

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET UP
- 4.0 HOW TO WIN
- 5.0 OPERATIONAL CONSIDERATIONS
- 6.0 TURN SEQUENCE
- 7.0 AIR TRANSPORT POINTS
- 8.0 STACKING & FOG OF WAR
- 9.0 REINFORCEMENTS
- 10.0 ZONES OF CONTROL
- 11.0 AIR UNIT MOVEMENT
- 12.0 GROUND UNIT MOVEMENT
- 13.0 AIRMOBILE MOVEMENT
- 14.0 COMBAT
- 15.0 AIR TO AIR COMBAT
- 16.0 AIR TO GROUND COMBAT
- 17.0 GROUND COMBAT
- 18.0 OBJECTIVE MARKERS
- 19.0 SPECIAL OPERATIONS FORCES (SOF)
- 20.0 NAVAL OPERATIONS
- 21.0 LOGISTICS
- 22.0 UNIT STEP STRENGTH & REFITTING
- 23.0 UNIQUE UNITS
- 24.0 GUERRILLAS
- 25.0 SCENARIOS
- 26.0 OPTIONAL RULES

Note: Optional rules are not included in the rules. They are included with the online Living Rules.

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DESERT ONE WAR



US IN THE PERSIAN GULF, 1979–81

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

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

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1.0 INTRODUCTION

Desert One War (D1W) is a hypothetical operational level two player wargame covering US and allied intervention in the Persian Gulf during the 1970s and 1980s. The game has several scenarios. Two scenarios cover a US invasion of Iran in the aftermath of the Iranian Hostage Crisis of 1979–81. A third scenario covers an Oil War situation in which the US leads a NATO effort to seize Persian Gulf oilfields in response to an oil embargo.

The game system models ground, air and amphibious operations. For the Allies, the central game system is Air Transport Points (ATP). These represent strategic airlift capability. The assumption is that the scenarios cover the opening stage of an intervention, before the US can mobilize full-scale sealift. Therefore, airlift will become the primary means for moving units into the theater and provide logistic support.

The opposing Opposition Forces (OPFOR) have a better logistical situation since they can rely on local supply. But many of their military units are erratic in performance. This is modeled by untried units and other game functions.

1.1 Game Scale

Each hex on the map represents 60 kilometers from side to side. Each turn of play represents anything from three days of intense combat to ten days of refitting. Ground units represent regiments, brigades, divisions and groups of irregulars. Special operations forces (SOF) represents unconventional warfare activities. Aircraft units represent anything from one to four squadrons, depending on the quality of air force and operational tempo.

1.2 No Nuclear War Rules

There are no nuclear or other weapons of mass destruction in the game. The assumption here is that if combat goes nuclear, all bets are off.

2.0 COMPONENTS

The components to a complete game of **D1W** include one sheet of 228 9/16-inch counters. One 22 × 34 inch map and these rules. Players must provide at least one six-sided die.

2.1 The Map

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

Map: Refers to the hexagon part of the map. The various displays are not part of the map.

Game Turn Tracks: Each player has a track (Allied and OPFOR). These tracks may be used to place each side's reinforcements.

Allied Ground Staging Area: A holding display for Allied ground units which are available for deployment onto the map. They represent friendly ground and naval bases in the Indian Ocean. Allied ground reinforcements are placed here.

Allied Air Staging Display: A holding display for Allied air units that are available for flying missions on the map. They represent friendly air bases in the Indian Ocean. Allied air reinforcements can be placed here.

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

Allied SOF Display: A holding display for Allied SOF that are available for deployment on the map.

Allied and OPFOR Eliminated Units Displays: There are two displays, one for each side. They are for units that have been eliminated in combat and cannot be replaced.

Allied and OPFOR Guerrillas Display: There are two displays, one for each side. They are used to hold friendly guerrilla units when not on the map. Guerrilla units not in play are placed here.

Important: Friendly units can never enter or attack into enemy displays.

Important: The city hex borders depicted on the map are used to identify owning nation and have no effect on combat, movement or any other game function.

2.2 Sides

There are two players:

Allied Player: Controls United States and sometimes NATO, Arab, Israeli and Kurdish forces. Optionally, the Allies can control Israeli and Pakistani forces. The Allied objective is to seize critical objectives, free hostages, and reduce the opposing military potential.

OPFOR (Opposition Force) Player: Controls Iranian and sometimes Arab, Soviet and Kurdish forces. The OPFOR player is trying to inflict sufficient casualties on Allied forces to make further intervention politically impossible.

2.3 Unit Counters

Most of the counters (referred to as units and unit counters) represent combat formations. Additional counters are provided as informational markers.

Errata: The NATO KM infantry brigade should be a marine brigade.

Errata: There are two Iraqi combined arms units labeled **1 SF** on the front of the counter. One of those has the correct **2 SF** unit ID on the back. The front should read **2 SF** also.

2.3.1 Unit Classes

There are four general types of units:

Ground Combat Units: Ground combat units (also referred to as ground units) include:

Mobile Ground Units

Static Ground Units (Bases)

Important: Bases represent static logistical and air defense forces.

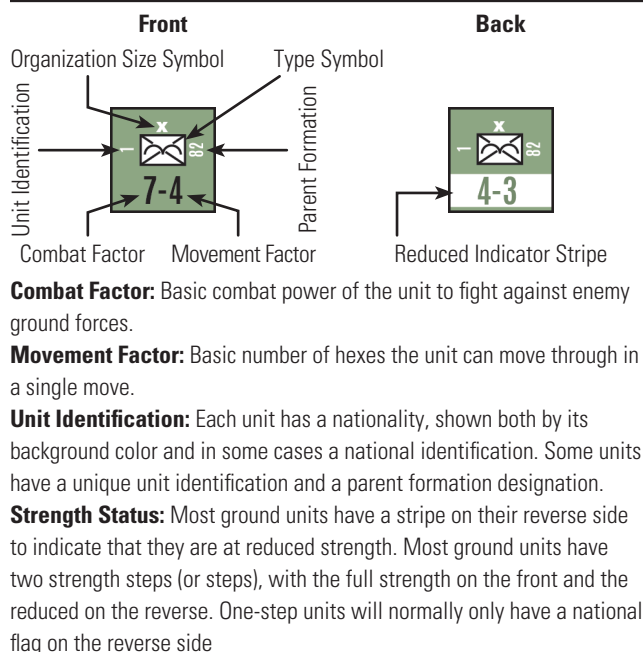
Air Units: Represent groups of combat air squadrons

SOF (Special Operations Forces): Forces that specialize in unconventional warfare.

Naval units: Represent concentrations of naval forces.

2.3.2 Counter Information

Mobile Ground Combat Unit



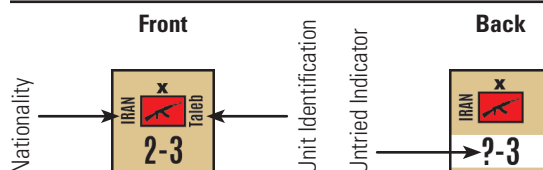
Combat Factor: Basic combat power of the unit to fight against enemy ground forces.

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

Unit Identification: Each unit has a nationality, shown both by its background color and in some cases a national identification. Some units have a unique unit identification and a parent formation designation.

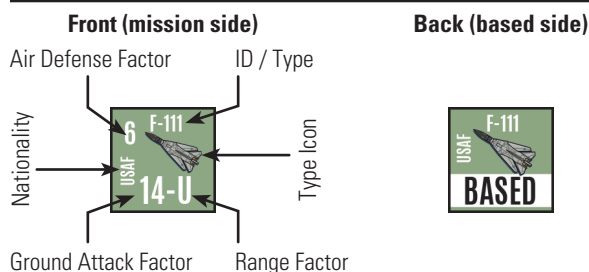
Strength Status: Most ground units have a stripe on their reverse side to indicate that they are at reduced strength. Most ground units have two strength steps (or steps), with the full strength on the front and the reduced on the reverse. One-step units will normally only have a national flag on the reverse side

Untried Unit



Untried Units: Some ground units have a question mark on their reverse. These are untried units, which begin scenarios with neither player knowing their real strength.

Air Combat Unit



Air Defense Factor: A Unit's ability to engage in air to air combat.

Ground Attack Factor: A Unit's ability to attack ground targets.

Range Factor: Number of hexes through which the unit can move to conduct missions. If the unit has a "U" in place of a number, the unit can fly to anywhere on the map.

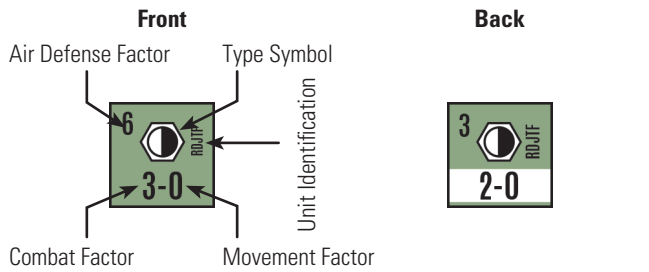
Naval Air Units: Are marked the same as other air combat units, except they have an anchor (⚓) printed on the counter signifying they are carrier-capable.

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

Optional Units: Are printed with "Opt." They are only used with the optional rules.

Variant Units: These units are printed with a "V" in the upper right corner of the counter. These units are used with the variants covered in 26.6 and for use in possible future variants or player designed variants. Do not use these units when playing scenario 1 through 4 unless playing with optional and/or variant rules.

Base Unit



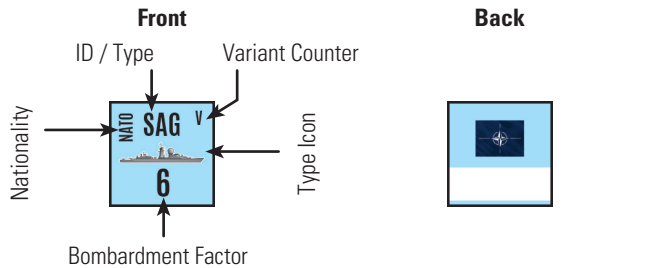
Air Defense Factor: A Unit's ability to fire at attacking air units.

Special Operations Forces (SOF) Unit

SOF have unique rules for their employment.



Naval Markers



Important: Not all naval markers possess a bombardment factor.

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

2.3.3 Nationalities & Abbreviations

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

Important: Colors refer to the predominate text color and background color of the counter.

United States: black or white on green

NATO: black on light blue

British: white on blue with red unit type symbol

French: white on blue

Israeli: white on dark blue

Kurdish Rebels: white on dark brown

Kuwait: white on medium brown

Soviet: white on red

Iran: black on light tan

Iraqi: white on dark tan

Arab: white on reddish brown

Saudi: white on brownish tan

Various Middle East and Arab Factions: variable browns.

