminated by combat, you lose the VP as listed on the table for that space. VP for the control of any particular space may be gained and lost any number of times during a game.

Note: See the definition of "Control."

5.5 Expending VP

You may expend VP for various game actions such as Recruiting Units, etc. You expend VP by moving the VP Index marker down. However, you cannot voluntarily move it to zero or lower.

Note: The Index may be involuntarily lowered by VP Chart events, and this can possibly result in a "sudden death" defeat.

6.0 CONTROL OF SPACES

6.1 CENTCOM Control

CENTCOM controls a space if any CENTCOM combat unit (including Logistic units and/or Petroleum Engineers) occupies that space, and if there are no Iraqi units currently in it.

6.2 Boots on the Ground

If a CENTCOM combat unit occupies a space, and then moves out, that space becomes uncontrolled. That is, you have to actually maintain presence in a space throughout the course of play to maintain control.

6.3 Iraqi Infiltration

Iraqi units may enter CENTCOM controlled spaces owing to various events. This does not end CENTCOM control unless all CENTCOM units are then eliminated.

Example: CENTCOM gains control of Fallujah and the VP for it. On the next turn, an Iraqi counterattack sends a Republican Guard division into Fallujah. If that division fails

to eliminate all CENTCOM units in Fallujah, then there is no loss of CENTCOM control. However, if the counterattack causes the elimination of all CENTCOM units there, CENTCOM loses control of Fallujah as well as losing the VP for Fallujah. If CENTCOM later retakes Fallujah, it regains the points.

6.4 Effects of Control

Control determines VP awards, as well as other effects indicated elsewhere throughout the rules.

6.5 Activated Bases

CENTCOM does not need to occupy Bases (the off map boxes) to retain control of them. Bases are assumed to be controlled by CENTCOM forces not included in the game.

7.0 SEQUENCE OF PLAY

7.1 General

Race to Baghdad is played in "Turns," each equal to about four days, though this is flexible, representing varying levels of operational activity.

7.2 Sequence of Play

Each turn goes through the following "Phases." You must always execute them in this order.

Designer's Note: "J" means "Joint," and the phases are thus roughly equivalent to the standard staff system, though modified for purposes of the simulation.

1) Joint Strike Phase: You may execute Joint Strike attacks (using Air Strikes and SOF) against the Iraqi C2 Track during this Phase.

2) J-1 Mobilization Phase: You may expend VP to purchase CENTCOM combat units and assets, and to refit reduced or eliminated units during this Phase.

3) J-2 Intelligence/Unconventional Warfare Phase: You may conduct any actions described under the J-2 Intelligence rule, using ISR assets, during this Phase.

4) J-3 Operations Phase: This phase is divided into two sub-phases, which must be carried out in order:

4a) Maneuver Sub-Phase: You may move any or all CENTCOM combat units.

4b) Combat Sub-Phase: You must engage in combat in all spaces in which there are both CENTCOM and Iraq combat units. See the Combat Routine (15.0) for details.

5) J-4 Logistics Phase: You may move logistics units per the J-4 rule, and/or conduct Engineer Bridge Repair during this Phase.

6) J-5 Unconventional Warfare Phase: You may conduct any actions described under the J-5 Intelligence rule, using SOF assets, during this Phase.

7) Iraqi Phase

There are two events which must occur during this Phase, listed as follows:

7a) Chaos Marker Sub-Phase: You must pick a number of Chaos markers from the bin per the current Iraqi C2 level, and follow their instructions.

7b) Counterattack Sub-Phase: If a Chaos Marker mandates an Iraq Counterattack, you must execute it using the Iraq Counterattack procedure.

8) Administrative Phase: Conduct the following administrative functions during this phase.

8a) Move all CENTCOM Support Assets in the Used box or on the map to the Available box.

8b) Conduct any other action called for in the rules for this Phase.

9) Victory Check Phase: If you have fulfilled the conditions for Sudden Death Victory, you may declare an end to the scenario; otherwise, continue playing.

10) Protracted War Phase: If playing the Extended Scenario, and if this is Turn 8 or later, roll one die. Subtract that number from the current VP Index.

11) End of Turn Phase: If this is the last run of the scenario, the game comes to an end. Otherwise, advance the Turn marker to the next space, and keep on driving to Baghdad.

8.0 IRAQI COMMAND CONTROL (C2)

8.1 General

The current Iraqi C2 level represents Saddam Hussein's ability to respond to the war, as well as the status of Iraqi logistical infrastructure. This is measured on a scale of zero to nine. Use the C2 marker to record this on the C2 Index (which always starts at nine).

8.2 Effects

Each C2 level has a number printed in its box. This number does the following.

- 1) It is the number of Iraqi Chaos markers you must pick each Chaos Marker sub-Phase.
- 2) It is the number of reinforcement units picked for Iraqi units engaged in combat.
- 3) It provides a die roll range for activating Iraqi counterattacks per the Chaos markers.

8.3 Changing the C2 Level

The C2 level may go up or down due to various circumstances, listed as follows:

- 1) The Iraqi C2 level may go down due to Joint Strike Attacks (see below).
- 2) The instant that CENTCOM ground units occupy a Baghdad space, reduce the Iraqi C2 level by "one" (if both are captured, reduce by "two" total). If Baghdad is later recaptured by the Iraqis, it does not go up again. (This is due to the capture of the Iraqi's high command installations.)
- 3) Other game functions throughout the rules may call for changes to the C2 Level.

8.4 Maximum & Minimum C2 Level

The C2 level may never go below zero or above nine.

9.0 JOINT STRIKE PHASE

9.1 General

During the Joint Strike Phase, you may use Air Strikes and SOF markers (printed in blue) to attack the Iraqi C2 Index to potentially reduce its current level.



Designer's Note: Joint Strikes represent air, special forces, and infowar attacks on the Iraqi infrastructure, as well as attacks against combat units throughout the theater. Joint Attacks will, among other things, indirectly affect the strength of Iraqi units on the ground owing to the relationship between the C2 and Iraqi reinforcement game mechanics.

9.2 Procedure for attacking the Iraqi C2 Index

To attack the Iraqi C2 Index, follow the steps as outlined below:

- 1) Commit any number of Air Strikes and SOF to a Joint Strike; place them in the Joint Strike box on the map.
- 2) For each committed Air Strike and SOF, roll one die on the Joint Strike Table.
- 3) Apply the outcome per the table's results.
- 4) Place the markers in CENTCOM Used box (they may not be used again on the same turn).

Example: You committed two Air Strikes and one SOF to Joint Strikes. Therefore, roll three times on the Joint Strike Table.

9.3 Effects

Results will cause either a reduction in Iraqi C2 or Collateral Damage. This is explained on the table.

9.4 Commitment to the Attack

Once you have committed Air Strikes and SOF to C2 attacks, all must roll.

10.0 J-1 MOBILIZATION

10.1 General

During the J-1 Phase you may expend VP to purchase CENTCOM Combat units and Support Assets and therefore bring them into play as reinforcements. You may also refit CENTCOM combat units which are reduced strength or which have been eliminated. The VP cost for each type of combat unit is listed on the Reinforcement and Refit Chart.

10.2 CENTCOM Combat Unit Reinforcements

Expend VP per the table and then take the units from the Mobilization box, and place them in any activated CENTCOM Base area (for example, Kuwait). Placing a unit on the map does not count as movement (because it occurs during the J-1 Phase).

10.3 CENTCOM Combat Unit Refitting

You may refit combat units on the map which are at their reduced strength (reverse of counter) by paying the VP cost listed on the table. The unit must be "In Support" (see the J-4 rules for the definition). Flip the unit to its front (full strength) side.

