

Iraq War 2003

Version 1.2

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1.0 Introduction

This game simulates the Iraq War that took place in March and April of 2003.

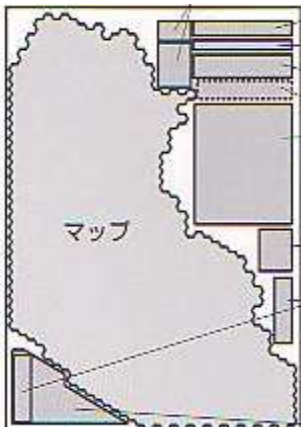
The war ended in a mere 3 weeks in an overwhelming victory for the American army. It is not an uncommon opinion that this is simply due to the overpowering strength of the American army. But is that all it is? Did the Iraqi army really have a chance to achieve its objectives? This product uses a tool called a “board simulation game” to explore the possibilities of the Iraq War that was fought in March and April of 2003.

2.0 Game Contents

The following are used in the game. You will need to provide your own 6-sided dice.

2.1 Game Board

The game board is separated into a part that is divided into hexes, as well as other parts. The area divided into hexes has various units placed on it, and is where the main part of the game progresses. The other parts are displays, charts, and tracks to assist with the progress of the game. From now on, as long as “on the map” is written with no special notations, this refers to the area in the middle of the game board that is separated into hexes.



The parts of the map are labeled in English. On the lower left is a Combat Results Chart and the “US & Br Coalition Air Unit Available” box. The center is the map. Near the top-center of the map are the “Used Air Unit” boxes for each side. Along the right side of the map, starting from the top, are these boxes:

Turn Track (labeled “Turn Truck”)

Iraqi Command Track (labeled "Iraq Command Truck")
Terrain Effect Chart
Optional Rule Boxes
Air Operation Display
Iraq Air Unit Available
Combat Results Chart (same as the one on the lower left)

2.1 Map

The map is broken up into hexes with the terrain drawn on them.

- (1) All of the ground combat units in the game, when in play, go in the individual hexes on the map. They never stick out from a hex or get placed on a hex edge.
- (2) Terrain that has a special effect on the game is indicated on the Terrain Effect Chart.
- (3) Any other terrain is drawn just to give atmosphere to the game board, and is treated as "plains", which have no special effect on the game.
- (4) The map is separated by white lines into the Northern, Central, and Southern air sectors. Each sector is referred to in relation to air operations (see 5.81)

2.1.2 Air Operation Display

- (1) The Air Operation Display is separated into 3 rows that correspond to the Northern, Central, and Southern air sectors on the map.
- (2) Each area that is in a row surrounded by a red line represents a site in that Air Operation Display in that row's sector. Sites are used in relation to when anti-air fire is performed. The white squares within a site represent facility boxes within the display. Facility boxes can be targets of bombing by the US & Br Coalition armies. The facility boxes relate to various abilities of the Iraqi army.

2.1.3 Air Unit Available Box

Air and naval units that can be used are placed in this box.

It is separated into one for use by the US & Br Coalition armies, and one for use by the Iraqi army. Units are placed in the appropriate box for the army they belong to.

At the beginning of the game, all of the air and naval units are placed in their army's respective "Air Unit Available" boxes.

2.1.4 Air Unit Used Box

Air and naval units that are used or that have become unusable are placed in this box (see 5.0)

It is separated into one for use by the US & Br Coalition armies, and one for use by the Iraqi army. Units are placed in the appropriate box for the army they belong to.

2.1.5 Charts

- (1) Turn Track (see 3.0, 4.0)
- (2) Iraqi Command Track (see 11.0)
- (3) Terrain Effect Chart (see 13.3)
- (4) Combat Result Chart (see 13.4)

2.1.6 Boxes used with Optional Rules

- (1) Presidential Palace

Presidential Palace markers not removed by bombing remain here. Used only with the Presidential Palace Bombing optional rule (see 16.1)

(2) Weather Box

The weather marker is placed here. Only used with the optional Weather rules (16.6)

2.2 Ground Combat Units

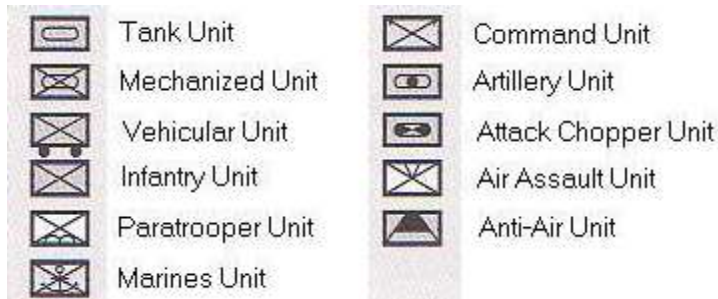
These are pieces representing ground units. The units are read as follows:



Bottom row: Attack Value - Defense Value - Movement Value

2.2.1 Soldier Symbol

The soldiers of a ground combat unit are represented by the following symbols:



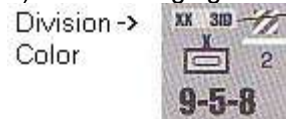
2.2.2 Unit Designation

Represents the larger group that the ground combat unit belongs to.

2.2.2.1 US & Br Coalition army units' unit designations

US & Br army units' unit designation are used both during set-up and during the game. There are the 3 following types of indicators for unit designations:

1) Units belonging to a division:



Each unit that belongs to a division has their unit designation shown in a box of a color that identifies which division it belongs to. When attacking or stacking, a unit belonging to a division receives that division's limits.

(2) Independent units:



Units with nothing in the unit designation box are independent units.

(3) Units under direct army control:



A unit whose designation is not in a colored box is a unit under direct army control. A unit under direct army control is treated in all respects the same as an independent unit.

The unit designation of a unit under direct army control is given for historical interest only, and has no special effect in the game.

2.2.2.2 Iraqi and Kurd army units' designations

Iraqi and Kurd army units' unit designations are only used during setup.

Read the unit designation boxes as follows:

(1) Regular Iraqi Army

The left side is the unit designation scale (army or corps). The right side is the unit's name.

RG: Republican Guard

SRG: Special Republican Guard

(2) Other

Other nationalities and unit types also appear:

SpForceCommand: Special Command Unit

PeopleArmy: The People's Army

KDP: Kurdistan Democratic Party

PUK: Patriotic Union of Kurdistan

TRK: Turkish Army (optional rule)

2.2.3 Unit Symbol

The badge of the division of a Coalition unit's designated division is shown. The unit's symbol is provided only for historical interest, and has no special effect in the game.

2.2.4 Division Indicator

For US & Br armies, this represents a unit belonging to a division. For the Iraq army, this represents a division-scale unit. Division indicators have an effect on stacking limits (see 8.1).

2.2.5 Unit Number

That ground combat unit's unit number.

2.2.6 Attack Value

The value used when attacking. Artillery units and air units' attack values are depicted differently than other units, and are used in different ways (see 13.3, 16.3).

2.2.7 Defense Value

The value used when receiving an attack.

2.2.8 Movement Value

The value used each time the unit moves. A unit can spend a number of movement points equal to its movement value each time it moves.

Flying units are represented differently than other units, and can perform special movement.

2.2.9 Shot Range / Anti-Air Firepower (Optional Rules)



Shot Range Anti-Air Firepower

A white number in a black circle is the unit's shot range. Artillery units can, both during an attack or a defense, provide support to a unit within that range (see 16.3).

A white number in a red triangle is its anti-air firepower. An anti-air unit can fire on a unit either bombing or providing ground support to its hex or an adjacent hex (see 16.4)

2.2.10 Reinforcement Turn (Optional Rule)



The white number written on the top right side of a unit is its reinforcement turn, when that unit appears as a reinforcement.

Any units with a reinforcement turn written on them only appear when using the Reinforcement optional rule.

2.2.11 Unit Nationality

A unit's color represents its nationality. The nationalities appearing in the game are as follows:

- (1) US + Br Coalition army side
 - American Army: Green
 - British army: Light tan
 - Kurd army (KDP): Dark brick color
 - Kurd army (PUK): Light brick color
- (2) Iraqi army side:
 - Iraqi army: Dark Tan
 - Turkish army (Optional rules): Medium Tan

2.2.12 Full Strength Side and Reduced Strength Side

Among ground combat units, there are some that have a full strength side (top of the counter) and a reduced strength side (bottom of the counter), and some that only have a full strength side.

All ground combat units are initially placed on their full strength side. Ground combat units that receive damage become reduced strength.