Important: Scenarios will assign units of the various nationalities to either the Allies or OPFOR. Not all factions are used in every scenario.

National Abbreviations

Arab: Arab Factions

AL: Arab League

BAHRN: Bahrain

NATO: North Atlantic Treaty Organization

UAE: United Arab Emirates

US: United States

USAF: US Air Force

USMC: US Marine Corps

USN: US Navy

Saudi: Saudi Arabia

Soviet: Soviet Union

Unit Abbreviations

Abn: Airborne

AWG: Amphibious Warfare Group

Cav: Cavalry

Cdo: Commandos

CHF: Combined Helicopter Force

EEC: European Expeditionary Group

Exp: Expeditionary

GHQ: General Headquarters

Gd: Guards

IM Gd: Imperial Guard (When reduced, this division becomes the 21st Division.)

IRGC: Iranian Revolutionary Guard Corps

Jav Gd: Javidan Guard

KM: Koninklijke Marine (Dutch Royal Navy)

MAB: Marine Amphibious Brigade

MAF: Marine Amphibious Force

MAW: Marine Amphibious Wing

NG: National Guard

OG: Operational Group

PA: Popular Army

R Gd: Royal Guard

Res: Reserve

RG: Republican Guard

RMC: Royal Marine Commando

RPIM: Marine Infantry Parachute Regiment

RTF: Ranger Task Force

SAG: Surface Action Group

SAS: Special Air Service

SF: Special Force

SFG: Special Forces Group

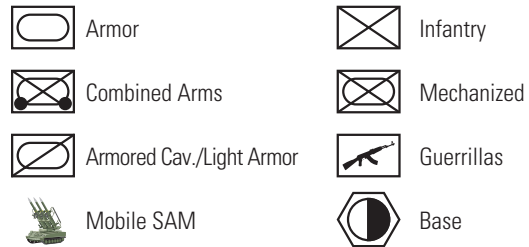
Spetnz: Spetsnaz

TF158: Task Force 158

VW: Wild Weasel

2.3.4 Unit Types

Ground Combat Units



Airborne qualified



Airmobile qualified



Amphibious Qualified



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

Note: Units are portrayed by their equipment and tactics. There are several Iranian and Iraqi commando and special forces units, which are classed as combined arms. Base units include local defense forces and small fighter-interceptor units.

Objectives: Objective markers represent the location of various Allied missions. These include:



Markers: The counter-mix includes the following informational markers:

Turn: (one Allied, one OPFOR)

ATP: (Coalition Air Transport Points)

2.4 Unit Sizes

XXX: Corps

XX: Division

X: Brigade

III: Regiment

[]: Group or Task Force

3.0 SET UP

Desert One War has several different scenarios. Players choose which scenario they will play and who will command which side. Each player sorts and sets up the units of his own side according to the scenario deployment instructions.

Important: Not all units are used in every scenario.

Note: The optional rules include scenario variants. When not playing with the variant rules, do not use the counters marked “Opt” or “V”.

3.1 Start Forces

Units listed as start forces are placed on the map or in displays.

3.2 Reinforcements

Units that do not start set up are termed reinforcements. These units are placed on the appropriate Game Turn Track space corresponding to the turn number which they are listed to appear (9.0). Placing units on the map is called deployment.

3.3 Initial Marker Placement

Each player places his turn marker in the 1 box on their own Game Turn Track.

4.0 HOW TO WIN

Victory and defeat are determined at the end of the scenario. This is based on the control status (5.0) of certain hexes, the elimination of enemy units, and the resolution of SOF missions. Record VP only at the end of the game. Changes in control of hexes, etc., do not count during the turns.

4.1 Victory Point Chart

Each scenario has its own VP listed on the Victory Point Chart (at the end of the rules).

Hex Control: If a hex has more than one symbol, count the VP for the single best symbol.

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

4.2 Level of Victory

Total the VP for both sides and then subtract the lower total from the higher total. Cross reference the result with the below listing to determine the level of victory (or draw) that the player with the higher total achieved.

25 or More: Strategic Victory

15–24: Operational Victory

5–14: Tactical Victory

0–4: Draw

4.3 No Sudden Death

Barring capitulation by one of the players, victory is never reckoned prior to the end of a scenario. A given objective hex might change hands any number of times during play; all that matters is its status at the end of the scenario.

Designer's Note: The reason for the lack of a sudden death victory condition is that the scenarios cover the opening phase of what could be a much longer war. You must create a position which will give your side the edge in that war.

5.0 OPERATIONAL CONSIDERATIONS

Operational issues and considerations are defined and explained as follows:

Control of Contingents: Each side has several contingents (**Example:** US, NATO, etc.). A player who controls a contingent commands all its forces.

Control of Hexes: A player controls a hex if:

- 1) There is a friendly ground unit in the hex. This is irrespective of enemy zones of control (EZOC).
- 2) US or NATO forces exert a ZOC into the hex and the hex is not occupied by an OPFOR unit, nor does an OPFOR unit exert a ZOC into the hex.
- 3) The hex was originally part of a friendly belligerent country and there are no enemy units in the hex.

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

Example: An Iranian unit occupies Abadan. A US ground unit attacks the Iranian unit, eliminates it and occupies the hex. The US now controls Abadan. On the next turn, the US unit moves two hexes and no other US unit moves into or adjacent to Abadan. Abadan reverts to Iranian control

Note: Control passes back to the original owner due to local forces beneath the scale of the game.

5.1 Change of Control

Control status of a hex can change from one side to the other each time a unit of the opposing side enters the hex (in any phase), or (if not occupied by an enemy unit) a US/NATO unit exerts a ZOC into it. Any given hex's control status may switch back and forth any number of times during a game turn.

5.2 Belligerency & Neutrality

Scenarios will designate which countries are under which player's control.

- If a country is not controlled by either player, it is neutral. A country that is controlled by one side or the other is belligerent.
- Units can enter any belligerent country as well as the Persian Gulf.

Exception: Guerrillas 24.3

- Neutral countries and their forces are out of play. No one controls their units. Neither side's forces can move into, through, or retreat into their territory.
- Units can never enter, fly over or trace LOS (21.0) through Pakistan or Afghanistan. See the optional rules for special cases.

6.0 TURN SEQUENCE

Every game turn of **Desert One War** is divided into two player turns: Allied and OPFOR. Within a turn, the player conducts a series of phases in which various actions are executed. Players must execute all actions in the sequence listed.

Important: Each lettered step within a phase is considered an action.

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

6.1 Game Turn Sequence Outline

A) Allied Player Turn

- 1) Air Unit Basing Phase: The Allied player returns all Allied air units to bases. Any air unit which cannot land is eliminated (11.0).
- 2) Reinforcement Phase: The Allied player:
 - a) Adjusts the ATP Track to reflect of the number of ATP available this game turn (7.0).
 - b) Deploys any reinforcements due this turn (9.0).
- 3) Logistics Phase: The Allied player:
 - a) Allocates ATP to provide units with supply (21.0).
 - b) Conducts refit (22.0).
- 4) Special Operations Phase: The Allied player executes special operations (19.0).

- 5) Air Transport Phase:** The Allied player may move units from the Staging Area onto the map via air transport (7.0).
- 6) Air Operations Phase:** The Allied player:
- a)** Conducts air movement by flying air units to target hexes (11.0).
 - b)** Conducts air attacks against on-map OPFOR air units (15.0).
 - c)** Conducts attacks against on-map OPFOR ground units (16.0).
 - d)** Conducts naval gunfire attacks using SAG units (20.0).
- 7) Ground Operations Phase:** The Allied player:
- a)** Conducts ground movement (12.0 & 13.0).
 - b)** Conducts amphibious movement by moving marine units from the Staging Area to coastal hexes (20.0).
 - c)** Conducts ground attacks against on-map OPFOR ground units (17.0).

B) OPFOR Player Turn

- 1) Air Unit Basing Phase:** The OPFOR player returns all OPFOR air units to bases. Any air unit that cannot land is eliminated (11.0).
- 2) Reinforcement Phase:** The OPFOR player deploys reinforcements due this turn onto the map (9.0).
- 3) Logistics Phase:** The OPFOR determines the supply status for all OPFOR units (21.0).
- 4) Air Operations Phase:** The OPFOR player:
- a)** Conducts air movement by flying air units to target hexes (11.0).
 - b)** Conducts air attacks against on-map Allied air units (15.0).
 - c)** Conducts attacks against on-map Allied ground units (16.0).
- 5) Ground Operations Phase:** The OPFOR player:
- a)** Conducts ground movement (12.0 & 13.0).
 - b)** Conducts ground attacks against on-map Allied ground units (17.0).
 - c)** End of Turn Phase: If this is the last turn of a scenario, the game comes to an end. Otherwise, each player moves his turn marker one space forward and continues with the next game turn.

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

7.0 AIR TRANSPORT POINTS



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

7.1 Availability of ATP

The number of ATP the Allies have available each game turn is listed on the Allied Reinforcement Chart and ATP Availability Chart at the end of the rules. During the Reinforcement Phase, the Allied player adjusts the track to reflect that turn's available ATP.

- ATP that are not used during a turn cannot be accumulated. The Allies always reset the marker to the number of ATP listed for the current turn.
- The Allied player can use ATP with any contingent. There are no unique US, NATO, etc., ATP.
- To utilize ATP, declare which action is being conducted, then deduct the points. You can never go to below zero ATP.

7.2 ATP Actions

Actions cost a variable number of ATP. Actions that require ATP and the cost of those actions are listed on the Allied Air Transport Point Table. The Allies must expend ATP for:

Supply: During the Allied Logistics Phase, the Allied player expends ATP to maintain units on the map (21.0). The number of ATP is indicated on the chart. There are two types:

a) Airlift Supply: Units supplied via an Allied controlled airfield and line of support.

b) Airdrop Supply: Units supplied in any other hex.

Note: Units on any of the displays do not require supply.

Air Transport of Ground, Air and SOF Units: Air transport from the Staging Displays to the map is always conducted in the Air Transport Phase. Ground and air units that move to the map function normally during ensuing phases of that game turn. Once on the map, air transportable units may not be moved by air transport.

Note: The above is in place due to numerous logistical and C2 issues within the time span of the game.

a) Air Transport to a Garrisoned Airfield: Can be conducted by all Allied ground units and by USAF/USMC air units. Move the unit from a Staging Area to an airfield hex which contains an Allied ground unit of any type.

b) Air Transport to an Un-Garrisoned Airfield: Can be conducted only by Allied airborne units. Move the unit to an airfield hex that does not contain ground units of either side; this changes that airfield's status to garrisoned for any subsequent air transport that turn.

c) Air Transport to an Open or Desert Hex (Airborne Landing): Can be conducted by Allied airborne units. Move the unit to an open or desert hex on the map that does not contain enemy ground units.

d) Conduct a Special Operation: Can be conducted by Allied SOF. Move the SOF to any hex on the map (19.0).