10.4 Completely eliminated CENTCOM Combat units

Combat units which have been eliminated (removed from the map due to combat) are returned to the Mobilization box. You may buy them back by using the Reinforcement procedure. The unit is returned at full strength.

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Designer's Note: Elimination of a CENTCOM unit does not mean it has been wiped out, but rather that it has been rendered combat ineffective.

10.5 Support Assets

Expend the VP per the table, take them from the Mobilization box and place them in CENTCOM Support Available box. You may employ them per the Support Asset rules.

Note: Support Assets are to be returned to CENTCOM Available box after being used, unless eliminated. If eliminated, you can purchase them back. You can reuse them each turn at no extra cost.

10.6 Finite Limit

The number of combat and Support Assets in the counter manifest is a limit. You can not purchase more than that.

10.7 Iraqi Reinforcements

This is explained under the Iraq Units rule (27.0).

11.0 J-2 INTELLIGENCE

11.1 General

During the J-2 Phase, you may conduct ISR (intelligence, surveillance, reconnaissance) operations per the following procedure.



11.2 ISR Procedure

- 1) Place ISR assets on the map. You can place a maximum of one per space.
- 2) After completing placement, check for each space with an ISR asset. Consult the ISR Table.
- 3) Apply any results.

11.3 ISR Success Results

The effects of successful ISR rolls are listed as follows:

- a) Reveal all face down Iraqi units and HVT in that space.
- b) The CENTCOM gains a +1 Tactical Edge die roll modifier for all combats in that space for the rest of the turn.
- c) The marker remains in the space until the turn's Administrative Phase, at which point it is placed in the Available box.

11.4 ISR Failure Result

Place the ISR marker in the Used box.

12.0 J-3 GROUND MOVEMENT

12.1 General

During the J-3 Maneuver Phase, you may move some, none or all CENTCOM combat units a particular quantity of spaces (up to a maximum of their movement value).

12.2 CENTCOM Movement Factor

The movement of CENTCOM units is as follows:

- 1) The movement Value of all CENTCOM Combat units is two (2). Therefore, each CENTCOM unit can move up to two spaces per Movement Phase (that is, a CENTCOM combat unit can move two, one or no spaces in a turn).
- 2) Airborne and Amphibious units are moved via special rules (see 13.0).
- 3) Peshmerga units can move a maximum of one space per turn. Also, they may not enter Sunni Triangle areas.

Exception: Corps logistics units may not be moved during the J-3 Maneuver Phase (see 22.0).

12.3 Movement Procedure

You move units one at a time. Units are moved from space to contiguous space. This may be along the Vectors of Advance, or Lateral Routes (see below for details). Units must always end their movement in a space.

12.4 Modifying Movement

Movement may be modified by Administrative Movement, Supply and Pursuit (see 12.9).

12.5 Lateral Movement

It costs all of a unit's movement to move from a Vector of Advance to another Vector of Advance (via a Lateral Route), and this must be from a connected space to another connected space (such as Nasiriyah to Amarah). This is so regardless of the unit's state of supply, etc.

Note: You can move to a Vector of Advance laterally even if the Base connected to that Vector of Advance has not been activated.

Lateral Routes are not affected by rivers (the cost of all of a laterally moving unit's movement accounts for rivers) where crossed.

12.6 Terrain

The Terrain Effects Chart describes the effects of terrain on movement. If a terrain type is printed as "STOP," then when any unit enters that space, it must cease movement. It can then continue moving on a following turn.

Designer's Note: Units must stop when entering a city owing to the congestion and having to deal with the civilian population. This is so even for friendly controlled cities.

12.7 Rivers & Blown Bridges

There is initially no penalty for crossing rivers. However, if the event *Bridges Blown* occurs, then make the Bridge Blown check (see Chaos marker explanations). An "In Support" asset must begin adjacent to that river, and uses all of its movement for that turn to cross a river with a blown bridge (if moving into an uncontrolled space), at which point it must stop for that turn. In other words, that unit spends all of its movement on one side, then moves to the other side, ending its movement there. An OOS unit may not cross a blown bridge.



Note: See, also, the Engineer rule (35.0).

12.8 Enemy Occupied Spaces

A unit must stop when it enters a space containing any enemy combat units. A stopped unit can move no further that phase. In a subsequent Maneuver Phase, it can then move out. In the latter case, a unit can even move directly from one enemy occupied space to another, stopping again.

Exception: Iraqi HVT markers are not combat units and do not stop movement.

12.9. Administrative Movement

Instead of the normal movement limitations, you may move a CENTCOM combat unit up to six spaces in a single Movement Phase along a particular Vector of Advance if all such movement is done entirely in spaces *between* an activated CENTCOM Base (inclusive) via Supported spaces, but going no further than a Corps Logistics unit marker (although such movement cannot ever cross blown bridges).

Designer's Note: Administrative Movement is in CENTCOM rear area, where the logistical situation is more secure.

12.10 Minimum Movement

Regardless of other considerations, CENTCOM units can always move a minimum of one space per turn.

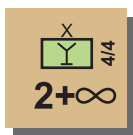
12.11 Iraqi Movement

This is covered under the Iraqi Units rule (see 28.0).

13.0 J-3 AIRBORNE MOVEMENT

13.1 General

Airborne movement includes “insertions” by parachute and helicopter forces. Only units with the air move symbol (an infinity symbol) can use airborne movement.



13.2 Airborne Procedure

An airborne move is executed by simply picking up an airborne qualified unit and then placing it in any other space on the map (even if an enemy occupied space; see 13.3 below). This takes all of the unit’s movement for the phase.

13.3 Air Assault

Airborne units *may* be landed (placed) in spaces containing enemy units. Combat is initiated per normal rules in such a case.

13.4 Limits

An air assault movement may be made only under the following circumstances:

- 1) The starting space is In Support;
OR
- 2) The final space is In Support;
OR
- 3) Both the starting and final spaces are in Support.

Note: *In other words, an air assault move can always be conducted unless both the start and end spaces are Out-of-Support.*

13.5 Airborne Leg Movement

Airborne units can, instead, move via regular land movement, if preferred, in which case the normal movement rules apply.

13.6 J-3 Amphibious Movement & Naval Transfer

Amphibious movement includes “insertions” by landing craft. The following types of units may use amphibious movement: all units with the Marines (anchor) symbol (non-mechanized and mechanized) and Joint Special Task Force units.

13.61 Amphibious Procedure

An Amphibious Move is executed by moving an amphibious-qualified unit from any port to any other port (which can be in a Base or on a space). This uses all of the unit’s movement for the phase.

Example: From the Persian Gulf to Umm Qasr.

13.62 Amphibious Assault

Amphibious units may land in spaces

containing enemy units. Combat is then initiated per normal rules.

13.63 Naval Transfer

You may move any CENTCOM combat unit from any CENTCOM controlled port space to any other CENTCOM controlled port space via Naval Transfer.

Note: *The difference between amphibious movement and naval transfer is that the latter requires the terminal port to be controlled by CENTCOM units.*

14.0 STACKING

14.1 Stacking Defined

Stacking is having more than one unit in a single space.

14.2 CENTCOM Combat Unit Limits

Stacking is limited as follows.

- 1) You can have up to five combat units in a single space (of any unit size, full-strength or reduced).
- 2) In addition you may have one logistics unit in a Space. There cannot ever be more than one logistics unit per space.

Example: You could have one helicopter brigade, four mechanized brigades, and one FARP in one space.

14.3 Support Assets

The number of Support Assets you may *utilize* in a space is explained under the various rules for support operations, but they do not ever count against ground combat stacking limits.

14.4 Other Markers

HVT, Oilfield Fires and Bridge Blown markers have no effect on stacking.