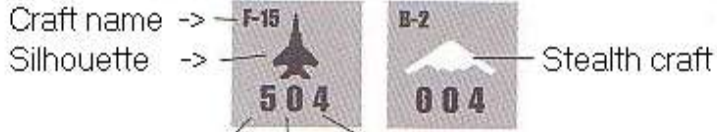
Unit with a reduced side (two pictures on left): Unit without a reduced side (picture on right):
 Full strength side: Reduced strength side:
 (front) (back)



A ground combat unit on its reduced strength side has lower combat values. A ground combat unit with no reduced strength side (has a blank side on the counter) is instantly removed when it receives a step loss in ground combat (see 13.41)

2.3 Air Units

This is a piece representing an air unit from a base. The unit is read as follows:



Bottom row: Air Combat value - Ground Support Value - Bombing Value

2.3.1 Craft name:

The name of the craft type for that unit

2.3.2 Silhouette

The air unit's silhouette is depicted.

If the silhouette is drawn in white, the unit is a stealth craft, and cannot be intercepted or receive anti-air fire.

2.3.3 Air Combat Value

The value used when resolving air combat.

2.3.4 Ground Support Value

The value used when supporting ground combat. In a supported ground combat, this value is used as the number of columns the result is shifted in favor of the supported army.

2.3.5 Bombing Value

The value used when bombing.

2.4 Carrier Units

A piece that represents aircraft carriers. From now on, when "air units" is used in a sentence, all carrier units are included.

The counter is read as follows:



Bottom row: Air Combat Value - Ground Support Value - Bombing Value

2.4.1 Fleet Code

The designated ship type and code is depicted.

2.4.2 Ship Name

The name that belongs to the carrier depicted.

2.4.3 Silhouette

The shape of the carrier is depicted.

2.4.4 Ability Values

The 3 values are air combat value, ground support value, and bombing value. They are read and have the same meaning as on air units.

2.5 Naval Units

These are pieces to represent the attacks by Aegis Destroyers deployed in the Persian gulf, and

by cruise missiles from submarines. Naval units, compared to air units (and carriers), have limits on their use, and as indicated by their fleet and ship names being written in white, are different from air units. From now on, when “naval units” is used in a sentence, it refers only to Aegis Destroyers and submarines, not carriers.

The counters are read as follows:



Bottom row: Air Combat Value - Ground Support Value - Bombing Value

2.5.1 Fleet Code

The fleet and code of the cruise missile-firing ship is depicted.

2.5.2 Ship name

The name of the cruise missile-firing ship is depicted.

2.5.3 Silhouette

The cruise missile-firing ship's silhouette is depicted. If the silhouette is drawn in white, the unit's cruise missile attacks cannot be intercepted or receive anti-air fire.

2.5.4 Ability Values

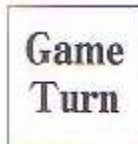
The 3 values are air combat value, ground support value, and bombing value. The numbers are read the same as for air units, but there are the following restrictions:

- (1) Naval units cannot perform any task other than facility bombing (see 6.0)
- (2) Each ship can only fire one cruise missile attack in a game.

2.6 Markers

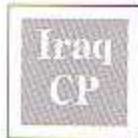
This game uses the following markers:

- (1) Turn marker



This is placed on the turn track to indicate the current turn in the game.

- (2) Iraqi army command marker



This is used to indicate the number of command points the Iraqi army is able to use.

- (3) Damaged marker



When placed directly on a ground combat unit, it indicates the unit is currently disrupted (see 7.3)

When placed directly on the map, it indicates the roads in that hex are destroyed (see 7.4, 14.0)

When placed in a box in the Air Operation Display, it indicates the facility is destroyed (see 6.0)

(4) Out of supply marker



When placed on a ground combat unit, it indicates that unit is currently out of supply (see 10.0)

(5) Moved marker



Indicates a ground combat unit has finished its actions for that player turn (see 4.1, 12.1)

2.7 Counters used only with Optional Rules

(1) Presidential Palace markers



The Presidential Palace markers are only used with the corresponding optional rule (see 16.1)

(2) Weather marker



The weather marker is only used with the sandstorm optional rule (see 16.6)

(3) Reinforcement units



A unit with a white number on the top right of the counter is a reinforcement. Reinforcements are only used with the optional rule (see 16.8)

(4) Turkish army unit



The Turkish army only appears if the corresponding optional rule is used (see 16.10)

3.0 Game Preparation

Before beginning the game, prepare in the following way:

- 1) Decide which player plays the Coalition forces, and which plays the Iraqi army.
- 2) The Iraqi player refers to his units' designations, and places them as follows (see also the set-up aid sheet on the last page of the rulebook):

XXX 1st Corp

Place as desired in the 1st Corp's designated area (4 units)

XXX 2nd Corp

Place as desired in the 2nd Corp's designated area (3 units)

XXX 3rd Corp

6A Division, 51M Division: Place as desired in 3rd Corp's designated area (2 units)

XXX 3rd Corp

11th Division: Place in An Nasiriyah (2332), (1 unit)

XXX 4th Corp

Place as desired in the 4th Corp's designated area (3 units)

XXX 5th Corp

Place as desired in the 5th Corp's designated area (4 units)

XXXX RG

Place as desired in the Republican Guard's designated area within 2 hexes of Baghdad (6 units)

XXXX SRG

Place as desired in either of the 2 Baghdad hexes.

People Army

Place as desired in any city (major city, minor city) in Iraq. However, you may not place 2 People Army pieces in the same hex. As long as stacking limits are followed, other units can be placed in the same hex (15 units)

SpForceCommand

Place as desired in any city (major city, minor city) in Iraq. As long as stacking limits are followed, 2 or more, and/or a combination of other units, can be stacked in the same hex (7 units).

In the "Iraq Air Unit Available" box

All Iraqi air units (4 units)

- (3) The US & Br Coalition army player sets up as follows after the Iraqi player has finished placing their units (also, see the set-up aid sheet on the last page of the rulebook):

Adjacent to the Al Jafra hex (6 units)

101 AD

In Kuwait City (3241) (2 units)

82AD

173

Place as desired in the country of Kuwait (15 units)

3ID (5 units)
1MED (4 units)
11Av
15MEU
26MEU
British1AD (2 units)
British3Cm

In the Kurd Northern Control area
KDP (5 units)

In the Kurd Southern Control area
PUK (3 units)

In the "US & Br Air Unit Available" Box
All air units (8 American units, 1 British unit)
All carrier units (5 units)
All naval units (13 units)

(4) Place the turn marker on the '1' box of the turn track.

This ends the preparation for the game.

4.0 Sequence of Play

The game repeats the following sequence of play. Each time through the sequence is called a turn.

4.1 US & Br Coalition Army Player Turn

(1) Facility Bombing Phase (US & Br Coalition army only)

The current player uses, if they wish, their air and/or naval units to bomb facilities of their choice in the Air Operation Display (see 6.0).

Only the US & Br Coalition army player performs the Facility Bombing phase.

(2) Ground Bombing Phase

The current player can use their air units to bomb enemy ground combat units and roads (see 7.0)

(3) Supply Check Phase

The current player checks the supply status of every one of their ground combat units on the map (see 10.0)

(4) Operation Phase

Each of the current player's ground units can perform actions in the following sequence:

(4-1) Movement Segment

The current player chooses any ground combat unit that has not performed any actions yet this turn, and performs their action. There are 3 types of action: Movement (see 12.0), recovery from disruption (see 7.33), and road destruction/repair (see 14.0).

(4-2) Ground Combat Segment

The current player can, in this segment, perform attacks with ground combat units that are currently selected for performing actions (see 13.0)

(4-3) Actions Completed Segment

The current player places a “moved” marker on the unit currently selected for performing actions to indicate it has finished its actions for this turn.

If after the above is completed, there are still ground combat units left without a “moved” marker placed on them under control of the current player, repeat the (4) segment with another unit that still has not performed its actions.

When all ground combat units have “moved” markers on them, or when no more can perform any actions, that player’s player turn sequence is over.

4.2 Iraqi Army Player’s Turn

The Iraqi player repeats the sequence beginning with 4.1 with the following changes:

- (1) During the Iraqi army player’s turn, there is no facility bombing phase.
- (2) Command points are received during the supply check phase of the Iraqi army player’s turn.
- (3) There are limits to the number of ground combat units that can perform actions in the Iraqi army player’s turn (see 11.2)

4.3 End of Turn Phase

When both players have completed their turn sequence, the turn ends. The following sequence is performed at the end of the turn:

- (1) Air units in the “used air unit” boxes (including carriers) are returned to their respective “air unit available” boxes. Naval units can never be returned from the “used air unit” boxes.
- (2) The turn marker is moved to the next space.

5.0 Air Operations

5.1 Types of Air Operations

The air operations talked about here is a general term for the types of operations performed by air units and cruise missile attacks from naval units.

The current player can perform the operations below; the time they may be declared depends on the type of operation:

- (1) Facility bombing: Facility bombing phase: You can lower the Iraqi army ability to carry out various parts of the war (see 6.0).
- (2) Ground combat unit bombing: Ground bombing phase: You can disrupt ground combat units of your choice (see 7.0).
- (3) Road bombing: Ground bombing phase: You can destroy the roads on a hex on the map (see 7.0)
- (4) Ground support: Ground combat segment: You can provide beneficial column shifts to your own armies in ground combat in a hex on the map (see 13.3)

The non-current player can perform the following air operations:

- (1) Intercept: You can intercept the current player’s air group that is bombing or providing ground support.
- (2) Ground support: Same as the current player’s ground support. You can provide ground

support to a combat even if the current player did not provide any support to that combat.