Important: US Airborne units include airborne and rangers.

7.3 Restrictions on Air Transport

The targeted hex must be one the unit could otherwise enter (owing to belligerency, etc.).

- When conducting an SOF operation, the targeted hex can contain enemy units (19.0).
- When conducting any other type of air transport, the targeted hex cannot contain enemy air or ground units (7.4).
- The following units cannot be air transported:
 - a)** USN aircraft units,
 - b)** Naval markers,
 - c)** Any aircraft units with unlimited range.

7.4 Interception

Air transport cannot be made into hexes containing enemy air or ground units. It can pass through enemy units and EZOC.

Exception: SOF units (19.0).

7.5 Range

There are no range limits on air transport. The actual movement path is not blocked by enemy units or EZOC.

Important: All other Allied actions do not require ATP. OPFOR does not use ATP.

8.0 STACKING & FOG OF WAR

Stacking is placing of more than one friendly unit in the same hex at the same time. Stacking applies only to units on the map, not to those on off-map displays (25.0).

8.1 Stacking

Both sides check stacking at the end of the following phase or actions:

Air Unit Basing Phase

Ground Operations Phase, Movement Action

Ground Operations Phase, Combat Action

At all other times, there is no limit on the number of units that may enter and pass through a given hex over the course of a phase or turn, so long as the stacking limit is met at the end of the movement or combat action.

8.2 US, NATO, Israeli & Soviet Stacking Limits

US, NATO, Israeli and Soviet contingents can stack up to:

- Four mobile ground units; plus,
- One base unit; plus,
- One SOF unit; plus,
- Four air units; plus,
- One guerrilla unit; plus,
- Any number of naval units.

Important: All US units are part of the same contingent (US Army, USN, USMC, USAF, and SOF).

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

8.3 Other Contingent Stacking Limits

All contingents, except those listed in 8.2, can stack up to:

- Two mobile ground units; plus,
- One SOF unit; plus,
- One base unit; plus,
- Two air units; plus,
- One guerrilla unit.

Example: You could stack two Iranian combat units plus one IRGC, plus a base.

8.4 Limits on Joint Operations

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

Example: The Allies could stack one US and one Saudi Arabian mobile ground unit in the same hex. Since the Saudi limit is two mobile units, no more mobile ground units could stack in the hex, and other types of units are limited by the Saudi limit (8.3) not the US limit (8.2).

Combat: Units of different contingents cannot participate in the same attack. This is regardless of whether they are in the same or different hexes. Units of different contingents defend together normally.

Important: Ignore the penalty for multi-contingent attacks printed in the CRT shifts on the map. They do not pertain to this game.

Designer's Note: This is due to the lack of joint command control as well as mutual hostility among many of the contingents involved. This also makes you appreciate the advances in C2 by the 1990s!

8.5 Over-Stacking Penalties

If any hex is found to be over-stacked at the end of any movement or combat action (of either player), the violating player must select the minimum number of units necessary from that hex to bring it back into compliance with the stacking rule. The excess units are eliminated. Players cannot intentionally over-stack.

8.6 Fog of War

Both players are free to look over and through all the units of both sides deployed on the map. Players cannot examine units in any display or game turn box.

Designer's Note: This is due to satellite and other high-level recon (Allied side) and local support among the people (OPFOR).

9.0 REINFORCEMENTS

Units that appear after the initial scenario set up are reinforcements. Scenarios and/or the Allied Reinforcements and ATP Availability Chart will list reinforcement units and their turn of appearance.

9.1 NATO & US Reinforcements

NATO and US reinforcements are placed as follows:

Ground units: Allied Ground Staging Display.

USAF Air units: Allied Air Staging Display.

USMC Air Units: May be placed in the Allied Air Staging Display or the Allied Carrier Display.

Naval Air units: Allied Carrier Display.

Naval units: Allied Ground Staging Display.

SOF: Allied SOF Display.

9.1.1 Deployment on the Map

US and NATO units are moved from the Staging Areas to the map by:

Ground Units: Are deployed onto the map using ATP (7.0) or amphibious movement (20.0).

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

Air Units: USAF and USMC air units are deployed onto the map by using ATP (7.0). USN and USMC units that are on the Allied Carrier Display can fly missions from that display and then return to the display (11.5).

Naval units: SAG and AWG units are kept in the Allied Ground Staging Area until they perform missions. Deploy them on the map temporarily, then return them to the display. There is no ATP cost for this move (20.0).

Guerrillas: See 24.0 & 26.0.

9.2 Iranian

Place reinforcements in any Iranian city or airfield controlled by the friendly player.

9.3 Iraq & Assorted Gulf States

Place reinforcements in any city or airfield of the same country controlled by the friendly player. Additionally, they can be placed in any map edge hex of the same country not containing enemy units. The placement hex may be in an EZOC. See 24.0 and 26.0 for guerrilla deployment.

9.4 Random Reinforcement Procedure

When a scenario indicates randomized reinforcements, for each unit within that group of reinforcements, roll one die. The result is the turn the unit is received. Place the unit on the player's Game Turn Track in the box that corresponds to the die roll result.

Example: A die roll of 1 means the unit would appear on Turn 1, a die roll of 2 and the unit appears on Turn 2, etc.

9.5 Restrictions

You do not have to deploy reinforcements on the turn they are called for. You can delay them until a later turn. If there are no available deployment hexes, then you must delay reinforcements until one appears.

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

10.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). Such hexes are called controlled hexes. The ZOC of an enemy unit is termed an enemy zone of control (EZOC).

- All ground combat units always exert a ZOC, regardless of phase, player turn, or if combat effective or disrupted, or untried (24.0).
- Air units, SOF and naval units do not exert ZOC.
- ZOC extend into and out of all types of terrain and across all types of land hexsides. They also extend into enemy occupied hexes.

Designer's Note: Yes, that's right, ZOC are never negated. This is owing to (for the OPFOR) guerillas operating below the scale of the game, and (for the Allies) superior firepower and C2.

10.1 ZOC & Movement

Units must halt their movement when entering an EZOC. Otherwise, there is no additional cost that need be paid to enter an EZOC. Units may move out of an EZOC only if they:

- Retreat or advance after combat.
- If they disengage. To disengage, a unit must first enter a hex not in an EZOC. They may then move to a hex in an EZOC. A unit can never move directly from one EZOC to another.
- Airborne (7.0), airmobile (13.0) and amphibious movement (20.0) are never blocked by EZOC.
- EZOC do not block the deployment of reinforcements.

10.2 ZOC & Combat

- ZOC do not force combat (14.0).
- A unit cannot retreat into or through an EZOC (17.6).
- A unit can advance after combat into and through an EZOC.

10.3 ZOC & Lines of Support

A LOS cannot be traced through an EZOC (21.0).

11.0 AIR UNIT MOVEMENT

Air units fly from bases (airfield and certain off-map displays), conduct missions on the map, and remain in the air over their target hexes until the ensuing Air Unit Basing Phase when they return to a base and land. Air units can attack both enemy air and ground units. When flying missions, place air units on their front side (with the combat strengths). When on bases, place them on their reverse (based) side.

11.1 Airbases

Contingents have different locations where air units can be based. US and NATO:

Carrier Air Units: Allied Carrier Display. Aircraft operating on carriers enter the map from any all-sea hex along the south map edge.

USMC Air Units: Allied Carrier Display or any airfield hex occupied by US ground units.

Unlimited Range (USAF) Air Units: Allied Air Staging Display. Air units entering the map from the Allied Air Staging Display may enter the map from any west map edge hex.

Ranged (USAF) Air Units: Allied Air Staging Area until air transported onto the map. They may not fly missions from the Staging Area. Once on the map, they are based at any airfield hex occupied by any US unit.

Iranian, Iraqi, and various Arab States: Are based at any airfield hex in their respective country that is not occupied by enemy forces.

Soviet: Are based at any airfield hex occupied by friendly forces.

11.2 Range

Each air unit has a range factor. This is a number or the letter U (unlimited). If a number, then this is the number of hexes the air unit can fly to a target hex and then from the target hex back to a base (on the

map). If unlimited, then the unit can fly from the Air Staging Display to any hex on the map to conduct a mission.

11.3 Flying Missions

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

- Air units must cease movement when entering a hex containing an enemy air unit or an enemy ground unit with an air defense factor.
- Air units can fly over any type of terrain, land or sea.
- They cannot fly over neutral countries.

11.4 Basing

During the friendly Air Unit Basing Phase, the player moves all friendly air units that are currently flying a mission back to a friendly airfield or display (11.1).

- Units that do not have a base within range are eliminated.
- Air units are not required to land on the same base from which they launched the mission.
- When based, flip air units to their based side.
- The presence of enemy air units over an airfield does not prevent a friendly air unit from landing there nor does it cause combat to occur.
- An abort combat result will force an air unit to land on a friendly base.

11.5 Staging & Carrier Displays

US and NATO air units (those with unlimited range or carrier based) that are eligible to fly missions from a Staging Display onto the map enter the map from the map edges indicated, paying one range factor to enter the map. When they return to a Staging Display, they pay one range factor to leave the map (via the indicated map edge) (11.1).

11.6 Attacking Enemy Hexes

Air units can enter hexes containing enemy ground units to attack them. Friendly air units do not detract from the other side's ability to stack any type of unit in the hex.

11.7 In the Air

Air units flying missions do not block or in any way interfere with enemy ground unit movement.

11.8 Overrunning Airfields

While based, air units do not possess a combat factor, project a ZOC, or block enemy LOS. If an enemy ground unit enters a hex containing a friendly based air unit, the air unit is eliminated and the ground unit can continue moving. This includes normal movement, advance and retreat.

12.0 GROUND UNIT MOVEMENT

Ground units have a movement factor. This is the basic number of hexes the unit can move in each Ground Operations Phase. Movement is expressed in terms of movement points (MP). See Air Transport (7.2), Airmobile (13.1) and Amphibious Movement (20.1) for special cases.

12.1 Movement

All ground movement is conducted in the Ground Operations Phase. You can move any or all friendly mobile ground units in each friendly Ground Operations Phase.

12.2 Restrictions

MP may not be saved from one turn to another nor may any unit give or loan or otherwise transfer MP to any other unit. A unit can expend MP up to its printed movement factor.

12.3 Minimum Movement

You can always move a mobile ground unit one hex per turn, regardless of terrain costs. Restrictions on moving through EZOC, into hexes with enemy units, and into prohibited terrain still apply.

12.4 Terrain Effects

The MP cost for each hex entered by a moving regular unit varies based on the type of terrain in the hex and along the hexsides around it. The Terrain Effects Chart (TEC) provides the number of MP required to enter each type. Certain types of terrain cost more than one MP to enter. It costs additional MP for a unit to cross a river or lake hexside. This is cumulative with the in-hex terrain costs.