14.5 Stacking Enforcement

You may not end a phase with more combat units in a space than allowed for by the stacking limit. If units are over-stacked, then at the end of the phase you must select and move excess units one space per the Withdrawal rule (see below). Within that restriction, you may move units through over-stacked spaces as long as the situation is restored at the end of a phase.

14.6 Iraqi Stacking

There may be up to three Iraqi combat units and one HVT in a single space, with the exception listed below. If some game condition would require more units in a

space, then those excess units cannot be moved or placed in such a space.

14.7 Iraqi Stacking Exceptions

The stacking limit for Iraqi units are excepted as follows:

- 1) Up to four Iraqi Reinforcement units can be placed in a space in addition to normal stacking (see the Reinforcement rule); these units remain on the map for the duration of a battle.
- 2) Bulletins may also place Iraqi units in the same space as CENTCOM units.

14.8 Enemy Contact

You may move CENTCOM units into any space containing Iraqi units (which automatically stops that movement and triggers combat). Friendly and enemy units in the same space do not ever count against each other’s stacking limits.

15.0 J-3 COMBAT

15.1 General

Combat is triggered when CENTCOM units are in the same space as Iraqi units. This results in the execution of the Ground Combat Sequence.

15.2 Triggering Combat

Combat may be triggered under the following circumstances.

- 1) In the J-3 Combat Phase. In this case, CENTCOM is the attacker and the Iraqis the defender.
- 2) In an Iraq Counterattack Phase if a Chaos Marker calls for it. In this case, the Iraqis are the attacker and CENTCOM the defender.

15.3 Ground Combat Sequence

Each combat must go through the following steps. You complete all steps for each combat before going on to the next one.

- 1) **Battle Display Deployment.** Reveal all Iraqi units in the space, and then place all Iraqi and CENTCOM units in the Battle Display.
- 2) **Iraqi Reinforcement Check.** Pick units from the Iraqi Reinforcement Bin equal to the current Iraqi C2 level, and then place them on the Battle Display (with the other units involved in the battle).
- 3) **CENTCOM Air Strikes.** Allocate any CENTCOM Air Strike assets to

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the battle, and execute Air Strikes. Afterwards, move the Air Strike assets to CENTCOM Support Used box.

Note: *If all Iraqi units are eliminated by Air Strikes, proceed to the Winning the Battle step immediately.*

4) Tactical Edge Determination. Roll one die for the Iraqis. Add one (1) to the die roll if the Iraqis have any Asymmetrical Warfare units in the engaged force (this is a maximum of “one,” regardless of the number of Asymmetrical Warfare units present), and one if an *Ambush* marker is revealed (see the HVT rule).

Note: *The Iraqis receive one (1) for each of the above, if applicable, to a maximum of two (2).*

Next, roll a second die for CENTCOM. Add one (1) to the die roll if CENTCOM has an Asymmetrical Warfare unit in the battle (this is a maximum of “one,” regardless of the number of Asymmetrical Warfare units present), and one if there is an ISR asset in the same space.

Note: *CENTCOM receives one (1) for each of the above, if applicable, to a maximum of two (2).*

The side with the higher total has a Tactical Edge for the battle in that space.

Note: *In the event of ties, the Iraqis get the Tactical Edge if the battle is taking place in a Regime Stronghold space (see the TEC). The CENTCOM get the Tactical Edge otherwise.*

5) First Round of Ground Combat. The side with Tactical Edge fires first. Total the combat strength of all combat units and then follow the Fire Procedure (see below for Fire Procedure.)

The side without Tactical Edge then fires. Total the combat strength of all surviving combat units and then follow the Fire Procedure.

6) Battle Continuation Decision. The battle may continue depending on the following circumstances:

a) If CENTCOM has the only surviving units, CENTCOM wins (see below).

b) If the Iraqis have the only surviving units, the Iraqis win (see below).

c) If CENTCOM and the Iraqis both have surviving units, then you must decide to either Withdraw or Continue the Battle.

7) Withdrawal. If you choose to Withdraw CENTCOM force, then follow the Withdrawal procedure (see 19.0).

8) Second Round of Combat. If you choose to continue the battle, then repeat steps (4), (5) and (6) above.

9) End of Battle. The Battle ends at the end of the Second Round of Combat, regardless of the results. The battle is won or lost per 18.0.

16.0 FIRING & THE BRT

16.1 Firing Defined

During battle, enemy units fire at each other to cause unit eliminations.

16.2 Firing Procedure

You “fire” a unit by rolling a number of dice equal to the combat strength of that unit. Then cross-index each die roll with the outcomes on the Battle Results Table. Apply battle results immediately as explained below. Firing is non-sequential and thus one side will possibly take losses and be reduced in strength before firing back.

16.3 Targeting

When firing, you can always select the units which will be eliminated or reduced, for both sides.

Designer's Note: *Yes, you fire all units as one combined total. This is owing to the range and lethality of modern weapons systems. Hence, getting the Tactical Edge can be the decisive element in fighting any battle!*

16.4 Battle Results Table (BRT)

The BRT is in the game charts. Results are either “Elimination” (Remove the targeted unit from the map, and place it in the Eliminated box) or “No Effect” (nothing happens).

Note: *Two step units are reduced before being eliminated (see 16.5).*

16.5 Two Step Units

Most CENTCOM combat units have two “steps”. The front side represents their full strength; the reverse side represents their reduced strength. They are always initially deployed on their full strength side. As such, if a two-step unit suffers an “Elimination”

in combat, flip the unit to its reduced side first. A second hit eliminates it, however (in other words, if that unit is already on its flipped side when it suffers an “Elimination”, it is eliminated from the map). Any one step unit is always eliminated by one hit.

Note: *A reduced unit can be restored to full strength via J-1 Refit.*

16.6 Overkill/Collateral Damage VP Penalty

If the CENTCOM inflicts more eliminations than there are Iraqi units which can be eliminated in that battle, then for each excess “hit” the CENTCOM loses one VP. Excess Iraqi hits do not have a similar effect; they are ignored.

16.7 Firepower Selectivity

For the CENTCOM, you can choose to fire fewer dice than the total combat factors involved (to reduce the chance of overkill/collateral damage, but you must decide ahead of time how many dice you will throw and then apply the results for them. This decision is made on a round by round basis.

Firepower Selectivity is never permitted for the Iraqis (nor is it necessary, per 16.6); You must fire all their units in a battle.

17.0 TERRAIN EFFECTS ON COMBAT

17.1 Rivers

CENTCOM Combat units that cross a river with a Blown Bridge via ground movement in a J-3 Maneuver Phase and then make an attack in the ensuing J-3 Combat Phase have their combat strengths reduced by 50%.

Note: *This is judged on a unit by unit basis. This does not apply against Support Assets.*

17.2 Cities

If the *Iraqis Dig In* event occurs, then both CENTCOM Combat units and Air Strikes which attack Iraqi units in any city space have their combat strengths reduced by 50%. When defending in a city space, CENTCOM units defend at full strength. However, see the Engineer rule (35.0).

Otherwise, combat in cities is conducted normally.

17.3 Multiple Defenses

If an attacking force would be reduced by 50% more than once for the terrain, then apply only one reduction.

Example: A unit with a combat factor of “4” attacks across a river into a city after the Iraqis Dig In event occurs. It attacks with a strength of “2” (50%).

17.4 Rounding Off

Total the number of units to be reduced, divide by “two,” and then round *up* any fraction.

Example: Two units with a combat strength of “3” and “2” respectively are attacking together. The total strength is “5,” divided by two, which equals “2.5,” which then is rounded up to “3.”