5.1.1 Performing Air Operations

(1) A single air operation is carried out by either a single air unit or an air group made up of air units (the term air group will be used even though is always potentially just a single unit in times an air group is possible).

(2) An air group consists of at most 2 units, one unit that is either given intercept or escort missions, and one unit that is on a ground support or bombing mission.

(3) Only one air group can perform an intercept on one air group.

(4) In a bombing mission, multiple air groups can have the same target, but if multiple attacks on the same target are successful, the effects are not increased. For example, if you hit any target with two attacks, you only get to choose one hit to have an effect.

(5) Multiple air groups cannot go on ground support missions for the same target ground combat.

5.2 Sequence of Air Operations

Air Operations are resolved in the following sequence:

(1) The current player places the air group performing operations in that phase (or segment for ground support missions) on their targets (see 5.4).

(2) If the non-current player can, they declare which air groups, if any, are intercepting or providing ground support (see 5.4)

(3) Air combat is resolved (see 5.5)

(4) Anti-air fire is resolved (see 5.6)

(5) If any bombing or ground support craft remain, they resolve their mission.

(6) Each player moves any used air units and naval units to their "air unit used" box.

5.3 Mission Assignments

To combine into an air group and perform air operations, each unit can be assigned to the missions below. For each mission, units can be assigned as follows:

(1) Escort mission: An air unit with an air combat value of at least 1 escorts an air unit that is on a ground support or bombing mission.

(2) Intercept mission: An air unit with an air combat value of at least 1 intercepts an enemy air unit that is on a ground support or bombing mission.

(3) Ground support mission: Air units with a ground support value of at least 1 can provide ground support.

(4) Bombing mission: An air unit with a bombing value of at least 1 can either perform facility, ground unit, or road bombing.

5.3.1 Mission Restrictions

The types and numbers of units that can make up 1 air group have the following restrictions:

(1) The current player's air operations

Depending on the type of air operation, the current player can make air groups from any of the following units:

Bombing:

1 bombing mission unit

1 bombing mission unit + 1 escort mission unit

Ground support:

1 escort mission unit

1 ground support mission unit

1 ground support mission unit + 1 escort mission unit

(2) The non-current player's air operations

Depending on the type of air operation, the non-current player can make air groups from any of the following units:

Intercept:

1 intercept mission unit

Ground support:

1 ground support mission unit

1 ground support mission unit + 1 intercept mission unit.

5.4.1 Intercept Restrictions

There are the following restrictions on intercepting:

(1) Units that have a white silhouette (naval units and stealth craft) cannot be intercepted.

(2) The Iraqi player cannot intercept in an air sector that has both of its Radar facility boxes destroyed (see 6.4)

(3) The Iraqi player cannot intercept if all their air fields are destroyed (see 5.82). Also, depending on the number of remaining boxes, there is a limit to the number air units that can intercept.

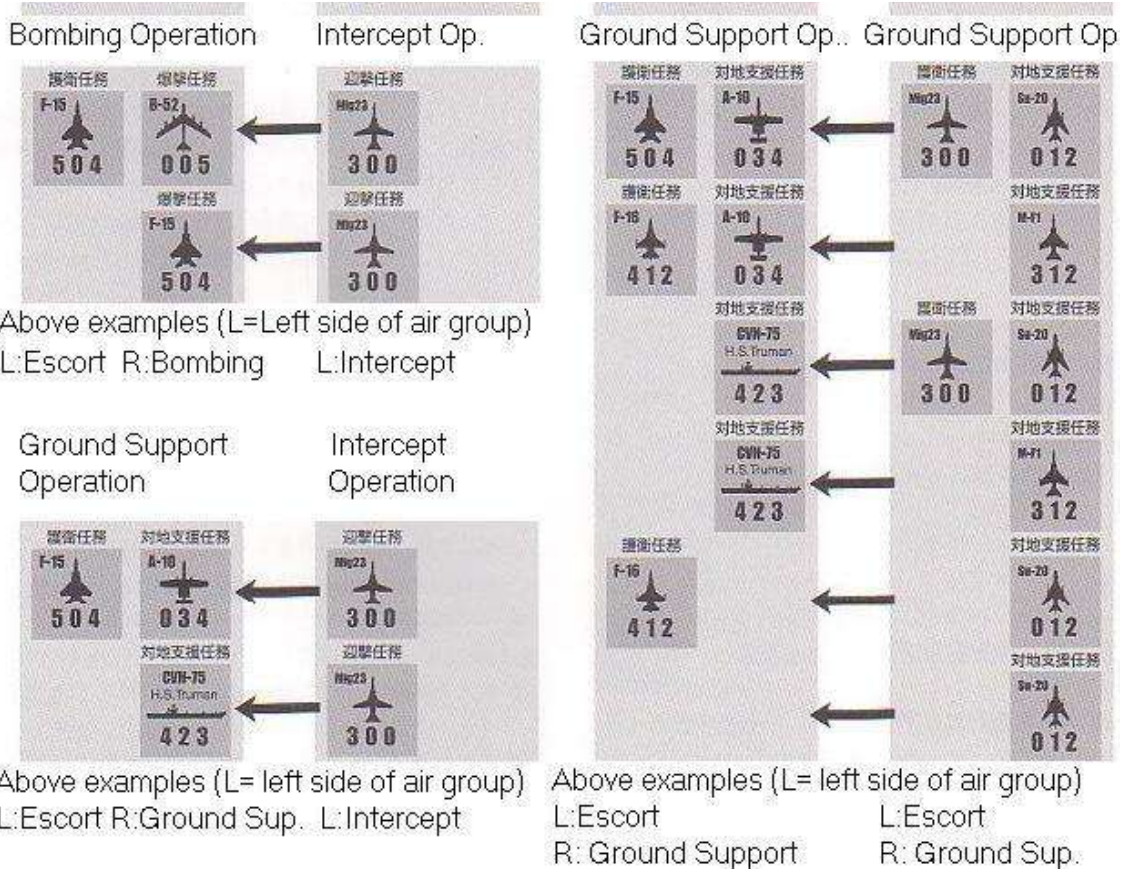
Each player's air operation air groups (when the non-current player is performing air operations):

Current Player
player

Non-current Player

Current Player

Non-current



All air units in these charts are just examples. This chart omits the possible air operations for when the non-current player does not perform any air operations.

5.5 Air Combat

If the non-current player intercepts the current player's air group, or if both players provide ground support to the same target combat, air combat occurs.

For each separate target, air combat is resolved in the following sequence:

- (1) Amongst the units participating in air combat, attacks are resolved in the order of air combat value, from the highest to the lowest.
- (2) If there are multiple air units with the same air combat value, the Iraqi army declares their targets first, but attacks are resolved simultaneously.
- (3) Air units on escort or intercept missions can target any enemy air unit they wish.
- (4) Air units on bombing or ground support missions can only target air units that are on escort or intercept missions. They cannot target choose air units on bombing or ground support missions as targets.
- (5) When attacking, roll one die. If you roll equal to or lower than your attacking unit's air combat value, you hit.
- (6) If you hit, roll one die again, and if you again roll equal to or lower than your attacking unit's air combat value, the opposing unit is immediately removed from the game. If the 2nd roll is higher than your air combat value, the opposing unit is immediately placed in the "air unit used"

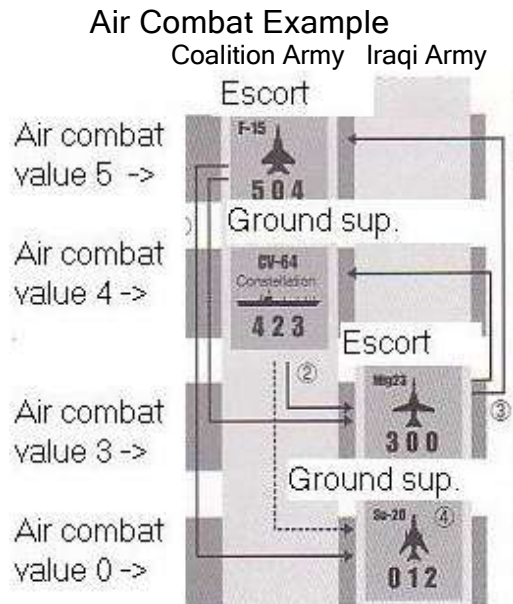
box for its respective country.

(7) An air unit that is moved to the “air unit used” box due to a hit is not destroyed, but cannot fulfill its current mission. Also, it cannot receive attacks from any other air units in that air combat.

(8) A unit that receives a hit from a unit with a higher air combat value cannot attack in that air combat.

(9) Each air unit can attack only once in each air combat.