12.5 Prohibited Terrain

Units cannot enter hexes in neutral countries. Units generally cannot enter all-sea hexes or cross all-sea hexsides. For special cases, see various types of air (11.3), airmobile (13.0) and amphibious movement (20.1).

12.6 Transportation Line Movement

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

12.7 Static Units

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

13.0 AIRMOBILE MOVEMENT

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

- Airmobile movement does not expend ATP.
- In both air assault and recovery, a unit pays one MP for each hex entered regardless of terrain or other restrictions.
- Units may move through prohibited terrain but may not end their movement in any hex that they could not normally enter, including enemy occupied hexes.

13.1 Types of Airmobile Movement

Air Assault: The unit starts on an airfield hex or base unit. The unit may be moved up to its full movement factor into any type of hex it could otherwise enter.

Air Recovery: The unit starts in any hex and may move to any airbase or base unit within its full movement range. If there is no airfield or base within the unit's movement range, then the unit remains in the hex, it cannot conduct air recovery.

Important: A unit cannot both air assault and air recover in the same Ground Operations Phase.

13.2 Airmobile Movement Procedure

Move the unit up to its movement allowance. Expend one movement point per hex entered, regardless of terrain. Airmobile movement can be through EZOC and over enemy ground units. They do not increase their movement on transportation lines.

13.3 Airmobile & Combat

Airmobile units engage in combat normally. They retreat and advance per the rules, regardless of the provisions of (13.2).

13.4 Air Defenses

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

14.0 COMBAT

There are three types of combat: Air-to-Air, Air-to-Ground and Ground-to-Ground. All combat is conducted via the Combat Results Table (CRT). Results are applied differently, depending on the type of attack. Combat is executed in the respective combat action for the type of attack being conducted.

14.1 Attacking and Defending

The phasing player is the attacker. The non-phasing player is the defender. A unit must be eligible to attack in the current phase. Air units can attack in both the Air Operations Phase and the Ground Operations Phase. Ground units can attack only in the Ground Operations Phase. A unit must have a printed combat/attack factor of "1" or more to be able to attack.

14.2 Combat Procedure

Combat is resolved after all movement is completed in the phase. Each combat is resolved individually, one at a time. Resolve combat in the order given below. See Combat Results Explanations Chart at the end of the rules.

- a) The attacker declares which attacking units will be attacking which defending units.
- b) Total the combat strengths of all attacking units involved in the attack.
- c) Total the combat strength of all defending units in the battle.
- d) Divide the attacker's strength by the defender's strength to arrive at a ratio (i.e., 1 to 3 through 7 to 1).
- e) Consult the CRT under the column matching the ratio. If the determined ratio is between two ratio columns, always use the lower ratio.
- f) Apply any shifts (14.4) to the column determined above.
- g) The attacker rolls one six-sided die and cross-indexes it with the determined column.
- h) Immediately apply the result.

14.3 Restrictions

The attacking player may resolve his attacks in any order he desires. He does not have to declare all attacks that he will conduct during that phase before executing them.

- An attacking unit can conduct a maximum of one attack per combat action.
- A defending hex of units can be attacked only once per combat action.
- A given unit's combat factor is always unitary. That is, a given unit's combat strength may not be divided among different combats on attack or defense.
- Air units that are conducting an attack must be stacked in the same hex as the defending units (ground or air).
- Ground units attack enemy ground units in adjacent hexes.
- Ground units cannot attack enemy air units.

Exception: See 15.6 for ground air defense.

14.4 Combat Shifts

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

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

Example: An attack is initially conducted at 4:1 odds. The attacker has one shift to the right; the defender has two shifts to the left. The final attack is conducted at 3:1 odds.

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

15.0 AIR TO AIR COMBAT

Air units attack enemy air units in the Air Operations Phase after all air unit movement is complete.

15.1 Air to Air Combat

Air units must attack enemy air units in the same hex. Air units in hexes adjacent to enemy air units cannot attack those adjacent hexes. The attacking player may resolve his attacks in any order desired. He does not

have to declare all attacks that he will conduct during that phase before executing them. Each combat is resolved individually, one at a time.

- All attacking air units must attack all defending enemy air and air defense units (15.5) in the same hex.
- Use the air defense factor of the attacking and defending air units.
- Air units which are based in the combat hex automatically rise to defend the hex.

Important: Except for air defense units, air units do not attack ground units in this phase.

15.2 Combat Resolution

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

15.3 Column Shifts

If the attacking air units include at least one wild weasel (15.6), shift the combat two columns to the right. Only one wild weasel can provide this shift. No other shifts apply when conducting air to air combat.

15.4 Combat Results

Results are implemented in the order indicated. The owning player chooses which units are to be eliminated or aborted if there is a choice. See the Combat Results Explanations Chart at the end of the rules.

15.5 Air Defense Units

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

- If there are air defense units in a hex being attacked, then the defending force adds those unit's air defense factors to the total defensive combat strength.
- The attacking air units take losses normally.
- Air defense units are not affected by the outcomes of air to air combat. They are affected by the ensuing air to ground combat).
- Air defense units do not assist friendly air attacks.



15.6 Wild Weasels (WW)

The US has up to two WW air units per scenario. If either or both wild weasel air units are part of an air to air attack, ignore the air defense factor of all defending air defense units in the target hex when calculating the final combat ratio for that attack.

16.0 AIR TO GROUND COMBAT

Air units attack enemy ground units in the Air Operations Phase after completing all air to air combat. Air units do not contribute to combat conducted in the Ground Operations Phase.

- Air units may attack enemy ground units in the same hex.
- Air units cannot attack adjacent hexes.
- If air units attack ground units, they attack all ground units as a single combined defense strength. Air units that conducted air to air combat and were not eliminated or aborted can also conduct air to ground combat.
- Air defense units use their combat factor (not air defense factor) when defending.

16.1 Combat Resolution

Combat is resolved according to the procedure in (14.2).

- Use the attacking air unit's ground attack factor against the defending ground unit's combat factor.
- Ignore all enemy air units in the hex.

Important: During air to ground attacks, ground air defense units defend using their combat factor, not their air defense factor.

16.2 Shifts

The defending force receives favorable shifts for terrain (to the left). Do not use hexside terrain shifts. If there is more than one terrain type, use the single best one. See the TEC.

16.3 Combat Results

See the Combat Results Explanations Chart. Results are implemented in the order indicated. The owning player chooses the units that are eliminated or retreated.

Example: An air to ground combat result of **D2** against a defending force consisting of one full-strength unit would require the defender to reduce (disrupt) the two-step unit and retreat it one hex. If there was one full-strength and one reduced unit defending, the owning player could either reduce the full-strength unit or eliminate the reduced unit. The surviving unit would then be required to retreat one hex.

Designer's Note: Aircraft losses in air to ground combat represent losses to anti-aircraft fire and general operational considerations (i.e., weather and maintenance).

17.0 GROUND COMBAT

Ground units attack enemy ground units in the Ground Operations Phase. Attacks are conducted after all movement is completed.

17.1 Attacking & Defending

Ground units may attack enemy ground units in adjacent hexes. The attacking player may resolve his attacks in any order desired. He does not have to declare all attacks that he will conduct during that phase beforehand. Each combat is resolved individually, one at a time.

- Air units flying missions over a hex do not affect ground combat (attacking or defending).
- You may attack a defending hex with some or all friendly adjacent ground units.
- For each attack, all attacking units must be adjacent to all defending units.
- A single attacking unit can attack only one enemy occupied hex (even if adjacent to more than one such hex).
- If there is more than one attacking unit in a hex, you can allocate them to different attacks.
- All defending units in the same hex must be attacked as a single defense strength.
- A single defending unit cannot be attacked more than once per combat action.
- Both mobile and static ground units can attack.

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

17.2 Combat Resolution

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

17.3 Shifts

- The defending force receives shifts for terrain (to the left).
 - a) Terrain shifts can be either for the terrain in the defender's hex, or along hexsides (rivers).
 - b) If along hexsides, then all attacking units would have to be attacking across those hexsides.
 - c) If more than one defensive in-hex or one hexside terrain type applies use the single best modifier for each type. See the TEC.
- IRGC Human Wave Attacks provide one shift in the attacker's favor (23.0).
- City of Blood Iranian defense provides one shift in the defender's favor. (18.0).

17.4 Other Terrain Effects

Units cannot attack across all-sea hexsides.

Exception: Amphibious assault (20.4) and airmobile/airborne units (26.1).

17.5 Implementation of Combat Results

Results are implemented in the order stated on the Combat Results Explanations Chart. The owning player chooses the units to be eliminated, reduced or retreated.

17.6 Retreat procedure

The player whose units are affected moves the affected units the number of hexes indicated in the result. Retreats may be conducted in any direction within the following restrictions:

- Stacked defenders may retreat as a stack or they may retreat separately.
- Retreating ground units may not enter a hex containing an enemy unit or EZOC.
- Retreating units may not retreat into a hex into which they could not normally enter.
- If a two (or three) hex retreat is called for, the units must end their retreat two (or three) hexes from their start hex (no doubling back!).
- If a retreat causes a unit to over-stack, then that unit must retreat an additional hex so that stacking limits are met.
- Units may not retreat into an all-sea hex or via air transport or airmobile movement.
- A unit cannot be forced to retreat into a prohibited hex if there is a safer alternative.
- Units blocked from retreating for any reason are eliminated.

17.6.1 Urban Warfare & Retreat

Units in cities of the same contingent (attacking or defending) may ignore any retreat results at the player's option. This applies only to units in the city, not other units in other hexes participating in the combat. If units are making a two or three hex retreat and retreat into a city hex controlled by the same contingent, the player can choose to end the retreat in that city hex. The no retreat provision applies to units of other contingents that are allied to that contingent.

Example: An Iranian division defending in or attacking out of Qom would gain this advantage, but a US unit would not. But if the Iraqis were allied with the Iranians, then Iraqi units would have their retreats negated.

17.6.2 Static Units

Static units (🛡️) cannot retreat; if forced to do so, they are eliminated. A static unit in an urban warfare situation (17.6.1) does not retreat.

17.7 Advance After Combat

If a ground attack clears a defending hex of all enemy units, the attacking player may occupy the cleared hex with some, none, or all attacking ground units.

- Defending units can never advance after combat.
- Static units cannot advance.
- Advance after combat is at the attacker's option and must be conducted immediately.
- Advance after combat does not require the expenditure of MP.
- An advance may be into and/or through EZOC.
- The hex advanced into must be terrain the unit could normally enter.

17.7.1 Length of Advance

US, NATO, Israeli and (optional) Soviet units can advance up to two hexes. The first hex must be into the hex formerly containing the defending units. The second hex can be in any direction.