18.0 WINNING A BATTLE

18.1 Determining the Victor

At the end of each combat, check to see who wins that battle per the following stipulations:

- 1) CENTCOM wins if all Iraqi units in the space have been eliminated.
- 2) The Iraqis win if all CENTCOM units in the space have been eliminated.
- 3) If both CENTCOM and Iraqi units survive (after the Second Round of Combat), the Battle is a draw.

Designer’s Note: *Because of the sequencing of fire, there will not be any situations in which both sides are wiped out.*

18.2 CENTCOM Win

If CENTCOM units remain in the space, then qualified CENTCOM units may then conduct Pursuit (see 20.0).

18.3 Iraqis Win

If the Iraqi units win, they remain in the space.

18.4 Draw

If all surviving CENTCOM and Iraqi units remain in the space, all of the surviving CENTCOM units must withdraw (see 19.0), and all surviving Iraqi units remain in the space (face up).

18.5 Post-Battle Disposition (CENTCOM)

CENTCOM Combat units which are eliminated are placed in the Eliminated box. They may be returned to play via J-1 Refit.

CENTCOM Support Assets are not affected by combat results. They must be returned to CENTCOM Support box after being used (and can be used again later at no extra cost.)

Surviving CENTCOM Combat units remain on the map. See Pursuit and Withdrawal.

18.6 Eliminated Iraqi units

An Iraqi unit, when eliminated, is placed back into the Reinforcement Bin (and can be returned to play if picked again), unless it is an Iraqi “Start” unit (they are permanently out of the game).

Note: *Alsi and Badr units that have been eliminated are eliminated permanently.*

19.0 POST-COMBAT WITHDRAWAL

19.1 General

Withdrawal is a retreat of CENTCOM forces after a battle has ended. You may declare a voluntary Withdrawal during the Withdrawal step of the battle sequence, and may withdraw if a battle ends in a draw.

19.2 Withdrawal Procedure

Move all CENTCOM units involved in a battle one space within the following strictures:

- 1) Withdraw towards the CENTCOM Base area (activated or not) on the same Vector of Advance, or to the next Vector of Advance if there is a Lateral Route connecting the Vectors of Advance (from the space it is on). All withdrawing units must move together.
- 2) Withdrawal may not be into a space containing Iraqi units, or into a space which is closer to Baghdad than the starting space. If no such space exists, then you cannot withdraw (thusly, the units are eliminated if there is no other choice).
- 3) All units must withdraw together into the same space. Units may not split up as they withdraw.

19.3 VP Cost

Any withdrawal (whether voluntary or not) incurs a VP cost of -1 per each unit, representing the media’s reporting of the event, and the political outcry from politicians. If this reduces the VP Index to zero or less, you lose the game.

20.0 POST-COMBAT PURSUIT

20.1 General

If CENTCOM units attack and win the battle, you may conduct a Pursuit move. Pursuit occurs immediately upon conclusion of that battle, but before the next battle is initiated. It involves only winning ground units. If CENTCOM units are *defending* and win a battle, there is no Pursuit (by either side).

20.2 Units Qualified to Pursue

All CENTCOM ground combat units may conduct Pursuit, other than those making an Air Assault or Amphibious Assault. However, pursuing units must start “In Support” to Pursue. They may move to “Out-of-support” positions during the Pursuit.

20.3 Pursuit Procedure

You may only move pursuing units one space. All units which pursue must move together, though you may pursue with some, none or all units which win a battle.

20.4. Restrictions

A unit may conduct a maximum of one Pursuit per combat Phase, but you may not move pursuing units into spaces which would cause over-stacking.

Pursuing units may cross rivers via the rules for river crossing (see 12.7).

Pursuing units may use Engineer support to move two spaces, if desired (see 21.2).

20.5 Rolling Attack

You may move pursuing units into a space containing Iraqi units. At the end of the pursuit, you must conduct another attack with those units (see 21.0).

21.0 ROLLING ATTACKS

21.1 General

A Rolling Attack is only executed by pursuing CENTCOM units at the end of a pursuit move (if they pursue into the same space as Iraqi units). A Rolling Attack follows the same general procedure for attacking, except as follows:

Note: *If a Rolling Attack occurs against a space occupied by Coalition and Iraqi forces, those already-present Coalition units may also conduct their own Rolling Attack and Pursuit thereafter (if the Iraqi units that were present in the same hex were eliminated, of course).*

21.2 Rolling Attack Procedure

A Rolling Attack must be executed immediately after a Pursuit (if an enemy unit is present in that space). In other words, Rolling Attacks are mandatory after a Pursuit. A unit may be involved in a maximum of one Rolling Attack per turn (that is to say, if a CENTCOM force wins a Rolling Attack, it may not pursue further), though a unit that is involved in a Rolling Attack fights normally.

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Note: *Since all pursuing units must move together, only one Rolling Attack can ever occur thereafter (in the space they pursue into).*

Support Assets may be added to a Rolling Attack provided they have not been used previously during that turn. For instance, an Air Strike that was used to support the initial attack which generated the Pursuit may not be used again during a subsequent Rolling Attack by the pursuing units.

Note: *It is perfectly legal for pursuing units to move to an out-of-support position and attack, but they receive the penalty under the J-4 rules for doing so.*

21.3 Combined Attacks

Pursuing units may enter spaces containing other friendly units which have not yet engaged in combat with Iraqi units in their spaces. All those CENTCOM units make a single attack together (as if everybody is conducting a Rolling Attack). The units that did not pursue into that space may not pursue again, but the units that were already in that space are not otherwise restricted.

22.0 J-4 LOGISTICS UNITS

22.1 General

Corps Logistics and FARP units are referred to as Logistics units. They are initially deployed in Activated Base areas. They function per the following special cases.

Designer's Note: *The Corps Logistics Units represent the furthest which supplies and other logistical Support can be provided. It's helpful to think of the Corps Logistics Units as being the terminus of a line of vehicles stretching across the map from the marker itself back to CENTCOM Base areas. FARPs represent airborne logistical activities centered on Airbases.*

22.2 Corps Logistics Unit Movement

You may only move Corps Logistics Units during the J-4 Logistics Phase (not during the J-3 Maneuver Phase).

Corps Logistics Units are moved one (1) space per turn, although one engineer unit may increase the movement of a single Corps Logistics Unit's movement up to two (2) spaces instead, provided that the engineer unit began stacked in the same space with that Corps Logistics Unit at the beginning of the J-4 Logistics Phase

(although the engineer unit itself does not move during the J-4 Logistics Phase).

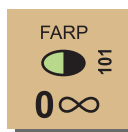
22.3 Restrictions

Corps Logistics Units can only be moved towards Baghdad, never laterally, although they can be forced to move back towards their Bases due to Iraqi action (see 28.0).

A Corps Logistics Unit may not move across any Blown Bridge, unless an Engineer is present on an adjacent space.

22.4 FARPs

FARP units move only during the J-4 Logistics Phase, and they can move only via airmobile movement. Furthermore, they may move only to/from activated CENTCOM Bases and/or CENTCOM occupied Airbases.



Note: *Unlike other airmobile moves, FARPs must end in a space with an Airbase. Indeed, FARPs cannot move using normal ground movement.*

22.5 Prohibited Movement

Logistics units may not be moved into a space containing Iraqi combat units.

22.6 Stacking

See the stacking rule (14.0).

22.7 Effects of Iraqis on Logistics Units

If an Iraqi unit enters a space containing a Corps Logistics unit or FARP (which may occur due to a Counterattack or Bulletin), you must displace that Logistics unit per the following stipulations:

1) Move the Corps Logistics Unit to the nearest space on the same Vector of Advance which is not occupied by an Iraqi unit and which is closer to the activated Base (that is, in a higher numbered space). If no such space exists, place it in the Base Area for the same Vector.