(10) Once there are no more air units that can attack in the air combat, the remaining bombing and ground support mission air units continue on to the anti-air fire step. Escort and intercept mission air units are moved to the “air unit used” box for their respective country.



(1) The F15 (Air combat value 5) attacks first. If it hits its opponent, the opponent cannot return fire.

(2) The carrier (Air combat value 4) attacks next. As it is on a ground support mission, it cannot attack the enemy ground support craft (the Su-20).

(3) If the Mig23 (Air combat value 3) remains, it can attack. If it hit's the carrier, the Coalition army will not be able to fulfill its ground support mission.

(4) As the Su-20 has no air combat value, it cannot attack. If it receives a hit, it cannot fulfill its ground support mission.

If there are multiple air combats, the current player can decide the order they are resolved.

5.6 Anti-air Fire

Any air units on a bombing or ground support mission still remaining each receive anti-air fire (if any) in the following sequence:

(1) The player opposing the bombing or ground support rolls one die. If they roll equal to or less than their anti-air weapon's anti-air firepower, it is a hit.

(2) If a hit occurs, the die is rolled again. If this roll is equal to or lower than the anti-air firepower value, the opposing unit is immediately removed from the game. If the 2nd roll is higher than the anti-air firepower value, the opposing unit is immediately placed in the “air unit used” box for its respective country.

(3) An air unit that is moved to the “air unit used” box due to a hit is not destroyed, but cannot fulfill its current mission.

(4) If there are any bombing mission air units left after anti-air fire is completed, they continue on to the “resolving bombing” step (see 5.7). Any remaining ground support mission air units can provide their support (see 13.3).

The number of times anti-air fire can be received and the anti-air firepower can vary based on the target. Depending on the type of air operation, see 6.3 for facility bombing, or 7.2 for ground bombing or ground support.

5.6.1 Anti-air Fire Restrictions

Anti-air fire is subject to the following restrictions:

(1) Units with a white silhouette (naval units and stealth craft) cannot be attacked by anti-air fire.

(2) The Iraqi army’s destroyed anti-air weapons cannot perform anti-air fire.

5.7 Resolving Bombing

If there are any bombing mission units left after anti-air fire, their bombing of the enemy is resolved as following:

(1) The bombing player rolls one die for the bombing unit, and hits on a roll equal to or less than its bombing value.

(2) When bombing is completed, bombing units are moved to their “air units used” box.

(3) Bombing value is halved (fractions dropped) for bombing in Baghdad (1321/1421), Basra (3135), and Mosul (0607).

Example: If a B-1 with a bombing value of 5 bombs Baghdad, it hits only on rolls of a 1 or 2.

A damage result due to bombing has different effects depending on the target. See the rules for facility bombing (6.4) and ground bombing (7.31, 14.2). A hit on a single die roll is all that is needed for bombing. Unlike air combat and anti-air fire, there is no 2nd roll required.

5.8 Iraqi Army Air Operation Restrictions

The Iraqi army has the following restrictions on air operations due to the destruction of their facilities from facility bombing:

5.8.1 Air Sectors

(1) The US & Br Coalition army’s air units have no restrictions on use due to air sectors.

(2) If all the Radar hexes for a sector are destroyed, the Iraqi army cannot intercept units in that sector (see 6.4)

(3) If a hex has a sector border running through it, it can be intercepted if either sector has functioning Radar.

5.8.2 Air Base

(1) The Iraqi army can only use as many air units in a turn as it has undamaged airfield boxes (see 6.4).

(2) If all of the air field boxes are damaged, the Iraqi army cannot perform air operations.

Note:

In order to indicate which Iraqi army air bases have been used, when an air unit is removed from the game due to air combat, instead of placing the unit in the "air unit used" box, place a "damaged" marker there.

If the number of used air units and damaged markers exceeds the number of functioning air fields, the Iraqi army can use no more air units. Also, if using an air unit would cause the above limit to be exceeded, the air unit cannot be used.

Air units in the "air unit used" box are returned to the "air units available" box during the turn end phase, so next turn a number of air units equal to the number of undamaged airfields can be used again (remove the "damaged" markers from the "air units used" box during the turn end phase as well).

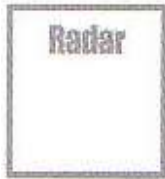
6.0 Facility Bombing

Facility bombing is the bombing of any of the types of Iraqi army facilities represented on the Air Operations display.

6.1 The Make Up of the Air Operations Display

The Air Operations Display is made up as follows:

6.1.1 Facility Boxes



The Air Operations Display is made up of several types of facility boxes.

Facility boxes are drawn as small squares, and are the basics units of the Air Operations Display.

There are the following types of facility boxes:

(1) Anti-Air Fire boxes (AA Fire)

Anti-Air boxes are separated into different sites. Anti-air fire boxes can provide anti-air fire whenever facilities in the same site receive bombing.

(2) Radar boxes (Radar)

Radars are separated by air sector. The Iraqi army can intercept enemy air operations in air sectors with at least one functioning radar box for that air sector.

(3) Radio boxes (Radio)

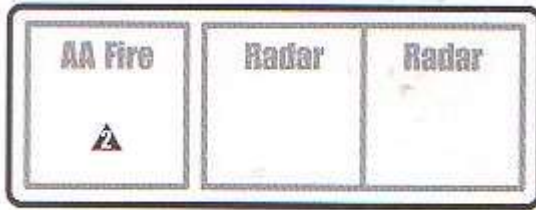
As long as the Iraqi player has undestroyed Radio boxes, each turn he can receive a number of command points equal to the number of functioning Radio boxes.

(4) Air Field boxes (Air Field)

As long as there are useable air fields, the Iraqi army can use air units equal to the number of undestroyed Air Field boxes.

6.1.2 Sites

Radar Site



The areas with many facility boxes grouped together are called "Sites".

Sites are surrounded by a red rectangular outline. A site is made up of a normal Anti-Air Fire (AA Fire) box, and a number of facility boxes.

A site is used whenever the US & Br Coalition air units are facility bombing to determine whether or not the Iraqi army can perform anti-air fire.

There are the following types of Sites:

- (1) Northern Radar Site (Northern Air Sector)
- (2) Central Radar Site (Central Air Sector)
- (3) Southern Radar Site (Southern Air Sector)
- (4) Communication Site
- (5) Air Base

6.1.3 Air Sectors

The Air Operation Display is divided into 3 parts, the Northern, Central, and Southern air sector parts, and corresponds to the Northern, Central, and Southern air sectors on the map.



6.2 Facility Bombing Sequence

When facility bombing, the US & Br Coalition player places his air group on the facility box they're targeting. After that, facility bombing follows the sequence in 5.2.

6.3 Anti-Air Fire Against Facility Bombing

- (1) During facility bombing, the anti-air firepower value that can be used for anti-air fire is the indicated value of the undamaged anti-air fire boxes in that site.
- (2) Undamaged anti-air fire boxes can target any air units attempting to bomb facilities in its site, and perform anti-air fire against them.
- (3) If anti-air fire occurs, a number of anti-air fire shots equal to the number of undamaged anti-air boxes in the site made be made against the target.
- (4) The white number inside the red triangle is that anti-air fire box's anti-air firepower.

(5) Even if the same unit is hit twice or more by anti-air fire in one mission, the effects are not increased.

6.4 Effects of Facility Destruction

If, as a result of bombing, damage markers are placed on any facility boxes in the Air Operations Display, it means these facility boxes are destroyed. A destroyed facility box cannot be repaired in the game. Even if the same facility box is hit twice or more, the effects are not increased.

The effects on the Iraqi army player that occurs when each facility is damaged is described below:

(1) Anti-Air Fire

Anti-Air fire is separated into sites. If the anti-air fire box (AA Fire) is destroyed, that anti-air fire box can no longer provide anti-air fire for that site (see 6.3)

(2) Radar Facilities

Radar is separated into air sectors. If both the Radar boxes for an air sector are destroyed, the Iraqi army air units can no longer intercept in that air sector.

3) Radio

If a Radio box is destroyed, the amount of command points the Iraqi army can receive is reduced to the number of undestroyed boxes beginning the next turn.

4) Air Fields

If all the air fields are destroyed, the Iraqi player may not perform air operations. Or, depending on the number of air fields remaining, there are restrictions on the number of units that can be used for air operations (see 5.82)



On the left example, the Radar can still be used to allow intercepts in its air sector, but because the Anti-Air weapons have been destroyed, even if the Site is bombed it cannot provide anti-air fire.

On the right example, anti-air fire is allowed, but the Radar cannot be used.

7.0 Ground Bombing

Ground bombing is the bombing of targets directly on the main map. Naval units cannot perform ground bombing.

7.1 Sequence of Ground Bombing

The two types of targets for ground bombing are ground combat units and any hex's roads.