17.7.2 No Pursuit Combat

An advance may result in advancing units moving adjacent to enemy units which were not otherwise attacked. They cannot attack those units. Note that such advances can be useful for cutting off enemy retreat paths.

17.8 Air, Naval & SOF

Air, naval and SOF units are never affected by combat results in the Ground Operations Phase.

18.0 OBJECTIVE MARKERS

Objective markers represent critical targets.



18.1 Deployment

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

- He then randomly picks four markers.
- The OPFOR player may examine them.
- The OPFOR player places the four markers face down in any Iranian city hexes on the map.
- No more than one marker may be placed in a hex.
- The Allied player may not examine them until one of the requirements in 18.2 is met.
- Place the fifth marker to the side, it is not used.

18.2 Revealing Objective Markers

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

- a) An Allied ground unit enters the hex.
- b) An Allied SOF conducts a successful recon mission in the hex (19.0).
- c) The OPFOR player decides to reveal one or more markers (this can be done at any time in the turn).

18.3 Effects of Objective Markers

City of Blood: If Iranian units are in this hex, any defensive combat for the OPFOR receives one additional shift to the left. This remains in play until an Allied ground unit enters the hex, when it is removed permanently.

Deception: No effect; remove as soon as revealed.

High Value Target: If an Allied ground unit enters the hex, place the marker in the Eliminated Allied Units Display. The marker will provide VP to the Allies at the end of the game.

Hostages: If an Allied ground unit enters the hex, place the marker in the Eliminated Allied Units Display. The marker provides VP to the Allies at the end of the game. Also see the Hostage Rescue (19.0).

18.4 General

Objective markers never move, do not count for stacking, require no logistics, etc. They are not units and have no effects on the game other than those listed above.



19.0 SPECIAL OPERATIONS FORCES (SOF)

Special Operations Forces (SOF) are markers. They represent the focus of unconventional warfare missions. All SOF are controlled by the Allied player.

19.1 Deployment

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

19.2 SOF Stacking

There can be only one SOF marker per hex at any one time. SOF missions can be conducted in hexes containing enemy units. Each SOF marker can conduct only one mission when placed on the map.

19.3 SOF Missions

After all SOF markers have been placed, execute a mission for each SOF unit on the map. Missions are executed one at a time. Declare which mission will be conducted

Recon: Recon missions are conducted against any hex containing an unrevealed objective marker.

Hostage Rescue: Is conducted against any hex containing a revealed hostage marker.

Airfield attack: Is conducted against any airfield containing OPFOR air units.

Important: Since you can conduct only one SOF mission per hex per turn, it will take at least two SOF missions to rescue hostages: one to determine the hex they are located and another to do the rescue.

19.4 SOF Mission Resolution

For each SOF mission, consult the SOF Mission Table and:

- Roll one die.
- Apply any die roll modifiers (SOF Mission Table). Modifiers are cumulative.
- Cross index the result with the outcomes on the SOF Mission Table.
- Apply the result.

19.5 SOF Mission Results

Succeed: If the mission succeeds, return the SOF marker to the Allied SOF Display (it is available to be used again the next game turn). Then apply the following results:

Recon: Reveal the unrevealed objective marker in the hex.

Hostage Rescue: Place the hostage marker in the Eliminated Allied Units Display. It remains there until the end of the game, when it is counted for VP.

Airfield Attack: Eliminate one enemy air unit that is currently on the ground (based) in the hex. If more than one air unit is currently based, the Allied player chooses the air unit to be eliminated.

Fail: The mission is not accomplished and the SOF marker is returned to the Allied SOF Display. It is available to be used again in the next game turns.

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

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

20.0 NAVAL OPERATIONS

The Allied player can conduct two types of naval operations: Amphibious Movement and Naval Gunfire Support.

20.1 Amphibious Movement

Amphibious movement is conducted in the Ground Operations Phase after all other ground movement is complete. An amphibious move is conducted as follows:

- The ground unit(s) and AWG naval marker must be in the Allied Ground Staging Area.
- Move the unit(s) and AWG naval marker to any Persian Gulf coastal hex. The unit(s) then cease movement.

Important: The Persian Gulf includes the area labeled Gulf of Oman.

- The units do not need to trace a movement path. They cannot be intercepted.
- The hex cannot be enemy occupied but may be in an EZOC.
- The ground unit cannot conduct any other movement that phase.
- Only NATO or US units may use amphibious movement.

Exception: Iranian hovercraft (23.2).

- The AWG marker is immediately placed on the Game Turn Track in the next game turn's box. Each marker can be used once per game turn.

20.2 Combat

Units using amphibious movement can attack normally in the same Ground Operations Phase.

20.3 Amphibious (AWG) Sealift Capacity

Each AWG marker in play can sealift:

- Two Marine units; or,
- One ground unit (any other type).

20.4 Amphibious Assault

Marine units can end the move in an all-sea hex adjacent to an enemy occupied coastal hex. They attack from the all-sea hex. If they fail to clear the enemy hex and advance into it, the Marine units are eliminated.

20.5 Naval Gunfire Support (SAG)

The Allied player can use the SAG (Surface Action Group) to attack enemy units on coastal hexes. The owning player places SAG units during the Air Operations Phase on any coastal hex containing enemy units.

- SAG attacks can be combined with air units conducting air to ground attacks only.
- Only one SAG may be used in each air to ground attack.
- Execute the attack using the procedures for air to ground combat (16.0).
- Add the SAG's bombardment factor to the total attack strength being used against that hex.
- After completion of the combat, place the marker back in the Staging Area.
- The SAG is never affected by combat results.
- The SAG does not engage in air to air combat.
- It is not a unit and has no other effect on play.
- The SAG can be used once per game turn.

21.0 LOGISTICS

Logistics represent a wide range of supply, maintenance, engineering and other support functions. Players check the logistics status of all friendly units during the Logistics Phase. Do not check the logistic status of units in any Staging Area. Units which are not supported must make an attrition check.

Important: The Logistics Phase is the only time in a turn when logistics come into play.

Important: Optional Israeli forces are supplied using the US & NATO Logistics (21.4). Soviet forces are supplied by either 21.4 or Iranian & Arab Logistics (21.5) depending on the side to which they belong.

21.1 Effects of Being Out of Support

Check the support status for each ground and air unit which is not supported. Roll one die for each such unit and:

Ground Unit: If the die roll result is a one or two, reduce the unit by one step.

Air Unit: If the die roll result is one through three, eliminate the unit.

Important: Units eliminated due to lack of support count as VP (4.0).

21.2 Lines of Support

A Line of Support (LOS) is a path of hexes traced from a unit back to a support source. Do not count the unit's hex, but do count the support source's hex.

- Each contingent has different support sources (21.4 through 21.6).
- The length of a LOS is equal to the printed movement factor of the ground unit being checked, modified as below:
 - When tracing from the unit to its support source along a transportation line, pay 1/2 MP per hex.
 - When tracing through any other type of non-prohibited hex, pay one MP per hex.
 - If the path crosses an unbridged river hexside, pay one additional MP for the hexside.

21.3 Blocking LOS

An LOS is blocked by:

- Enemy ground units.
- Neutral country hexes.
- EZOC.
- All-sea hexes and hexsides.

Exception: Air and naval units do not block support paths.

Important: A unit occupying a hex in an EZOC can trace a LOS. But a hex in an EZOC cannot be used as a support source for units not in the hex. A unit in a support source hex is always in support.

Example: A unit in a hex with a base in an EZOC is in support, but units adjacent to the base hex, could not trace support to the base.

21.4 US & NATO Logistics

US and NATO units are supported if they meet the criteria below. Allied ATP can be used for any US and NATO units.

Base Airlift: The unit occupies or can trace an LOS to an airfield hex containing a base unit of any friendly contingent and the player expends one ATP per unit supported.

Emergency Airlift: The unit occupies an airfield hex that does not contain a base unit and the player expends two ATP per unit supported. This does not generate an LOS.

Airdrop: The unit is in any hex (other than above) and the player expends three ATP per each unit supported. There is no LOS for this.

Air Units: The unit is in an airfield hex and the player expends one ATP.

Sealift: The unit can trace an LOS to (or is in) a port on the Persian Gulf containing an Allied base unit. No ATP are expended. This supersedes airlift and airdrop.

Units always in Support:

- a) All units in Staging Areas (not on the hex grid).
- b) Base units, guerrillas, SOF and naval units.

Exception: The Allied player cannot conduct airlift or airdrop into hexes containing enemy air units flying over them. This restriction does not apply to sealift.

Example: A hex with three units would require 9 ATP for an airdrop, if the player desired to support those units.

21.5 Iranian & Arab Logistics

These units are supported if they meet any of the below criteria:

Base Support: The unit occupies or can trace an LOS to a hex containing a base unit of the same contingent.

Cities and Airfields: The ground unit is in or can trace an LOS to a friendly controlled city or airfield hex in its own home country.

Air Units: The unit is in an airfield hex in its own country.

Units always in support: Base units, guerrillas and units on off-map displays.

21.6 General Logistic Considerations

You can move units into hexes which would later place them out of support.

Important: Air units must land prior to the Logistics Phase; any unit which cannot land would be eliminated prior to the logistics check.

Designer's Note: The logistics restrictions reflect the actual situation as it would have been at the start of the campaign: Allied forces are operating via tenuous air and sealift, and the various OPFOR forces have limited logistical capabilities.

22.0 UNIT STEP STRENGTH & REFITTING

Refitting is the procedure for restoring disrupted (reduced strength) ground units to full-strength. Unit strength steps express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation. Many ground units have two strength steps. The front side is its full-strength (combat effective) and the reverse is its reduced strength side

(disrupted). Some units have only one step (and are not back printed); they are combat effective on the front and eliminated when reduced.

22.1 Losses

If a two-step unit suffers a one-step loss, it is flipped over to its reduced side (the one with the lower combat factor). Reduced units function normally (including bases). If a reduced two-step unit suffers a second step loss, it is removed from the map (eliminated) and placed into the Eliminated Units Display. A one step unit is eliminated if it takes a step loss.

22.2 Refitting

Only US and NATO units can refit.

Designer's Note: The other armies in the region lack the cohesion to regroup within the time frame of the scenarios.

22.3 Refit Procedure

Refitting is done during the Allied Logistics Phase.

- Eliminated units cannot be refitted back into play.
- The unit selected to refit must be able to trace an LOS or be in a hex in which it is supported (21.0).
- The Allied player expends the required ATP and flips the refitting unit to its combat effective side. The number of ATP required is listed on the Allied ATP Cost Chart at the end of the rules.
- Reduced bases can be refitted.

23.0 UNIQUE UNITS

23.1 IRGC & Human Wave Attacks

The OPFOR player can use Iranian guerrillas to make special human wave attacks.



- There must be at least one IRGC unit involved in the attack.
- Shift the combat one column to the right and convert DR results to **E1**.
- Regardless of combat outcome, the first unit eliminated must be an IRGC.