2) Move a FARP to any activated CENTCOM Base Area.

Note: *This means that Logistics units will not engage in combat and can not be eliminated.*

22.8 Severing a Supply Line

If any Iraqi unit has entered a space that is closer to a base than a Corps Logistics unit on the same Vector of Advance (and there is no Coalition unit in that same space), you must immediately pick up that Corps

Logistics Unit and place it on a space that is closer to the base than that Iraqi unit. There can be no intervening Iraqi units between the Corps Logistics Unit and the Base on that Vector of Advance.

Example: A Corps Logistics Unit is on Al Kut. A Counterattack causes an Iraqi unit to enter Al Amarah. Pick up the Corps Logistics Unit and place it on the Halfaya Oilfield to the south of Al Amarah.

Supply Lines cannot exist beyond Baghdad. For example, if the Coalition occupies West Baghdad, a Logistics unit located there cannot supply an attack on Fallujah.

23.0 J-4 LOGISTICS EFFECTS

23.1 General

CENTCOM combat units require Logistics Support to function at full effectiveness.

23.2 Logistic Support Defined

A Combat unit is Logistically Supported if one or more of the following are in effect:

- 1) The unit is in the same space as a Corps Logistics Unit or FARP;
- OR
- 2) The unit is within two spaces (inclusive) of a Corps Logistics Unit or FARP on the same Vector of Advance, and there are no Iraqi units in the intervening spaces;
- OR
- 3) The unit is in a space between a Corps Logistics Unit and an activated CENTCOM Base on the same Vector of Advance.

Note: *Condition (3) is not met by a FARP; FARPs only provide Support under (1) and (2).*

Example: a Corps Support Asset is on Al Kut. A CENTCOM unit at Basrah would be In Support.

23.3 Universal Support

All CENTCOM units can be supported by any CENTCOM Logistics units.

23.4 Units which are always In Support

The following CENTCOM units are always In Support:

- 1) Units in an activated Base area.
- 2) All Joint Special Task Forces and Special Operations Helicopters.
- 3) Units making an Air Assault if they started in an In Support position (for the J-3 Combat Phase following the airborne movement).

- 4) Units making an Amphibious Assault (for the J-3 Combat Phase following the airborne movement).
- 5) FARPs and Corps Logistics Units.
- 6) Peshmerga units.
- 7) All Support Assets.

Note: *Units making airborne or amphibious assaults are in Support for the J-3 Combat Phase following the J-3 Maneuver Phase in which they made that type of maneuver. However, they are out-of-support thereafter (which means you would have to move up Support Assets during the ensuing J-4 Logistics Phase, or they might be out-of-support in the event of an Iraqi counterattack in the Iraqi Phase).*

23.5 Line of Support (LOS)

A LOS is a path of spaces from a unit back to a Corps Logistics Unit or FARP. A LOS is blocked if any intervening space is occupied by any Iraqi combat unit (although a CENTCOM unit can be in the same space as an Iraqi unit and still trace a LOS out of it).

Also, blown Bridges or Oilfield Fires do not block tracing a Line of Support, but a FARP cannot provide a LOS across a Lateral Route.

23.6 LOS Limitation

A unit can use a Corps Logistics Unit only on its particular Vector of Advance.

Example: A unit on the Basrah Vector of Advance could not draw logistics Support to the Mosul Vector Corps Logistics unit (this abstractly represents real-world limitations of such quick-paced operations, especially if involving different branches of the service).

23.7 Out-of-support

A unit is Out-of-support (OOS) if it is not in automatic Support or if it cannot trace a LOS per the above stipulations. This is judged at the start of each and every Phase and Sub-Phase. It remains in effect for that unit for the remainder of that Phase or Sub-Phase.

Example: A unit which starts a J-3 Maneuver Phase In Support moves two spaces. It ends up in an out-of-support position. For J-3 Combat, it is therefore not supported.

23.8 Effects of Logistics

A unit which is logistically supported functions normally. A unit which begins a J-Phase OOS is affected as follows:

1) **J-1:** A reduced combat unit may not be refit.

2) **J-3 Maneuver (Ground):** A ground combat unit has its movement value reduced to "one". A unit's movement value, whether reduced or full, remains in effect for the remainder of that Phase regardless of whether it moves into or out of positions in which it would be out-of-support or not.

Note: *An out-of-support unit can still cross rivers and move laterally.*

3) **J-3 Maneuver (Airborne)** An airborne unit can only move back to an In Support position.

4) **J-3 Combat:** A combat unit which begins a J-3 Combat Phase out-of-support has its combat strength reduced by 50% (round up any fractions). If there is more than one out-of-support unit in the space, total them all and reduce them by 50%. After any totaling, round up any fractions.

5) **J-3 Pursuit:** A unit which is out-of-support may not conduct Pursuit movement or Rolling Attacks.

Note: *No other game function is affected. Asymmetrical units which are out-of-support retain their Asymmetrical capability.*

23.9 Out-of-Support & Terrain Defense

A unit which is both out-of-support and is to be reduced for the terrain in the space is reduced to 25% of its printed combat strength. Again, round up any fractions.

23.10 Iraqi Logistical Irrelevancy

Only CENTCOM units are affected by Logistical considerations, not Iraq.

24.0 J-5 SPECIAL OPERATIONS

24.1 General

During the J-5 Phase, you may use SOF (special operations forces) assets to conduct guerrilla mobilization and HVT capture attempts.

24.2 Stacking

You may place up to two SOF in a single space (one for each type of mission). You must place all SOF before actually executing any missions.

24.3 Mobilize Guerrillas Procedure

For each space with a SOF, you must consult the SOF Guerrilla Mobilization Table, roll one die, and apply the results as indicated.

24.4 Mobilization Results

A success means that you pick, at random, one CENTCOM Peshmerga unit (if available) and place it in that space. Other results are explained on the table.

24.5 Restrictions

You may not attempt to mobilize guerrillas in any Regime Stronghold space.

24.6 HVT Capture Prerequisites

You may attempt to capture a HVT target if (1) it is revealed and (2) there are no Iraqi combat units in the same space (regardless if revealed or not).

24.7 Capture HVT Procedure

For each space with an SOF unit, consult the High Value Target Capture Table, roll one die, and apply the results (explained on the table).

24.8 Disposition

Upon completion of missions, place all surviving SOF units into the SOF Used box.

25.0 ASYMMETRICAL WARFARE UNITS

25.1 General

If a side has an Asymmetrical Warfare unit in a battle, it gains a plus one (+1) to its Tactical Edge die roll. Only one Asymmetrical Warfare unit may apply this modifier per side in a single battle round.

26.0 IRAQI C2 & CHAOS MARKERS

26.1 Chaos Defined

Chaos markers represent the Iraqi response to CENTCOM's operations as well as various random events.

26.2 Chaos Procedure

During the Iraqi Chaos Phase, you must pick a number of Chaos markers from the bin equal to the number corresponding to the current Iraqi C2 Level. As each one is picked, read the instructions for it and implement them (unless otherwise stated by the event explanation). Then go on the next Chaos marker, if any (the instructions are on the Chaos Chart).

Example: The Iraqi C2 Level is at "3," so the number of Chaos markers that you pick is three.

26.3 Disposition

After playing a Chaos marker check for disposition:

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- 1) Discard:** remove the marker from the game. It is never picked again.
- 2) Return:** place the marker back in the Chaos bin.
- 3) Remains in Effect:** the marker remains in effect for the next turn, or remainder in the game, depending on the explanation. Place it in the designated box on the map.

26.4 Supersede

Chaos explanations may supersede other game rules.