(1) When bombing ground combat units

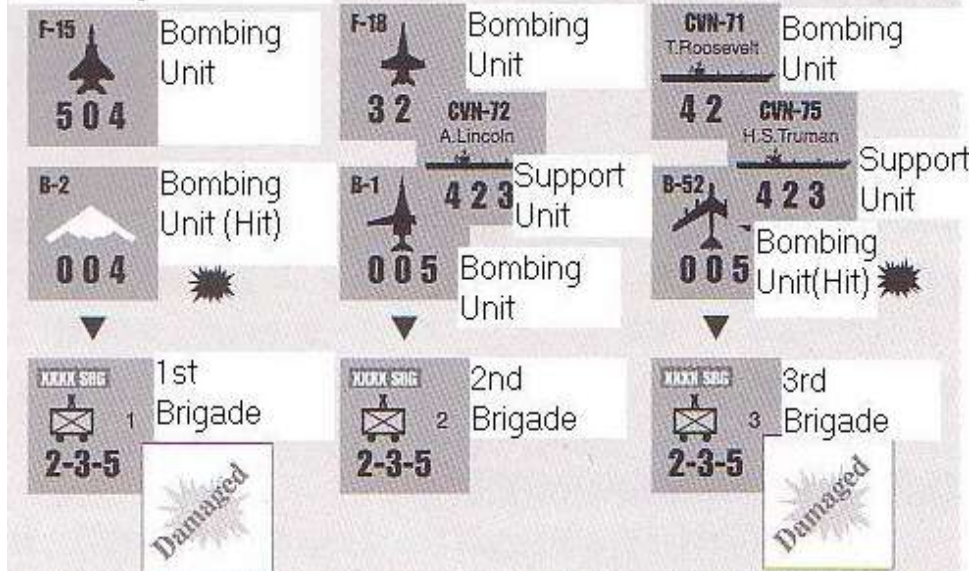
Place the bombing air group on the ground combat unit they wish to target.

(2) When bombing roads

Place the bombing air group on the hex they are targeting.

After this, ground bombing follows the sequence in 5.2.

Bombing Operation Example



A total of 8 Coalition units are performing bombing missions against 3 Iraqi army Special Republican Guard ground combat units.

Among the 10 units participating in the operation, the 2 carriers are on escort missions for the B-1 and B-52, and cannot perform bombing.

Once targets are declared, the bombing is performed.

The bombing value of units bombing in Baghdad are halved, fractions dropped, so the B-1, B-2, B-52, and F-15 units use a bombing value of 2, and the other units use a bombing value of 1.

Attacks (left to right, from the bottom up)

Attacks against the 1st Brigade: B-2 (2 or less) hits, F-15 (2 or less) misses

Attacks against the 2nd Brigade: B-1 (2 or less) hits, F-18 (1 only) misses, Carrier CV-63 (1 only) misses

Attacks against the 3rd brigade: B-52 (2 or less) hits, Carrier CVN-71 (1 only) misses, Carrier CV-64 (1 only) hits

In the above example, the 2nd Brigade was not hit, but the 1st and 3rd Brigades were hit and disrupted. Damage markers are placed on the 1st and 3rd brigades. The 3rd brigade was hit twice, but the effects of the second and/or any additional hits are ignored.

7.2 Anti-Air Fire Against Ground Bombing

(1) The Iraqi army and Kurd army ground combat units cannot use anti-air fire against ground bombing.

(2) When an Iraq Air Unit bombs a US & Br Coalition army unit, the US & Br Coalition Army unit can make one anti-air fire shot with an anti-air firepower value of 2".."

(3) No player can perform anti-air fire against road bombing.

7.3 Disrupting Ground Units



If, as a result of bombing, a ground combat unit has a “damaged” marker placed on it, that means that the ground combat unit is disrupted.

7.3.1 Effects of Disruption

A disrupted ground combat unit suffers the following effects as long as it remains disrupted:

- (1) May not move or attack
- (2) Loses its zone of control (ZOC)
- (3) When attacked, its combat value is halved (fractions rounded up).

7.3.2 No Cumulative Disruption

Even if a target receives 2 or more hits during bombing, the effects are not increased. Also, the same ground combat unit cannot have 2 or more damage markers at the same time.

7.3.3 Recovery from Disruption

A ground combat unit disrupted as a result of bombing that spends an entire player turn’s operations phase without moving or attacking recovers from disruption. To indicate a ground combat unit recovering, place a “moved” marker on the unit and remove the “damaged” marker.

However, for an Iraqi ground combat unit to recover in this way, the Iraqi army must expend 1 command point. If a command point is not used, the unit may not recover.

Note that out of supply units cannot recover from disruption.

7.4 Road Destruction

If, as a result of bombing, a hex on the map has a damage marker on it, it means the roads in this hex are destroyed. For the effect of road destruction and their repair, see 14.0, “Road Destruction and Repair”.

8.0 Stacking

In one hex, multiple ground units are placed on each other in the hex. This is called a “stack”.

8.1 Stacking Limits

In this game, up to 3 ground combat units can be in a single hex. However, there are the following restrictions:

(1) The US & Br Coalition army ground combat units cannot stack other than with units belonging to the same division. Independent units and units under direct army control are not subject to this restriction.

(2) Division-scale Iraqi army ground combat units count double towards stacking limits,

A unit with a division-scale indicator: A unit without a division-scale unit indicator:



Division-scale
unit indicator



(3) Other nationality ground combat units may not stack.

8.2 Applying Stacking Limits

(1) Stacking limits are checked when reinforcements appear (when using the optional rules for it), at the end of the movement segment, and at the end of the “Actions completed segment”.

(2) Stacking limits are not applied during movement.

(3) Stacking limits are applied even if a ground combat unit is on its reduced strength side.

(4) Air units, naval units, and markers do not apply to stacking limits.

8.2 Penalty for Exceeding Stacking Limits

When the stacking limits are exceeded, the player controlling those ground combat units removes units in that stack from the game until the stacking limits are met.

9.0 Zones of Control (ZOC)



Each unit exerts an influence on the 6 hexes adjacent to it that can affect things such as supply, movement, and ground combat. These hexes are called a zone of control (ZOC).

(1) All ground combat units have a zone of control (ZOC).

(2) Zones of control influence movement (see 12.3), retreat due to ground combat (see 13.5), and checks for supply lines (see 10.0).

(3) Even if multiple zones of control from the same army overlap, the affects are not cumulative. Zones of control do not extend over complete sea/lake hex sides.

(4) Air units, naval units, and markers do not have zones of control (ZOC).

10.0 Supply

In order to have its full abilities, a ground combat unit must have a continuous trail of hexes for supply lines to their army’s supply source.

(1) Each player checks the supply of every one of their ground combat units during the “Supply check phase”.

(2) Supply is determined by seeing if each ground combat unit can trace a supply line to its army’s

supply source:

American, British army supply source: Kuwait City (3241)

Iraqi army supply source: Any hex in Iraq (other than Kurd control areas)

Kurd army (KDP) supply source: Irbil (1107)

Kurd army (PUK) supply source: Sulayamaniya (1810)

(3) There is no limit to the length of a supply line. However, a supply line cannot pass through a hex with an enemy ground combat unit or zone of control (ZOC), an enemy-controlled hex, or a completely sea/lake hex side.

(4) Even if a hex is in an enemy zone of control (ZOC), if a ground combat unit of your army is present, a supply line can be traced through the hex.

(5) Place "Out of Supply" markers on any ground combat units whose supply line is cut.

(6) An out of supply ground combat unit's attack value and movement value are halved (fractions dropped). Defense value is not affected.

11.0 Iraqi Army Command Points

The Iraqi army player needs command points in order to have ground combat units move, fight, recover, destroy roads, or repair roads.

11.1 Receiving Command Points

The Iraqi player can receive command points during his player turn's supply check phase using their choice of either of the following methods:

(1) Receive a number of command points equal to the number of undestroyed Radio boxes on the Air Operations Display.

(2) Roll 1 die, and receive a number of command points equal to the number rolled.

The method of receiving command points must be chosen before rolling the die. Once a die is rolled in order to determine command points, the Iraqi player can no longer choose to receive command points based on the number of Radio boxes.

The Iraqi Command Marker (Iraq CP) is placed on the number of command points the Iraqi player received on the Iraqi Command Track to indicate how many command points are available.

11.2 Uses of Command Points

The Iraqi army player must expend command points in order to perform any of the following actions:

(1) Moving and fighting with ground combat units

In order to move and/or fight (participate in an attack) with 1 ground combat unit, 1 command point must be expended (see 11.0)

(2) Recovery from disruption

For 1 disrupted ground combat unit to remove the "damaged" marker and recover from disruption, 1 command point must be expended (in addition to the unit not moving or attacking that turn, see 7.33).

(3) Destroying roads

To destroy the roads in 1 hex, 1 command point must be expended (see 14.1)

(4) Repairing roads

To repair the roads in 1 hex, 1 command point must be expended (see 14.4).