23.2 Iranian Hovercraft

The Iranian hovercraft brigade can conduct limited amphibious movement.

- The unit can only be placed, and moved in coastal/port hexes.
- Once placed it acts as a ground unit and may conduct combat against adjacent enemy units in adjacent coastal hexes only.
- It can move via coastal, port and all-sea hexes, but must end its move in a coastal/port hex.
- It cannot enter or move through hexes containing enemy ground units.
- If any part of the hovercraft's movement was via all-sea hexes the Allied player rolls one die at the end of the unit's movement and implements the result.
 - a) If the result is a 1 or 2, the US Navy intercepts and the unit is eliminated.
 - b) If the result is a 3 through 6, the unit completes the move.



23.3 USMC Air units

USMC units can operate from either the Allied Carrier Display or from bases on the map. Once on the map, they cannot return to the display.



23.4 US B-52 Bombers

B-52s are not affected by combat results when attacking. They are affected normally when defending

24.0 GUERRILLAS

Guerrilla units represent a wide range of insurgent, militia and irregular forces. Guerrillas are always in support. Guerrilla contingents include:

Iranian Revolutionary Guards: Part of the Iranian contingent

Iraqi-Arab: This is a general term for guerrillas that can deploy in Iraq, Kuwait, Saudi Arabia, United Arab Emirates, Qatar and Bahrain. These units are part of the contingent of the country in which they are deployed.

Kurds (optional): Are Allied controlled. They are used only in the optional rules. They are their own separate contingent.

Example: An Arab guerrilla deployed in Iraq could stack with Iraqi units.

24.1 Untried Status

Guerrillas units have two sides: the reverse (with the question mark for a combat factor) is their untried status. The front is their revealed (combat effective) side. Neither player can examine them while untried. While untried, they move normally, and exert ZOC. They are one-step units. Untried units are revealed the instant that they engage in combat. An attack cannot be called off once committed. Once revealed, they remain revealed.

Important: SOF recon missions do not reveal untried units.

24.2 Deployment

To deploy a guerrilla, randomly pick the designated number of units, then place them on the map on any hex containing a city, airfield or oilfield of the same country. The hex cannot be enemy occupied or in an EZOC.

| ALLIED AIR TRANSPORT POINT TABLE | | |
|--|---|---------------------|
| Action | Target Hex | ATP Cost (per unit) |
| Air Transport Ground Unit (US & NATO) | | |
| Airborne or Ranger | Allied occupied Airfield | 2 |
| | Unoccupied Airfield | 3 |
| | Clear or Desert hex | 5 |
| Infantry, Marine | Allied occupied Airfield | 4 |
| Mechanized | Allied occupied Airfield | 6 |
| Armored, Armored Cavalry | Allied occupied Airfield | 8 |
| Airmobile, Air Cavalry | Allied occupied Airfield | 5 |
| Base | Allied occupied Airfield | 9 |
| Conduct an SOF mission | Any hex | 3 |
| Air Transport Land Based Air (US & NATO) ⁽¹⁾ | | |
| AV8, A10 | Allied occupied Airfield | 3 |
| F4, F15, F16, A4, WW | Allied occupied Airfield | 6 |
| Logistics Support for on-map units | | |
| Ground unit | Allied occupied Airfield (with a Base unit) – LOS Yes | 1 |
| Ground unit | Allied occupied Airfield (no base unit) – LOS No | 2 |
| Ground unit | Airdrop to any hex – LOS No | 3 |
| Air unit | Air unit in airbase – LOS No | 1 |
| Ground or Air unit | Allied base unit in a port – LOS Yes | 0 |
| Refit | | |
| Base | Any hex | 1 |
| Airborne, infantry, marine, ranger | Trace a LOS to a Base unit or be in an Airfield hex | 2 |
| All other ground unit types | Trace a LOS to a Base unit or be in an Airfield hex | 3 |

Notes:

LOS Yes: units outside the hex can trace a LOS to the base (still must pay 1 ATP per unit).

LOS No: supports only units in the hex.

(1): Other air unit types cannot be air transported to the hexagon part of the map.

- Amphibious transport onto the map costs zero ATP.

24.3 Area of Operations

Guerrilla units can never leave the country in which they were initially placed. They can attack across borders but cannot retreat or advance out of their original country (if forced to do so, they are eliminated).

24.4 Replacement

When guerrilla units are eliminated for any reason, they are returned to the reinforcement pool and can be placed as a reinforcement later in the game. Their elimination never counts for VP.

| VICTORY POINT CHART | | | | |
|---|------|------|------|------|
| Scenario | 1978 | 1979 | 1980 | 1981 |
| Allied VP | | | | |
| Control Teheran, Baghdad, Riyadh | 6 | 6 | 4 | 4 |
| Control Bandar Abbas | 4 | 4 | 3 | 3 |
| Control oilfields (per symbol) | 1 | 2 | 1 | 1 |
| Control ports (per symbol) | 1 | 2 | 1 | 1 |
| Control airfield (per symbol) | ½ | 1 | ½ | ½ |
| Each OPFOR air unit in the eliminated display | 2 | 1 | 1 | 1 |
| Each OPFOR ground unit in the eliminated display | 1 | ½ | ½ | ½ |
| Each Hostage rescued | N/A | N/A | 10 | 10 |
| Each High Value Target eliminated | N/A | N/A | 5 | 5 |
| OPFOR VP | | | | |
| Control Teheran, Baghdad, Riyadh | 4 | 5 | 5 | 5 |
| Control Bandar Abbas | 2 | 5 | 4 | 4 |
| Control oilfields (per symbol) | 1 | 1 | ½ | ½ |
| Control ports (per symbol) | 2 | 1 | ½ | ½ |
| Control airfield (per symbol) | 0 | ½ | ½ | ½ |
| Each Allied air unit in the eliminated display | 1 | 1 | 1 | 1 |
| Each Allied ground unit in the eliminated display | ½ | 4 | 3 | 3 |
| Each Allied SOF in the eliminated display | N/A | 2 | 3 | 3 |

| SCENARIO VARIANTS | | | | |
|---------------------------|--------|--------|--------|--------|
| Option | 1979 | 1980 | 1981 | 1978 |
| Arab League Intervention | 1 to 4 | — | — | 1 to 3 |
| Suez Canal Closed | 1 to 3 | 1 | 1 | — |
| Soviet Intervention | 1 to 3 | 1 | 1 | 1 & 2 |
| NATO Support | (N) | 1 | 1 & 2 | — |
| Israeli Intervention | 1 to 3 | 1 | 1 & 2 | — |
| Pakistani Support | 1 | 1 & 2 | 1 to 3 | — |
| Hostage Caper | — | 1 to 3 | 1 & 2 | — |
| Forward US Basing | 1 | 1 & 2 | 1 to 3 | — |
| Heightened US Alert | 1 | 1 & 2 | 1 to 3 | — |
| Covert US-Israeli Support | — | — | — | 1 to 3 |
| Kurdish Rebellion | 1 to 3 | 1 & 2 | 1 & 2 | 1 to 3 |
| Gulf Limited Support (A) | — | 1 & 2 | 1 to 3 | — |
| Gulf Full Support (A) | — | 1 | 1 & 2 | — |

Notes:

- The die roll is the result range required to implement the option. Other results are no effect.
- A dash (—) means do not roll for the event in this scenario.

(A): If both these events are rolled, then ONLY implement Gulf full Support.

(N): All NATO units are received automatically per the reinforcement schedule.

25.0 SCENARIOS

Deploy units in the order listed in all scenarios. All two-step units are deployed on their full-strength side unless otherwise indicated. Guerrillas are deployed with their untried sides face up. Units must deploy within stacking restrictions. Optional forces are used with the optional rules only.

25.1 Scenario 1: OIL WAR (1979)

Sometime in the late 1970s a combination of another Arab-Israeli War and Arab-Iranian oil boycott causes the US and NATO to militarily intervene in the Persian Gulf to seize critical oilfields. The scenario assumes no Iranian Revolution.

OPFOR

Iran:

- Teheran:** 1 × combined arms brigade.
- Any Iranian port:** 1 × hovercraft brigade.
- Anywhere in Iran:** 3 × armored divisions, 3 × infantry divisions, 1 × airmobile brigade.
- Any city or airfield in Iran:** 2 × combined arms divisions, 4 × bases.
- Any airfield in Iran:** 3 × F-4, 3 × F-5, 1 × F-14.

Iraq:

- Baghdad:** 1 × combined arms brigade.
- Anywhere in Iraq:** 3 × armored divisions; 2 × mechanized divisions; 2 × infantry divisions, 1 × airmobile brigade.
- Any city or airfield in Iraq:** 3 × bases.
- Any airfield in Iraq:** 1 × MiG-21, 1 × MiG-23, 1 × Su-7, 1 × Su-20.

Kuwait:

- Anywhere in Kuwait:** 2 × mechanized brigade, 1 × infantry brigade.
- Any city or airfield in Kuwait:** 1 × base.
- Any airfield in Kuwait:** 1 × A-4.

Saudi Arabia:

- Riyadh:** 1 × combined arms brigade.
- Anywhere in Saudi Arabia:** 1 × armored brigade, 1 × mechanized brigade, 1 × infantry brigade.
- Any city or airfield in Saudi Arabia:** 2 × bases.
- Any airfield in Saudi Arabia:** 1 × F-5, 1 × Lightning.

Bahrain: In Bahrain city: 1 × base.

Qatar:

- Anywhere in Qatar:** 1 × Mechanized brigade.
- In Qatar city:** 1 × base.

United Arab Emirates:

- Anywhere in UAE:** 1 × mechanized brigade, 1 × infantry brigade.
- Any city or airfield in UAE:** 1 × base.
- Any airfield in UAE:** 1 × Mirage V.

Objective markers: Not used.

OPFOR Reinforcements:

Reinforcements appear via the Random Reinforcement Procedure (9.4).

Iran: 1 × mechanized division, 1 × infantry division.

Iraq: 1 × armored division, 1 × mechanized division, 1 × infantry division, 1 × infantry corps group; 1 × MiG-21, 1 × Tu-22.

Saudi Arabia: 1 × mechanized brigade, 1 × F-5.

UAE: 1 × mechanized brigade.

Iraqi-Arab Guerrillas: One each on Turns 2, 4, 6, 8

Allied at start:

Ground Staging Area:

US: 1 × Airborne brigade; 1 × Marine brigade; 1 × AWG.

NATO: 1 × French airborne brigade.

Carrier Display: US: 1 × F-14, 1 × A-6, 1 × A-7

SOF Display: US: 1 × SOF. NATO: 1 × SOF.

Allied Reinforcements:

See the Allied Reinforcements and ATP Availability Chart.