Note: You should read the event explanations before start of play as some of their negative impact can be forestalled by the player having certain CENTCOM special units in place.

27.0 IRAQI UNITS

27.1 General

All Iraqi units are combat units. They have no Support assets.



27.2 Iraqi Start Units

Iraqi units are set up via the Initial Deployment procedure. When they are eliminated, they are permanently removed from play.

27.3 Iraqi Reinforcement Units

Iraqi reinforcements are initially placed in the Reinforcement Bin. They come into play via the Reaction procedure and Bulletins. When they are called for, deploy them on the map.

Designer's Note: The Iraqi reinforcements represent units mobilized locally such as the Saddam Fedayeen as well as units moved into position and forces which CENTCOM intelligence are not aware of.

27.4 Automatic Replacement of Iraqi Reinforcement Units

All Iraqi Reinforcement units are automatically replaced and returned to the Bin after engaging in combat, regardless of the results.

Note: You can reduce the number of Iraqi reinforcements which will be deployed for any particular battle via J-2 joint strikes.

27.5 Iraq Movement

Iraqi units do not ever move, except per the Counterattack rule (see 28.0).

27.6 Special Iraqi Units

There are various Iraqi "special" units, which entail specific characteristics.

Iraqi Guerrillas

These have an Asymmetrical Warfare rating. They are otherwise treated as ordinary combat units.

Ansar al Islam

This is treated as a normal Iraqi unit, except that it is placed in the dead pile if eliminated.

Errata: Ignore the back (CENTCOM) side of this unit.

Badr Brigade

Roll one die at the start of play: Even result (2, 4, 6), the unit is treated as a normal Iraqi unit; odd result (1, 3, 5), the unit is treated as a CENTCOM unit (flip the unit to its designated side).

In either case, if the Badr Brigade is eliminated, it is placed in the dead pile.

Deception Units

The instant that any Deception unit is revealed, remove it from the map. It has no other effect on combat. A "Start" deception unit is removed from play permanently. A "Reinforcement" deception unit is returned to the Bin, however.

Garrison Units

These units are deployed face up. They never move. They otherwise act as normal Iraqi units. The parenthesis around the combat strength indicates their non-mobile nature.

28.0 IRAQ COUNTERATTACKS

28.1 Counterattack Procedure

If a Chaos marker calls for an Iraqi Counterattack, then you must follow the procedure below. This occurs in the Iraq Counterattack Phase.

28.2 Iraqi Counterattack Procedure

- 1) Activation:** For each Iraqi combat unit which is adjacent to any CENTCOM combat or logistics units, roll one die.

Result is less than or equal to C2 level: Iraqi unit is activated.

Result is greater than C2 level: Unit not activated.

Note: Reinforcements are not drawn during an Iraqi Counterattack.



- 2) Movement:** You must move each activated Iraqi unit above one space towards the nearest CENTCOM unit. If there is more than one such space, then roll a die to determine which one is the target space.

- 3) Counterattack Combat:** After all movement has been executed, you must initiate combat for spaces containing both Iraqi and CENTCOM units. The Iraqis are the attacker. You do this one at a time for each battle, in any order you want.

28.3 Concentration

You check activation in the order of the lowest numbered space to the highest for each space (for administrative reasons only). You may not move Iraqi units in such a manner as to create over-stacking. In the event that an over-stacking would occur, then the units do not move.

28.4 Restrictions

Iraqi units may not ever enter a CENTCOM Base. Iraqi units may not ever move across Blown Bridges, and thus movement paths across Blown Bridges are never considered "closest".

28.5 Counterattack Combat

Iraqi units attack. Use the normal Battle procedure. The Iraqis are the attackers and CENTCOM the defenders.

Note: CENTCOM can use Air Support in the defensive. Also, Logistics considerations are in effect.

28.6 Terrain Irrelevancy

Terrain has no effect on any unit strength for counterattacks.

28.7 No Pursuit

If CENTCOM wins a counterattack battle, there is no Pursuit. Iraqis never pursue, either.

28.8 Consecutive Counterattacks

If more than one Counterattack marker is picked during the same turn, then resolve each one individually before proceeding to the next.

29.0 CENTCOM SUPPORT ASSETS

29.1 CENTCOM Support Assets Defined

CENTCOM Support Assets include: Air Strikes, Engineers, ISR assets, and SOF.

29.2 Support Asset Utilization

You purchase Support Assets per the J-1

procedure. Place them in the appropriate boxes. They remain there until you use them, at which point place them in the Used Box. During the Administration Phase, move all Support Assets in the Used box back to the Support Box. You can use them again at no cost in VP.

29.3 Recyclable Support Assets

Some combat results may eliminate a Support Asset, at which point that unit is placed back in the reinforcement mobilization box (and may be purchased again).

29.4 Support Asset Stacking Irrelevancy

Support Assets do not count for stacking and have no effects other than those specifically stated in their rules.

30.0 CENTCOM AIR STRIKES

30.1 Air Strikes Defined

Air Strikes represent everything from cruise missiles to aircraft of various types.



Each air unit may be used only once per complete turn. After use, place it to the Air Strikes Used box.

30.2 Air Strikes Utilization

- 1) **Joint Strikes vs Iraqi C2:** During the Joint Strike Phase, this type of Air Strike may be directed against the Iraqi C2 Level. Place them in the Joint Strike box (see 8.0, above).
- 2) **Tactical Support:** During the J-3 Phase, or Iraqi Counterattack Phase, this type of Air Strike is directed to spaces on the map with CENTCOM Ground Combat units which are conducting combat (see below).

30.3 Range

Air units may be employed anywhere on the game map.

Designer's Note: Iraqi ground units cannot fire against CENTCOM air units. However, certain Joint Strike results will cause the loss of VP representing aircraft losses below the scale of the game.

31.0 TACTICAL SUPPORT

31.1 General

You may commit Air Strike units to combat during the Air Strike Step of the battle routine. This can be in a J-3 CENTCOM attack or Iraqi Counterattack.

31.2 Tactical Support Procedure

Roll a number of dice equal to the total number of Air Strikes, and check the Battle Results Table. Then apply the results to the targeted unit.

31.3 Restrictions

Air Strikes cannot be committed by themselves for Tactical Support. There must be at least one CENTCOM ground unit involved in a battle.

31.4 Collateral Damage

Collateral Damage considerations apply (see J-3 Combat).

31.5 Iraqis Dig In Effect

If Iraqi units are in cities and the *Iraqis Dig In* event is in effect, then the total strength of each Air Strike is halved (round up fractions).

31.6 Obliteration

If Air Strikes wipe out all Iraqi units before the first Ground Combat round, CENTCOM wins the battle.

32.0 FOG OF WAR

You can always examine CENTCOM units, but Iraqi combat and HVT units (which are initially placed face down on the map) can only be examined when revealed. Such units are only revealed if the following conditions apply:

- 1) At the instant that a CENTCOM ground unit enters their space.
- 2) Via J-2 ISR (see 16.6).
- 3) As otherwise indicated by the rules.

Once an Iraqi unit or marker is revealed, it remains revealed as long as it is on the map.

However, you may not examine Iraqi units in the Bin, nor unpicked HVT markers.

33.0 ISR ASSETS

33.1 J-2 Phase Usage

These are explained under the J-2 rule (see 11.0).

34.0 CENTCOM SOF

34.1 General

CENTCOM SOF units represent a wide range of clandestine special operations forces, as well as information warfare efforts.

34.2 Joint Strike Phase

For any Joint Strikes, SOF are used in the exact same manner as Air Strikes.

34.3 J-5 Phase Usage

These are used for Unconventional Warfare and HVT capture attempt missions, explained per 24.0.