11.3 Using Command Points

When command points are used, move the command marker to the new lower total a number of space along the Iraqi army command track equal to the number of command points used.

If the needed command points are not available, the actions requiring command points cannot be performed.

Command points cannot be accumulated to be used in the next player turn. Every time command points are received, and command points remaining from the previous player turn are lost.

12.0 Movement

A player can, during his army's player turn's movement segment, move any of their ground combat units that have not yet moved that turn (other than disrupted units).

During each movement phase, each player can move as few or many of their force's ground combat units as they wish.

However, the Iraqi player must expend command points in order to move their ground combat units (see 11.0)

12.1 How to Move

Each player can move each of their units by expending movement points (equal to the unit's movement value).

- (1) Movement can be performed as 1 unit, or as 1 stack.
- (2) Each ground combat unit can continue moving until it has expended all its movement points.
- (3) For a ground combat unit to enter an adjacent hex generally costs 1 movement point.
- (4) Hexes containing enemy ground combat units cannot be entered.
- (5) The map board cannot be exited via movement.
- (6) The same ground combat unit can only move once in a turn. Therefore, place a "moved" marker on any unit that has moved to separate it from a unit that has not moved.

12.2 Effects of Terrain on Movement

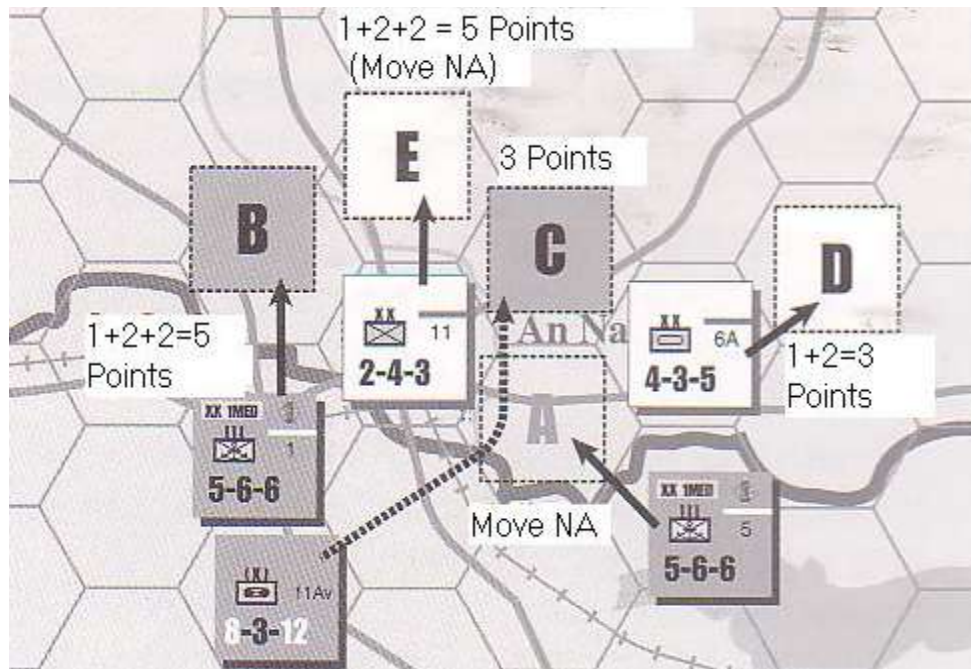
Amongst the various types of terrain in each hex, some have an influence on the movement of ground combat units.

- (1) A ground combat unit that enters a swamp hex (other than via a road hex side) cannot move further that movement segment (see flying unit exception, 12.5).
- (2) A ground combat unit that crosses a minor river (other than via a road hex side) must expend +1 movement point prior to expending its normal movement point to move (see exception 12.5).
- (3) A ground combat unit crossing a large river (other than via a road hex side) may do so only if it begins the movement segment adjacent to the large river, and moves to the adjacent hex on the other side of the river, which ends its movement for that segment (see exception 12.5).

If both the hex the unit begins in and the target hex on the other side of the river are both under enemy zones of control (ZOC), the river cannot be crossed except via road hex side (see exception 12.5).

(4) When moving using road hex sides, the terrain effects can be ignored when moving.

(5) A ground combat unit cannot cross a completely sea/lake hex side (a hex side with sea or lake drawn across its entire length), or enter a completely sea/lake hex (a hex with sea or lake in its entire hex). A partial sea/lake hex side (a hex side with at least some land) can be crossed, and a partial water hex (a hex with at least some land) can be entered (see question #6 of the extra Q&A for Bubiyan Island).



In the above example, white counters are Iraqi ground combat units, and gray counters represent American army ground combat units.

A's movement needs to go over a large river, but because it is from an enemy zone of control to another enemy zone of control, it is not allowed.

B's movement also goes over a large river, but because there is an undestroyed road bridging the hexes if 5 movement points are expended, it is allowed. 1 movement point remains. The unit would still be in an enemy zone of control (+2 movement to move out of), so no more movement would be allowed.

C's movement, as it is a flying combat unit (white movement value), always costs 1 movement point per hex. Of course, as 9 movement points remain, movement can be continued much further if desired.

D's movement, as it is leaving an enemy's zone of control, leaves it with 2 movement points left to spend out of its total of 5 movement points.

E's movement, if it is done before B and C moves, can be done by expending 3 movement points (1 + 2 for leaving a ZOC). However, after B and C moves, it would require 5 movement points (1 + 2 leaving ZOC + 2 entering ZOC), and as that is more than the unit's movement value of 3, the move would not be allowed.

12.3 Effect of Zones of Control (ZOC) on Movement

Ground combat units' zones of control (ZOC) have an affect on movement of a unit.

(1) In order to enter a hex in an enemy ground combat unit's zone of control (ZOC), +2 movement points must be expended in addition to the regular movement cost (see exception

12.2(4)).

(2) In order to leave an enemy ground combat unit's zone of control (ZOC), +2 movement points must be expended in addition to the regular movement cost (see exception 12.2(4)).

(3) In order to move from one enemy ground combat unit's zone of control (ZOC) to another hex under an enemy ground combat unit's zone of control (ZOC), whether the same or a different unit, +4 movement points must be expended in addition to the regular movement cost (see exception 12.2(4)).

(4) If the needed movement points are not available, the target hex cannot be moved to.

12.4 Road Movement

If the following restrictions are satisfied, a ground unit can move to an adjacent hex using a road for a cost of only $\frac{1}{2}$ a movement point.

(1) Must begin the movement segment in a road hex, and during the movement segment, move only along roads.

(2) Must begin the movement segment not in any enemy zone of control (ZOC), and during that movement segment, may not enter an enemy zone of control (ZOC). Treat any city hex (MEGA city, major city, minor city) as connecting all roads through them (including both hexes of Baghdad).

12.5 Flying Unit Movement



A flying unit (a ground combat unit with a white-colored movement value) has the following special movement characteristics:

(1) Flying units can ignore enemy zones of control (ZOC) during movement.

(2) Flying units can ignore all terrain effects and enter any adjacent hex of any terrain type for a cost of 1 movement point (exceptions as below).

(3) A flying unit can cross sea/lake hex sides and enter completely sea/lake hexes, but cannot end movement in a completely sea/lake hex.

(4) The above special movement characteristics are only used during the movement segment and for advancing after combat. When retreating, flying units must retreat using the same restrictions as a normal ground combat unit.

(5) Flying units cannot use road movement.

13.0 Ground Combat

A player may use a ground combat unit they moved in their movement segment in the ground combat segment immediately following its move to attack an enemy ground combat unit in an adjacent hex (A unit can be "moved" zero hexes, but participating in combat causes a unit to be considered "moved"). The ground combat unit initiating the ground combat is the attacking side,

and the side receiving the attack is the defending side. The attacking side uses its attack value as its combat value, the defending side uses its defense value.

13.1 Attack Sequence

Ground combat is resolved in the following sequence:

- (1) The current player declares all their attacks and participating units
- (2) The current player allocates all their air groups that air providing ground support.
- (3) The non-current player allocates all their air groups that air providing ground support.
- (4) Air combat resolution (order determined by the current player)
- (5) Ground combat resolution (order determined by the current player)
 - (5-1) Determine combat values
 - (5-2) Figure combat ratio and modifiers
 - (5-3) Resolve ground combat
 - (5-4) Apply ground combat effects

13.2 Basics of Ground Combat

- (1) If the ground combat units of the defending side are stacked, the attacking side must attack them as a group. The defending side's defense values are added together.
- (2) If multiple ground combat units are attacking the same target (when moved as a stack), they attack together, and their attack values must be added together when resolving the combat.
- (3) Ground combat units stacked together can individually attack separate targets. However, a single ground combat unit cannot choose multiple hexes as its target.
- (4) A ground combat unit that has moved during its movement segment is able to, but not required to, attack an adjacent ground combat unit.
- (5) A ground combat unit that has moved during its movement segment can attack no more than once, in its ground combat segment.
- (6) A ground combat unit that has not moved that segment cannot participate in an attack (again, it is possible for a unit eligible to move to be declared as having moved during the movement segment without actually spending movement points).