25.2 Scenario 2: DESERT ONE WAR (1980)

The US launches an invasion of Iran in retaliation for the Iranian seizure of American hostages. The various Persian Gulf Arab states maintain a cautious neutrality. This scenario consists of Turns 1 through 6 only.

OPFOR

Iran:

- Any Iranian port:** 1 × hovercraft brigade.
- Any city or airfield in Iran:** 3 × armored divisions, 1 × mechanized division, 3 × infantry divisions, 1 × airmobile brigade, 2 × combined arms division, 4 × bases
- Any airfield in Iran:** 3 × F-4, 3 × F-5, 1 × F-14.

Important: Do not use the Iranian combined arms brigade; it was the Shah's elite guard, dissolved with the Revolution.

Islamic Revolution: Following initial deployment, the OPFOR player rolls one die for each Iranian ground (do not include bases) unit:

- 1 through 4:** Unit remains at full-strength.
- 5:** Unit is reduced.
- 6:** Unit is eliminated.

Roll one die for each Iranian air unit:

- 1 through 4:** Unit is placed per the random reinforcement procedure.
- 5 or 6:** Unit is eliminated.

Important: These losses do not count towards VP.

Guerrillas: Randomly pick six guerrilla units and roll one die for each. On a die roll of 1 or 2 the unit is placed in any Iranian city hex. On a roll of 3 to 6, the unit is returned to the OPFOR Guerrillas Box. The first unit must be placed in Teheran. All Iranian guerrilla units not placed on the map during setup and those eliminated during the scenario are placed in the OPFOR Guerrillas Box and are available as reinforcements.

Iranian Reinforcements:

Guerrillas: On Turns 1 through 3, a maximum of one guerrilla unit may be placed. On Turns 4

through 6 a maximum of two guerrilla units may be placed. The maximum number of allowable guerrilla units on the map is subject to the total number (8) of Iranian guerrilla counters.

Objective markers: Place per 18.1.

Allied at Start

Ground Staging Area:

US: 1 × Airborne brigade; 1 × Marine brigade; 1 × Ranger regiment; 1 × AC130, 1 × AWG.

Carrier Display: US: 1 × F-14, 1 × A-6, 1 × A-7 (can be either USN or USMC)

SOF Display: US: 2 × SOF

Allied Reinforcements:

See the Allied Reinforcements and ATP Availability Chart.

25.3 Scenario 3: RAPID DEPLOYMENT FORCE STRIKES (1981)

The failure of the April 1980 Desert One Operation causes the US to launch a full-scale invasion of Iran. Both sides mobilize for the showdown. This scenario also assumes that the Iraq-Iran War which historically broke out in September 1980 did not happen (at least not at that time) as the Iraqis await the outcome of American intervention against Iran.

OPFOR

Iranians: Same as Scenario 2

Islamic Revolution: Following initial deployment, the OPFOR player rolls one die for each Iranian ground unit:

- 1, 2, 3:** Unit remains at full-strength.
- 4, 5:** Unit is reduced.
- 6:** Unit is eliminated.

Roll one die for each Iranian air unit:

1 or 2: Unit is placed per the random reinforcement procedure.

3 through 6: Unit is eliminated.

Guerrillas: Randomly pick six guerrilla units and roll one die for each. On a die roll of 1 or 2 the unit is placed in any Iranian city hex. The first unit must be placed in Tehran.

Iranian Reinforcements:

Guerrillas: Two each on all turns.

Objective markers: Place per 18.1.

Allied at Start:

Ground Staging Area:

US: 1 × Airborne brigade; 1 × Marine brigade; 1 × Ranger regiment; 1 × AC130, 1 × AWG.

Carrier Display: US: 1 × F-14, 1 × A-6, 1 × A-7

SOF Display: US: 3 × SOF

Allied Reinforcements:

See the Allied Reinforcements and ATP Availability Chart.

25.4 Scenario 4: STRUGGLE FOR THE GULF (1978)

This scenario sees a war breaking out between the Shah's Iran and the Arab States. Both sides are trying to dominate the Persian Gulf oilfields. The major powers are not involved.

ARABS (Allied):

Allies control Iraq, Kuwait, Saudi Arabia, Bahrain, Kuwait, UAE. The following forces are set up using the instructions for the Scenario One.

- Iraq
- Kuwait
- Saudi Arabia
- Bahrain
- Qatar
- United Arab Emirates

Allied Reinforcements:

Same as 1979 scenario for above countries.

IRANIANS (OPFOR)

OPFOR controls Iran

Iran:

Tehran: 1 × combined arms brigade

Any Iranian port: 1 × hovercraft brigade.

Anywhere in Iran: 2 × combined arms divisions, 3 × armored divisions, 4 × infantry divisions, 1 × airmobile brigade.

Any city or airfield in Iran: 4 × bases.

Any airfield in Iran: 3 × F-4, 3 × F-5, 1 × F-14

Reinforcements: Reinforcements appear via the Random Reinforcement Procedure (9.0).

Iran: 1 × mechanized division.

Optional Forces: Kurds are deployed via Event.

Special Rules:

a) There are no US, NATO, Israeli, Soviet, Arab guerrilla or IRGC units.

b) There are no ATP.

c) Iranian hovercraft units are not subject to the US Navy interception rule (23.0).

25.5 Scenario 2 Variant Forces

Arabs:

These forces enter play only via scenario variant; in the standard game, they are neutral (and not in play).

Iraq:

Baghdad: 1 × combined arms brigade

Anywhere in Iraq: 3 × armored divisions; 3 × mechanized divisions; 3 × infantry divisions, 1 × airmobile division, 1 × combined arms brigade.

Any city or airfield in Iraq: 3 × bases.

Any airfield in Iraq: 1 × MiG-21, 1 × MiG-23, 1 × Su-7, 1 × Su-20, 1 × Tu-22.

Kuwait:

Anywhere in Kuwait: 2 × mechanized brigade, 1 × infantry brigade.

Any city or airfield in Kuwait: 1 × base.

Any airfield in Kuwait: 1 × A-4.

Saudi Arabia:

Riyadh: 1 × combined arms brigade.

Anywhere in Saudi Arabia: 1 × armored brigade, 1 × mechanized brigade, 1 × infantry brigade.

Any city or airfield in Saudi Arabia: 2 × bases.

Any airfield in Saudi Arabia: 1 × F-5, 1 × Lightning.

Bahrain:

In Bahrain city: 1 × infantry brigade, 1 × base.

Qatar:

Anywhere in Qatar: 1 × mechanized brigade.

In Qatar city: 1 × base.

United Arab Emirates:

Anywhere in UAE: 1 × mechanized brigade, 1 × infantry brigade.

Any city or airfield in UAE: 1 × base.

Any airfield in UAE: 1 × Mirage V.

Arab Reinforcements:

Reinforcements appear via the Random Reinforcement Procedure (9.0).

Iraq: 1 × armored division, 1 × mechanized division, 1 × infantry division, 1 × infantry corps group; 1 × combined arms brigade, 1 × MiG-21.

Saudi Arabia: 1 × mechanized brigade, 1 × F-5.

Bahrain: None.

Qatar: None.

UAE: 1 × mechanized brigade.

Iraqi-Arab Guerrillas: None.

Optional Forces: Arab League, Soviets are deployed via event.

25.6 Scenario 3 Variant Forces

Arabs (OPFOR): These forces enter play only via scenario variant; In the standard game, they are neutral (and not in play).

Same as Scenario 2, plus:

Add to Iraqi initial setup: 1 × armored division (instead of taken as a reinforcement).

Add to Iraqi reinforcements: 1 × Mirage F1.

ALLIED REINFORCEMENTS AND ATP AVAILABILITY CHART

| Turn | All Scenarios | 1979 | 1980 | 1981 |
|------|--|--|--|---|
| 1 | | ATP: 15 | ATP: 20 | ATP: 25 |
| 2 | Staging Display: 2 × Airborne, 1 × Base; USAF 1 × A10, 1 × B-52, 1 × F4, 1 × F15, 2 × F111, 1 × Wild Weasel. Carrier Display: USN 1 × F4, 1 × A6, 1 × A7 SOF Display: 2 × SOF | ATP: 25 Staging Display: 1 × Ranger Regiment; 1 × AC130, 1 × British Airborne, 1 × French Entendard. SOF Display: 1 × NATO SOF. | ATP: 30 | ATP: 35 Staging Display: 1 × USAF F16 |
| 3 | Staging Display: 2 × Marine, 1 × Airmobile, 1 × Infantry; 1 × SAG; 1 × AWG Carrier Display: USMC 1 × F4, 1 × A4. | ATP: 35 Staging Display: 1 × NATO British Marine Carrier Display: 1 × British AV8 | ATP: 40 | ATP: 45 Staging Display: 1 × Base |
| 4 | Staging Display: 3 × Airmobile, 1 × Infantry, 1 × Air Cavalry, 1 × Mechanized; 1 × Base. Carrier Display: USN 1 × F14, 1 × A6, 1 × A7 | ATP: 45 | ATP: 50 | ATP: 55 |
| 5 | Staging Display: 1 × Armored | ATP: 50 Staging Display: 1 × French Light Armor; 1 × NATO Airmobile, 1 × NATO Base | ATP: 55 | ATP: 60 |
| 6 | Staging Display: 1 × Marine, 1 × Base; USAF 2 × F4, 1 × A10. | ATP: 45 | ATP: 50 Staging Area: 1 × Wild Weasel | ATP: 55 Staging Area: 1 × Wild Weasel (US) |
| 7 | | ATP: 40 | ATP: 45 | ATP: 50 |
| 8 | | ATP: 40 | ATP: 45 | ATP: 50 |

Notes:

- All units are US unless otherwise stated.
- Ground units are brigades or regiments.
- Units in first column are received in 1979, 1980 and 1981 scenarios.
- **1979, 1980, 1981** columns = units are received as reinforcements only in these scenarios.
- See 1978 scenario for instructions regarding reinforcements.

COMBAT RESULTS EXPLANATIONS CHART

| Result | Air to Air | Air to Ground | Ground |
|-----------|--|--|--|
| A1 | Eliminate one attacking air unit. | Abort one attacking air unit. | Reduce one attacking ground unit; no retreat. |
| A2 | Eliminate one and abort one attacking air unit. | Eliminate one attacking air unit. | Reduce two attacking units; retreat all surviving defending units two hexes. |
| AR | Abort one attacking air unit. | No effect. | Retreat all attacking ground units one hex. |
| D1 | Eliminate one defending air unit. | Reduce one defending ground unit. | Reduce one defending ground unit; no retreat. |
| D2 | Eliminate one and abort one defending air unit. | Reduce one defending ground unit; retreat one defending ground unit, one hex. | Reduce two defending units; retreat all surviving defending units two hexes. |
| D3 | Eliminate two and abort one defending air units. | Reduce two defending ground units; retreat one defending ground unit, one hex. | Reduce three defending units; retreat all surviving defending units three hexes. |
| DR | Abort one defending air unit. | Retreat one defending ground unit one hex. | Retreat all defending ground units one hex. |
| E1 | Eliminate one defending air unit and eliminate one attacking air unit. | No effect. | Reduce one defending ground unit and reduce one attacking ground unit. |

Notes:

- If a wild weasel air unit is conducting an air to air attack and achieves an elimination, one air defense unit must be eliminated (this could be in addition to the elimination of a defending air unit).
- Elimination:** Remove the unit (either air or ground) from the map and place it in the appropriate eliminated box.
- Air Unit Abort:** immediately base one air unit; if there is no base within range, eliminate one air unit.
- Reduce:** Eliminate a disrupted ground unit; or reduce a combat effective ground unit.
- Retreat:** Retreat the required units the number of hexes indicated on the chart.