35.0 ENGINEER SUPPORT

35.1 General

You may commit Engineer assets to enhance CENTCOM mobility, city attacks, and repair blown bridges.

An engineer can be used for one of the following missions per game turn:

35.2 Mobility Enhancement Procedure

Place Engineers on the map at the start of a CENTCOM J-3 Maneuver Phase. Engineers can be placed on any space containing a CENTCOM unit which is In Support. All CENTCOM units starting in that space have their movement value increased by one (+1) for the remainder of that Maneuver Phase.

Note: This movement increase (+1) applies even after a unit has been facilitated to cross a river.

35.3 City Attacks

Place Engineers on the map at the start of any CENTCOM J-3 Combat Phase. Engineers can be placed on any city space containing a CENTCOM unit which is In Support and containing enemy units after the *Iraqis Dig In* event occurs. All CENTCOM ground Combat units in that Space use their full combat strength when attacking. Engineers are not affected by combat outcomes in any case.

Note: Engineers cannot be used to support combat in non-city spaces (these are not assault engineers, per se).

35.4 Bridge Repair

At the start of a CENTCOM J-4 Phase, Engineers can be placed on a space containing a CENTCOM unit which is In Support and is in any space adjacent to a River Crossing with a "Blown Bridge" marker (see the Blown Bridge Chaos event). Hence, remove the Blown Bridge marker...the bridge is considered to be restored (as of the end of the Phase) after any Logistics unit movement has been completed.

36.0 PESHMERGA

36.1 Peshmerga Defined

Peshmerga are pro-CENTCOM guerrillas. They are friendly to all CENTCOM forces.



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They can be deployed as part of initial set up in Kurdish areas, or can be recruited in the course of a scenario via SOF missions during the Unconventional Warfare Phase.

Exception: Peshmerga may not be recruited in any Regime stronghold spaces, CENTCOM Base areas or cross international borders.

36.2 Peshmerga Support

Peshmerga are always In Support.

36.3 Peshmerga Movement

Peshmerga units may move a maximum of one space per Movement Phase. They may not use airmobile or any naval movement.

37.0 IRAQI HIGH VALUE TARGETS (HVT)

37.1 General

Iraqi High Value Target (HVT) markers represent various strategic objectives. CENTCOM receives additional VP for capturing them.



Note: HVT never move. They do not affect stacking, nor do they block the movement of CENTCOM units. They are not affected by combat.

37.2 Reveal

HVT are revealed at the instant that any of the following happens:

- 1) A successful ISR Mission is conducted in the space (see 11.3).
- 2) A CENTCOM ground unit enters the space.

37.3 Capture

The CENTCOM can capture a HVT per these parameters:

- 1) There are no Iraqi combat units in the same space;
- AND
- 2) The CENTCOM executes a successful J-5 SOF mission.

37.4 HVT VP

The instant that CENTCOM captures any HVT marker, you gain the VP for it. As such, at the end of the game, reveal all un-captured HVT markers on the map. CENTCOM loses the listed VP value for each un-captured HVT, as well.

Note: Certain Chaos events will cause the value of HVT to be doubled at the end of the game.

37.5 Ambush

If the CENTCOM has any combat units in a space when an *Ambush* marker is revealed, then combat is immediately triggered (this is a special combat subroutine which may occur during movement). Execute the normal combat routine, but you must also execute the following actions and effects:

- 1) Pick the normal number of Iraqi reinforcement units per the C2 rule and place them in the space. This is so even if there are no other Iraqi units in that space;
- AND
- 2) The Iraqi attack receives an additional plus "one" (+1) to their Tactical Edge die roll.

37.6 Restrictions

You cannot examine unpicked HVT markers during the course of a scenario. At the end of the game, you examine all unpicked HVT markers, though they have no impact on VP.

38.0 OILFIELDS & PETROLEUM ENGINEERS

38.1 Victory Points

At the end of the game, the CENTCOM gains VP for occupying Oilfield spaces. The number of VP will depend on whether the space has a "Fire" marker there, and if there is also a Petroleum Engineer there or not (see the VP Chart).

38.2 Blowing Up Oilfields

If the *Blow Oilfields* Event occurs, then roll one die for each Petroleum space which is not occupied by any CENTCOM units.

An outcome of 1, 2 or 3 will cause the Oilfield to catch fire (place a "Fire" marker there); other results have no effect.



38.3 Effects

See the Terrain Effects Table.

38.4 Petroleum Engineers

Petroleum Engineers are otherwise treated as combat units, although they have a combat value of zero, which means they can engage in combat but roll no dice.



39.0 BLOWING UP BRIDGES

39.1 Triggering

If the *Blow Bridges* Event occurs, then roll one die for each Bridge which has no CENTCOM

units in any spaces adjacent to it. An outcome of 1 or 2 destroys the bridge; other results have no effect. If a *Blown* result occurs, place a "Blown" marker on that space.



39.2 Effects

Per the Terrain Effects Table printed on the map.

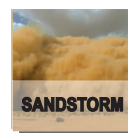
39.3 Repair

See Engineering operations (35.4).

40.0 SANDSTORM

40.1 Sandstorm Effect

When you pick the *Sandstorm* marker, the next game turn is simply skipped in its entirety. If this is the last game turn, the game therefore ends.



Note: Once the Sandstorm marker is picked, it is not reshuffled, but is instead removed from the game permanently.

41.0 SPECIAL SPACES

41.1 Baghdad

Baghdad consists of two spaces, Baghdad West and Baghdad East. They are connected by a lateral route. Baghdad West is on the same Vector as all Vectors leading into it. Similarly, Baghdad East is on the same Vector as all Vectors leading into it.

41.2 Baghdad & Logistics

Corps Logistics units may never enter Baghdad itself. FARPs may land in the West Baghdad airport. However, you cannot trace a Line of Support through Baghdad. Thus, the Basrah Vector of Advance would not trace into the Kirkuk Vector.

Note: FARPs do not provide logistics across Lateral Routes.

41.3 Al Faw

Al Faw (in southeast Iraq) is, effectively, a one space Vector of Advance (access is via the Persian Gulf using Amphibious and Airborne movement). It therefore only connects to Basrah via a Lateral Route.

42.0 CENTCOM BASE AREAS

42.1 General

CENTCOM Base Areas represent larger regions adjoining the theater of operations,

such as the Persian Gulf, Kuwait, Saudi Arabia, Jordan, Turkey, and the Eastern Mediterranean. The CENTCOM may use a Base Area only if actually activated.

42.2 Activation

You may attempt to activate Base Areas during initial setup. However, once the game has begun, you may not activate further Base areas. Once a Base Area is activated, it remains activated for the remainder of the game.

42.3 Al Faw

This rule is mistakenly referenced on the map (referring to Al Faw); see 41.3 instead.

42.4 Base Activation Procedure

Consult the Base Area Activation Table. For each Base Area you attempt to activate, you must pay the VP cost and roll one die. Apply the result. Use the markers to indicate the level of activation.

42.5 Automatic Activation

Kuwait, the Persian Gulf as well as the Eastern Mediterranean are always activated, so there is no need to place any marker on them.

42.6 Outcomes

The following activation outcomes determine the results of an activation attempt:

No Activation: the Base Area may not be used.

Partial Activation: CENTCOM special task forces and logistics units may use the Base Area; all other units may not.

Full Activation: All CENTCOM units may use the Base Area.

42.7 Deployment

There are two types of deployments indicated by the scenario, listed as follows:

Start: You can deploy starting CENTCOM ground units and reinforcements in a Base Area.

Reinforcement: CENTCOM ground reinforcements (which are mobilized after the start of play) are always placed in the Eastern Mediterranean box. They can then move to other Bases via naval transfer (or airborne movement, if qualified).