13.3 Figuring Combat Ratios and Modifiers

In order to resolve ground combat, both players add the combat values of their ground combat units participating in that ground combat, and these are converted into simple integers as shown on the Combat Results Chart.

- (1) When determining ratios, fractions are dropped in favor of the defending side.
- (2) If there is a ground support unit assigned to that ground combat, the result is shifted in that army's favor a number of columns equal to the ground support value of the supporting unit.
 - (2-1) If both armies have units providing ground support to the same combat, their effects offset, and the side with the larger ground support value receives a beneficial column shift For their units equal to the difference in ground support values.
 - (2-2) If there is anti-air support, anti-air fire is performed the same as during bombing (see 7.2)

(2-3) Ground support air units sent to the “air unit used” box as a result of air combat or anti-air fire cannot provide ground support.

(3) Ground combat units cannot participate in a combat against an adjacent unit on the other side of a completely sea/lake hex side .

(4) A ground combat unit’s attack value is halved (fractions dropped) if the attack crosses a river hex side. However, a ground combat unit with a white attack value (artillery units and anti-air units) can attack across a river hex side without penalty.

(5) If the defending side’s unit is in a hex with a “xL” written in the “Effect Combat” box of the Terrain Effect Chart, the result is shifted left (which is in the defender’s favor) a number of columns equal to the number before the “L”.

(6) Out of supply ground combat units have their attack value halved (fractions dropped).

(7) A disrupted ground combat unit’s defense value is halved (fractions rounded up).

(8) If multiple of the above combat modifiers apply, first apply all combat value modifiers at once, and after that, handle the fractions. During attacks, all fractions are dropped, and during defense, all fractions are rounded up.

(9) If, after all modifiers have been applied, any combat ratios below 1-2 are treated as 1-2, and all ratios higher than 10-1 use the 10-1 (“10+”) column.

13.4 Resolving and Applying the Effects of Ground Combat

After the combat ratio is calculated, and after all modifiers are applied, the attacking side player rolls one die. The combat result is where the combat ratio column intersects the row for the number rolled on the die. Anything written after an “A” is an effect applied only to the attacking side, and anything after a “D” is applied only to the defending side.

Each of the combat results are applied as follows:

- (1) “R” - All ground units retreat 1 hex
- (2) “1R” - Lose a total of 1 step, and all ground combat units retreat 1 hex.
- (3) “2R” - Lose a total of 2 steps, and all ground combat units retreat 1 hex.
- (4) “3R” - Lose a total of 3 steps, and all ground combat units retreat 1 hex.
- (5) “4R” - Lose a total of 4 steps, and all ground combat units retreat 1 hex.
- (6) “5R” - Lose a total of 5 steps, and all ground combat units retreat 1 hex.
- (7) “1” - Lose a total of 1 step
- (8) “2” - Lose a total of 2 steps
- (9) “-” - No effect

13.4.1 Step Losses

Reducing a single ground combat unit from its full strength side to its reduced strength side, removing a full strength unit that has no reduced strength side, or removing a reduced strength unit, is a step loss.

Step losses from a combat result can be applied as desired by the affected player to any of the units suffering the result in combat. For example, on a “2” result against 2 full strength units, the player controlling them can choose whether to completely remove one ground combat unit, or flip both units to their reduced sides. Counters with only one printed side are removed by a single step loss.

13.5 Retreating

A ground combat unit forced to retreat as a result of combat must move to an adjacent hex.

- (1) Unlike normal movement, retreating does not use movement points.
- (2) Retreat is done in the following order of priority (first listed being the most important):
 - (2-1) Any hex not prohibited for retreating (such as sea/lake, an enemy, or an enemy zone of control)
 - (2-2) A direction bringing the unit closer to its own army's supply source.
 - (2-3) A hex that has not reached its stacking limit.
- (3) A unit cannot retreat into an enemy's zone of control (ZOC) (see exception below). Also, a unit cannot retreat into a hex that cannot be entered, such as a sea/lake hex.
- (4) If there is an enemy zone of control (ZOC), a hex can be retreated into if there is a friendly ground combat unit in it.
- (5) If stacking limits are violated after retreating, that unit may retreat an additional hex.
- (6) If there is no hex a ground combat unit can retreat to, that unit is weakened where it is (takes a step loss). A full strength unit is flipped to its reduced side. An already reduced unit, or one without a reduced strength side, is removed.
- (7) A unit that cannot help retreating off the board is instead removed.
- (8) A ground combat unit in a city (MEGA City / Major City / Minor City) can ignore a retreat result (but of course must still take any numerical step losses from the combat result).

13.6 After-Combat Advance

If as a result of ground combat, the hex the defending side was in becomes empty, the ground units that participated in the attack can perform an after-combat advance into the cleared hex.

- (1) After-combat advancing is not required. Any, all, or none of the ground combat units that participated may advance as desired.
- (2) During an after-combat advance, enemy zones of control (ZOC) are ignored.
- (3) Unlike normal movement, an after-combat advance does not use movement points.
- (4) The map board cannot be left using an after-combat advance.

14.0 Road Destruction and Repair

Each player can destroy roads in any hex. If the roads in a hex are destroyed, it is indicated by placing a "damaged" marker on the hex.

14.1 How to Destroy Roads

Roads can be destroyed in either of the following ways:

- (1) Road destruction from bombing (see 7.1)
- (2) Road destruction from ground combat units.

If any ground combat unit spends an entire player turn's operation phase in a hex without moving or fighting, it can destroy the roads in its hex and place a "damaged" marker on it.

To indicate this, a unit destroying a road has a “moved” marker placed on it, and places a “damaged” marker on the road at the same time. While the unit must forego its movement and fighting for the entire turn, the road is destroyed immediately when the “moved” marker is placed on the ground combat unit.

However, for the Iraqi player to do this requires the expenditure of 1 command point per hex. If the command point is not expended, road destruction is not allowed.

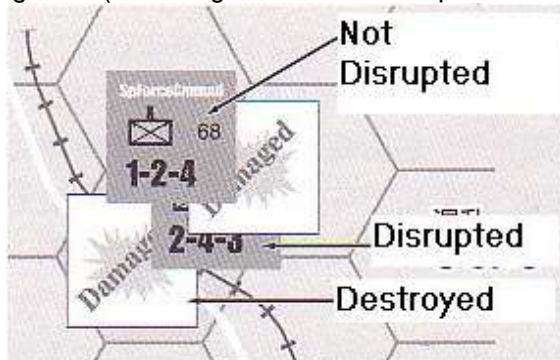
14.2 Effects of Destroyed Roads

If a hex has its roads destroyed, that hex’s roads and the parts of the roads that run through the hex are treated as if they do not exist. Also, any bridges (simply depicted and treated as a road over a river) that are in or enter into that hex are considered destroyed.

14.3 No Multiple Destructions of Roads

Even if a road destruction is performed twice in a hex, the effects are not increased. Also, there cannot be 2 or more “damaged” markers placed directly on one hex.

If a hex that is already “road-destroyed” has its roads destroyed again, the extra effects are ignored (assuming the roads were repaired in the interim).



In the above example, the sample hex’s roads have been destroyed. The lower of the 2 ground units in the hex is disrupted, but the unit on top is not.

14.4 Repairing Roads

If any ground combat unit spends an entire player turn’s operation phase in a hex with a destroyed road without moving or attacking, it can repair that hex’s roads, and remove the “damaged” marker. To indicate this, a unit repairing a road has a “moved” marker placed on it, and removes the “damaged” marker from the road at the same time. While the unit must forego its movement and fighting for the entire turn, the road is repaired immediately when the “moved” marker is placed on the ground combat unit.

However, for the Iraqi player to do this requires the expenditure of 1 command point per hex. If the command point is not expended, the road repair is not allowed.

15.0 Victory Conditions

15.1 Determining Victory and Loss

At the end of the game, if the US & Br Coalition army player has acquired 20 or more victory points (VP), the US & Br Coalition army player is the victor. If that condition is not met, the Iraqi Army player wins.

15.2 Acquiring Victory Points (VP)

The US & Br Coalition army player acquires victory points for each of the conditions listed below.

Unless otherwise noted, for control, it is who controls a hex at the end of the game. Fulfilling all of the positive conditions without any negative conditions would give the Coalition player the maximum 27 VP (32 VP if using the Presidential Palace optional rule, see 16.1).

Control of Baghdad (1321, 1421): 5 VP each hex

Control of Mosul (0607), Basrah (3135): 2 VP each

Control of Major Cities (Irbil, Sulaymaniya, Kirkuk, Tiklit, Kabara, Hillah, Najaf, Nasiriyah) :1 VP each

Control of ports (Umm Qsar and Al Faw):1 VP each

American and British army ground combat unit losses: -2 each

Removed American and British ground combat units: -4 each (the -4 includes any penalty that would have occurred from any step losses)

Removed American and British air units: -2 each

If at the end of a turn, there is at least 1 Iraqi ground combat unit in the country of Kuwait: -2 VP each turn.