DESERT ONE WAR



US IN THE PERSIAN GULF, 1979–81

26.0 OPTIONAL RULES

26.1 Additional Unique Units & Capabilities

Light Units: All Ranger/Spetsnaz and guerrilla units are light units. Light units expend one MP to enter any type of land terrain; it costs them zero MP to cross rivers. They are affected normally by EZOC. If light units attack into rough terrain or marsh, negate one of the defender's shifts (but only one, regardless of the number of attacking light units). The light unit can attack by itself or in conjunction with other friendly units.

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

Exception: This rule does not apply to any brigades assigned to the 101st US Division.

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

Airmobile Unit LOS: Airmobile (but not airborne) units can trace an LOS up to the number of hexes equal to their movement factor over any type of terrain, land and sea, as well as over enemy ground units (back to a support source). The LOS cannot be through enemy air and air defense units, nor can the LOS be traced through neutral countries.

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

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

26.2 Additional SOF Missions

Raise Kurdish Guerrillas: SOF can perform this mission in any hex in Kurdistan if the Kurds are controlled by the Allies or by neither side, per the scenario setup. If the mission is successful, pick one Kurdish guerrilla at random. Place it in any hex in Kurdistan in or adjacent to the SOF hex; the deployment hex cannot contain OPFOR units.

Seize Critical Target: SOF can perform this mission in any hex containing an oilfield, port and/or airfield and no OPFOR units. If successful, flip the SOF to its reverse side to indicate that the hex is now Allied controlled. The port or airfield can be used by the Allies. An oilfield counts for VP, etc. The SOF remains on the map until either:

- a) An Allied ground unit enters the hex (at which point the SOF is returned to the SOF Display); or,
- b) An enemy ground unit enters the hex, at which point the SOF is eliminated. It cannot otherwise leave the map.

Unconventional Warfare: While on the map per this mission, the SOF exerts a ZOC into its own hex (but not adjacent). SOF do not count against stacking, do not require supply, cannot be attacked by enemy air units, and cannot be attacked by adjacent enemy ground units.

26.3 Additional Air Missions

All US, NATO and Soviet air units can perform interdiction. No other air forces can.

When an enemy ground unit enters a hex containing interdiction capable air units, the player controlling the air units may declare interdiction. Immediately execute an air to ground attack against those moving ground units (16.0). An air unit which completes an interdiction attack is immediately based. There is no air to air or air defense fire.

Apply results with the following modifications:

Retreat: The ground unit retreats, then ceases its movement after the retreat.

Reduction (and a step survives): The ground unit ceases its movement in the targeted hex.

All other results: The ground units can continue moving.

Important: If there are other ground units in the hex, they do not contribute to the defense nor are they affected by the interdiction attack.

USMC Close Air Support: If a USMC air unit is conducting an air to ground mission against an enemy unit and that hex is adjacent to a USMC ground unit, shift the air to ground attack one column to the right. The USMC ground unit does not necessarily have to attack that hex in the ensuing ground combat phase.

Designer's Note: *The Marines integrated their aviation and ground force operations, so they alone get this capability, at least within the time-frame of the game. Remember, this is before air-land battle became a general US military doctrine.*

Aerial Refueling: Certain US and NATO air units can use aerial refueling. All air units other than those with an unlimited (U) range may use aerial refueling. The Allied player expends 2 ATP per unit and doubles their printed range.

26.4 US Army TRICAP Division

During the early 1970s, the US Army experimented with the Triple Capacity Division (TRICAP), based on the 1st Cavalry Division. The division included a brigade each of armor, airmobile infantry and air cavalry. It proved to be too specialized and the 1st Cav was converted to a conventional armored division before the time of the game, but what if it had been kept on the rolls?

Order of Battle: Add the three US 1Cav brigades to the Allied order of battle in the 1979, 1980 and 1981 scenarios. They appear as reinforcements on turn 5. This is in place of the two 24th Mechanized Division brigades.

Effects: If all three 1Cav brigades are participating in the same attack, shift the odds one column to the right (in the Allied player's favor). This is regardless of other units participating in the attack. The shift does not apply in the defense.

26.5 Kurdish Guerrillas

Kurdish guerrillas are deployed because of scenario variants (26.6) and SOF missions (26.2). They are controlled by the player stated by the event.

Kurdistan: Kurdish guerrillas can only be deployed and move in Kurdistan (the areas of northeast Iraq and northwest Iran). Their ZOCs extend across the Kurdistan border and Kurdish units can attack across it. They can move, retreat or advance across the Iranian-Iraqi border freely if those countries are otherwise belligerents. Other contingent forces are not affected by the Kurdistan border.

Home Turf: Arab guerrillas cannot be placed in Kurdistan. Only Kurdish units can take advantage of the no retreat rule for defending in/attacking out of cities in Kurdistan (17.6.1). If Iraq is neutral, then Kurds cannot deploy in or enter Iraq. Units of all other contingents (including Iraqi and Iranian) do not gain this bonus for these cities.

Contingent: Kurds are part of no other contingent.

Raising Additional Kurdish Guerrillas: See 26.2.

26.6 Scenario Variants

Variants provide alterations to the basic scenario.

Scenario Variant Procedure: Prior to start of play, roll one die on the Scenario Options Table for each of the events on the table. Each scenario will have a different range of die rolls. If the die roll is within the range, it occurs; otherwise, it does not occur. A dash (–) on the table means do not roll for the event. Alternatively, players can select which optional scenario they want to play.

Scenario Variant Outcomes:

Arab League Intervention: Include all Arab League units. They are controlled by the OPFOR. They appear per the random reinforcement procedure (9.0). Deploy ground units on the west map edge in Iraq or Saudi Arabia. Deploy air units on any friendly controlled airfield in Iraq or Saudi Arabia.

Suez Canal Closed: Delay all NATO reinforcements by one turn. Delay all US Turn 5 and 6 reinforcements by one turn.

Soviet Intervention:

- Reinforcements include all Soviet units. In 1979, 1980, 1981 they are controlled by the OPFOR, in 1978 they are controlled by the Arabs.
- Deploy via the random reinforcement procedure (9.0). They are deployed on any Iranian or Iraqi airfields which are friendly controlled. Ground units can also be placed on Soviet-Iran map edge hexes.
- The controlling side can either replace one eliminated air unit or refit one ground unit (any friendly contingent) on Turns 2, 4, 6, 8 during the Reinforcement Phase (22.0). Replacement air units are taken from the Eliminated Units Display. A disrupted ground unit must be in an airfield. Unused refits cannot be accumulated. Refits apply to any friendly contingent.
- Delay US Turn 3 and 4 reinforcements by one turn.

NATO Support: The Allied player picks at random six NATO units. They are deployed per the random reinforcement procedure.

Israeli Intervention: Israelis are controlled by the Allies. During initial setup, deploy Israeli units as follows:

Allied Ground Staging Area: 1 × airborne brigade.

Allied Air Staging Display: 1 × A-4, 1 × F-4.

Allied SOF Display: 1 × SOF.

Arab League: In the 1979 or 1978 scenario, OPFOR automatically activates the Arab League Intervention, and all Arab League units are deployed on Turn 1 (per event). In the 1980 or 1981 scenario, OPFOR picks one additional Iranian guerilla reinforcement per turn (if available).

Pakistani Support (1979, 1980, & 1981): US and NATO ground reinforcements can be placed on Pakistani-Iranian border hexes. This costs no ATP. US-NATO ground forces can trace an LOS to any hex in Pakistan. Other contingent units cannot enter, trace LOS, or attack into Pakistan.

Hostage Caper: At the start of Turn 1, the Allied player selects and reveals any two face down objective markers.

Forward US Basing: The Allies receive the following units as part of initial deployment: 1 × Marine brigade, 1 × USN A-4, 1 × SAG (these are units that normally appear on Turn 3).

Heightened US Alert: The Allies receive all Turn 2 US reinforcements as part of initial deployment. The Allies receive the two US optional mechanized brigades, one on Turn 6 and the second on Turn 7. Available ATP on Turn 1, is 25. All other turns remain the same.

Covert US-Israeli Support to Iran: Iranians can either replace one eliminated air unit or refit one ground unit on Turns 2, 4, 6, 8 during the Reinforcement Phase (22.0). Replacement air units are taken from the Eliminated Units Display. A disrupted ground unit must be in an Iranian airfield. Unused Iranian refits cannot be accumulated.

Kurdish Rebellion: The Allied player deploys two Kurdish guerillas in all scenarios except the 1978 scenario. In that scenario, the OPFOR player places two Kurdish guerrillas. Place on any hexes in Kurdistan (the country of placement must be a belligerent).

Gulf Limited Support: US and NATO forces can enter and operate from Saudi Arabia, Kuwait, Bahrain, Qatar and UAE. All airfields and ports in these countries are Allied controlled (they do not count towards VP). Airfields can base Allied air and airmobile units. Ports can be used for Allied sea movement. Do not use these countries' forces. Iranian forces cannot enter or attack into these countries' territories.

Gulf Full Support: Saudi Arabia, Kuwait, Bahrain, Qatar and UAE are all belligerents on the side of the Allies. OPFOR picks one additional Iranian guerilla reinforcement per turn (if available).

Intervention Force Operations

Israeli Operations: Israeli air units fly from bases one hex off the west map edge. They cannot be based on the map. Their use costs no ATP. Israeli air units can overfly neutral countries but not land in them. Israeli ground units and SOF deploy in the same manner as US and NATO forces. Israeli Logistics: Israeli ground units and SOF are supported by US sources and Allied ATP. They can refit per (22.0).

Arab League Operations: Arab League units trace LOS to any Iraqi or Saudi Arabian logistics source. Air units are based on Iraqi and Saudi airbases.

Soviet Operations: Soviet units are always in support. Air units are based on any airbases of the side with which they are aligned.

Designer's Note: *Soviet units represent not only regular Soviet forces but also volunteers flying air missions using aircraft in Arab colors. Their logistics are via airlift not otherwise shown in the game.*