42.8 Land Movement

You can move units onto and off of the map via a Vector of Advance connecting it to a Base Area per the following stipulations:

- 1) Units in a Base Area are considered to be one space off of the map, where connected by a land route.
- 2) Kuwait has three Vectors of Advance leading onto the map. Turkey, Jordan and Saudi Arabia each have one.
- 3) You can also move units by land from Kuwait to Saudi Arabia. Land movement between other Base Areas is not allowed, however.

42.9 Airborne & Naval Transfer Movement

Units capable of airborne movement can move to and from any Base Area using airborne moves. Similarly, units can move from any Base Area with a port symbol to any other Base area with a port symbol via naval transfer. This consumes the unit's entire movement.

42.10 Persian Gulf

Units in the Persian Gulf can make amphibious (and airborne) assaults onto the map. Once the CENTCOM has captured an Iraqi port, naval transfer between the Persian Gulf and the map is allowed.

42.11 Stacking

The number of units the CENTCOM can stack in a Base Area is printed on the chart. "Unlimited" means that you can place any number there. Otherwise, the limit is the number given.

Example: You could stack up to six brigades in Turkey.

42.12 Logistics

Units in a Base Area are always In Support. You do not need to trace a LOS for them. Fully and Partially activated Base Areas are sources for Support traced to a Corps Logistics Unit. You cannot trace a LOS from one Base Area to another Base Area.

42.13 Restriction

Iraqi and Peshmerga units may never enter CENTCOM Bases.

43.0 SCENARIO SET-UP

43.1 General

To set up the game, first punch out the counters and sort them. Then, place the map on a flat surface. Finally, place three wide mouth opaque containers nearby, within reach. You will need a few six-sided dice.

43.2 Administrative Set-up

Place the *Turn Marker* on the Turn "1" space on the Turn Record Track.

Place the VP marker on the "50" space. Roll one die: If it is an even roll, add it to the index. If it is odd, subtract it (this represents Turkey's unwillingness to allow the Coalition to use Turkish bases as a jump-off). This modified number will be the starting CENTCOM VP level.

Place the Iraqi C2 marker on the "9" space.

Finally, place all the Chaos Event markers in an opaque container. This is known as the *Iraq Chaos Bin*.

43.3 Iraqis Set-up

Divide all Iraqi units up into the following groups and then place them as follows:

- 1) **Iraqi Reinforcements:** Place these units in the second opaque container. This is the *Iraq Reinforcement Bin*.
- 2) **Iraqi Garrisons:** Place one each in East Baghdad, West Baghdad and Basrah (with same name of city).
- 3) **Iraq "Start" Combat Units:** Place them face down and mix them up (this includes the deception units). Then place them as follows:
Two each in East Baghdad, West Baghdad, Tikrit, Basrah.
One each per other city, town, oilfield, and Al Faw.
- 4) **Ansar al Islam:** Choose one of the two Kurdish areas via a die roll randomization and place it there. Then, place the Badr Brigade on the other Kurdish space (randomly roll to see which side the Badr Brigade is on).
- 5) **Iraqi HVT:** Place them face down and mix them up. Then pick one each per Regime Stronghold space and place them face down there (without knowing their identities). The remaining HVT markers are kept off map, face down (without knowing their identities).

43.4 CENTCOM Deployment

Set-up all CENTCOM units per the following stipulations:

- 1) Activate CENTCOM Base Areas you plan to use in the course of the scenario by paying the VP cost and rolling for them.

Exception: Kuwait, the Persian Gulf, as well as the Eastern Mediterranean Bases are automatically activated at no VP cost.

- 2) Place the following units at no cost in VP:

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2a) In any activated CENTCOM Base Areas, place:

All units of 3rd Mechanized Infantry Division
101st Airborne Division
1st MEF Division
2/82nd Airborne Brigade
173rd Airborne Brigade
2nd MEB Marine Brigade
R/1 MEF Armored Cavalry task force
15, 24, 26 MEU Marine Battalions
3 MAW
11, 12 Helicopter units
1 MEF Logistics units
101 FARP unit
British 7th Armored Brigade
British 16th Air Assault Brigade
British 3rd Marine Commando Brigade
British JHF helicopter brigade.

2b) In the Eastern Mediterranean, place:

All units of 4th Mechanized Infantry Division.

2c) In any spaces in Iraq with no enemy units, and/or any CENTCOM activated or partially activated Base:

75R
TF 7
TF 20
TF 64
GROM Joint Special Task Force unit
160 SOAR Helicopter

3) Place all remaining CENTCOM combat units in the Combat unit mobilization box.

4) Place all CENTCOM Support Assets in the Support Asset mobilization box.

43.5 CENTCOM Mobilization

You may recruit additional CENTCOM Combat units and Support Assets by expending VP. Place Combat units in any Activated CENTCOM Bases. Place Support Assets in CENTCOM Available box.

You may purchase (recruit) up to four Peshmerga (CENTCOM guerrillas) by paying the VP cost, drawing them randomly, and then placing them in any Kurdistan spaces of your choice.

43.6 Begin the Campaign

Use the Sequence of Play to start the game.

43.7 Ending the Campaign

You can select to play the Short or Long Scenario. The Short Scenario ends at the

conclusion of Turn 7. The Long Scenario ends at the conclusion of Turn 11.

If you select the Long Scenario, then during the Protracted Conflict Phase of turns 8 to 11, roll one and subtract that total from the VP Index.

44.0 IRAQI CHAOS MARKERS

Baghdad Bob: Roll one die. Even result = lower the VP index that number; odd result = raise the VP index that amount. *Return.*

Blow Bridges: Execute the bridge destruction procedure. Roll one die for each Bridge that is not Coalition controlled. Results: 1-2 = bridge blown; 3-6 = no effect. *Discard.*

Blow Oil Fields: Execute the oilfield destruction procedure. Roll one die for each Oilfield that is not Coalition controlled. Results: 1-3 = blown; 4-6 = no effect. *Discard.*

Counterattack A: Execute a Counterattack (see Counterattack rule). *Return.*

Counterattack B: Execute a Counterattack (see Counterattack rule). *Return.*

Iraqis Dig In: For the remainder of the game, all Coalition units which attack into an Iraqi City space have their combat strengths reduced to 50%. *Remains in Effect.*

Rioting: The Coalition player loses two VP for each Iraqi city and town which is occupied by *Coalition units*, with the following exception: Cities and towns occupied by *Coalition security units* (any unit printed with a shield/badge symbol) lose only one point. *Discard.*

Saddam Fedayeen: During the Counterattack Phase: For each Coalition occupied Regime Stronghold space, roll one die. Even result = no effect; odd result = pick one Iraqi Reinforcement unit and place it in that space. Then execute the combat routine (during the Counterattack Phase). Do this for each such stronghold one at a time, resolving the combat then going on to the next one. Regardless of the outcome of the battle, return the Reinforcement unit to the Bin. *Return.*

Saddam Hussein Proclamation: Roll one die. Even result = Iraqi C2 level goes up one space; Odd result = Iraqi C2 level goes down one space. *Discard if Coalition occupies one or both Baghdad spaces; otherwise Return.*

Sandstorm: Lose the next turn. At the end of this turn, advance the turn marker two spaces instead of one. If this is the second to last turn of the scenario, the game ends. *Discard.*

Scud Attacks: The Coalition gains or loses twice* the normal VP per Iraqi Scud HVT captured or remaining on the map at the end of the game, respectively. *Remains in Effect.*

WMD Attacks: The Coalition gains or loses twice* the normal VP per Iraqi WMD HVT captured or remaining on the map at the end of the game, respectively. *Remains in Effect.*

**Once only per chaos marker.*