If Mosul, Kirkuk, and Tiklit are controlled by the Kurd Army (KDP or PDK) until the end of the 2nd turn: +1 VP each, in addition (if applicable) to the VPs for controlling them at the end of the game.

16.0 Optional Rules

The following rules are optional rules.

Amongst the optional rules are ones that are beneficial to one side, but if it is felt the game balance is unfair to one side, or if some extra variety is desired in the game, some or all of the following optional rules may be added. Use of such rules must be agreed upon by both players.

If you do not know which rules should be used, using rules 16.2, 16.3, 16.4, and 16.5 is recommended.

16.1 Presidential Palace Bombing



Map errata important when using this rule: The Anti-Air Firepower of the AA Fire box in the Presidential Palace site is “2” (it was omitted from the map)

In this war, attacks were carried out against Hussein’s Presidential Palace with precision guided weapons. If successful, it would have had a great influence on the war. This rule recreates those attacks.

The US & Br Coalition army player at the beginning of each facility bombing phase rolls one die. If a 5 or 6 is rolled, the CIA receives secret information and may, if desired, carry out bombing of the Presidential Palace, resolved in the following sequence:

(1) At first, there are 8 Presidential Palace markers on the Presidential Palace site of the Air Operations Display. The US & Br Coalition army player chooses 1 marker, without looking at the bottom, and carries out bombing in the usual sequence.

(2) The Presidential Palace has a specific-use anti-air firepower value (of 2). As long as the Presidential Palace’s anti-air fire box (AA Fire) is not destroyed, it can provide anti-air fire against

an air group on a bombing mission against the Presidential Palace. For the purposes of intercept missions, the Presidential Palace is considered to be in the Central Air Sector.

(3) If a hit is scored in bombing, the back of the attacked Presidential Palace marker is examined., with possible results described below.



(4) If the back is the real Saddam Hussein (printed as “Sadam Husein” on the bottom), the US & Br Coalition army player immediately receives 5 victory points (VP), and that marker is removed from the game. From that point on, the Iraqi army can only receive command points via the method of rolling a die and gaining the number of command points rolled.



(5) If the marker’s back has “Dummy” written on it, nothing happens. Remove the counter from the game.



(6) If the back of the marker shows I.M. Sahaf declaring “There is no American army in Baghdad!”, the Intelligence Minister Sahaf, angry at the bombings, holds a press conference. This statement is broadcast via satellite on Al-Jazeera all over the world. If at this time, there really are no American ground combat units in either of Baghdad’s 2 hexes, the American Government loses prestige, and the US & Br Coalition army loses 1 victory point (VP). After this piece is drawn, it is again mixed with the Presidential Palace markers that have not yet been drawn, to be able to be possibly drawn again.

16.2 Paratroop Drop



In this war, the 173rd Airborne Brigade performed a paratroop drop near Kirkuk. This rule recreates that drop.

(1) The US & Br Coalition army player may, at any point of the game (during his player turn’s operations phase), and once only, perform a paratroop drop.

(2) The unit that can perform a paratroop landing is any 1 paratroop unit (a unit whose soldier symbol is a paratroop mark, see 2.2.1) that is in Kuwait City.

(3) The paratroop drop can be done as any movement segment of a US & Br Coalition army player turn’s operations phase.

(4) A paratroop drop cannot be performed in any hex currently occupied by an Iraqi army ground combat unit, although it can be in the zone of control (ZOC) of such a unit. It can be performed in any other hex that can be legally occupied.

(5) A unit performing a paratroop drop has a chance of being intercepted by the Iraqi army. The

unit performing the paratroop drop may take along an air unit as an escort. Intercepting and air combat is performed with the same restrictions and sequence as normal bombing. However, as the paratroop unit has no air combat value, it cannot attack.

(6) A unit that has performed a paratroop drop cannot perform any other movement or attack that turn (place a "moved" marker on it).

16.3 Artillery Support



The American army's artillery units have ranged shots. When using this rule, an artillery unit can provide artillery support to any combat within its range.

(1) A unit with a white number in a black circle on the lower right corner is an artillery unit, and has that shot range.

(2) If there is a combat within an artillery unit's range, the unit can provide a combat value equal to the white number written in a black square on the lower left. This combat value is added to the combat value of its friendly army.

(3) Range is figured by not counting your hex, but from the hex adjacent (as in most games). In other words, a range of 1 is any hex adjacent to the unit. An artillery unit with a range of 2 can provide support to any combat in a hex of range 1 or 2 away.

(4) The range is counted to the hex being attacked (In other words, if the supported side is attacking, it is the opponent's hex. If the supported side is defending, it is the defending hex).

(5) An artillery unit that belongs to a division can only provide artillery support to other ground combat units belong to the same division.

(6) There is no limit to the number of combats an artillery unit can provide artillery support to. That is, if there are 2 or more combats within range that occur in the same segment, it can provide its combat value to each of them. Also, both attack and defense can be provided in the same turn (which of course would be different player turns). An artillery unit can move and attack as normal in the US & Br Coalition army player turn's operation phase, and provide support to any other combats regardless of whether or not it has moved this turn.

16.4 Anti-Air Unit



In the Iraqi army, there is one unit of the Special Republican Guard that is an anti-air unit. Using this unit, anti-air fire can be performed against enemy air units.

(1) This unit has an anti-air firepower of two.

(2) This unit can provide anti-air fire using the normal anti-fire sequence with an anti-air firepower of 2 against an air unit on a bombing or ground support mission either to the hex containing this unit or an adjacent hex.

(3) This unit can provide anti-air fire 1 time against each and every air unit it is eligible to fire at.

(4) If disrupted, this unit cannot provide anti-air fire.

(5) Any bombing against this unit follows the normal sequence and restrictions for ground bombing.

(6) When using this rule, this anti-air unit cannot remove a damage marker received from bombing. This means that once the anti-air unit is disrupted, it will not be able to provide anti-air fire again in the game.

16.5 Nationality and Air Operation Restrictions

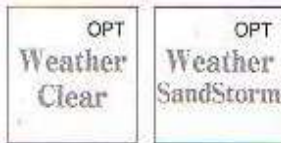
In this game, 6 different nationality units appear: The American, British, Kurd (KDP), Kurd (PUK), Turkish (optional rule), and Iraqi armies. During air operations, there are the following restrictions on ground support missions due to nationality:

(1) No air units other than British ones may perform ground support missions to a ground combat that has British ground combat units participating.

(2) US & Br Coalition army air units cannot perform ground support missions to a ground combat that has Kurd army (KDP, PUK) ground combat units participating.

There are no restrictions on intercept, escort, and bombing missions due to nationality.

16.6 Sand Storms



In this war, sand storms blew violently near the end of March, and denied the US & Br Coalition army's air power from exercising its dominant position, and did influence how the war developed. This rule recreates the effects of sand storms on the war.

(1) The weather marker is used to represent sand storms. To indicate the weather, on a clear day the weather marker is placed with its "Weather Clear" side up, and on a turn in which sand storms are occurring, the marker is placed "Weather Sand Storm" side up.

(2) The Iraqi player rolls one die at the start of each turn (full turn, not player turn). If a 6 is rolled, sand storms occur, and the weather marker is placed with its "Weather Sand Storm" side up.

(3) On a turn in which sand storms are occurring, one die is rolled at the beginning of each facility bombing phase, ground bombing phase, and each ground combat segment. If a 4 or higher is rolled, air units cannot be used at all during that phase or ground combat segment due to poor visibility. For the ground combat segment, the die is rolled first, and the result can be used to decide whether or not to attack.

(4) On a turn in which sand storms are occurring, flying units' movement values are halved (fractions effectively dropped, as there are no uses for half a movement point). Also, they lose their special movement characteristics (see 12.5), and must move the same as a normal ground unit.

16.7 Railroad Transport



In Iraq there is a railroad that cuts through the country north and south. The Iraqi army player can, obeying the following restrictions, use railroad transport.

- (1) The Iraqi army player can, each turn, use railroad transport with 1 of their ground combat units (see.
- (2) Railroad transport is done at the beginning of the Iraqi army's operations phase.
- (3) A unit using railroad transport can move any distances, regardless of its movement value, along the railroad.
- (4) Railroad transport, other than using railroads instead of normal roads, is subject to the same restrictions as for road movement in 12.4.

16.7.1 Dealing with Railroad Hexes

- (1) If the roads in a hex are destroyed, the railroads are also considered destroyed.
- (2) A hex with only railroads (and not a normal road) can have its railroads destroyed and repaired in the same way as normal roads.
- (3) Railroads cannot be used for road movement.

16.8 Reinforcement Units



At the end of March, the United States government, fearing a stagnation in the progress of the war, decided to reinforce its units. In the end however, these units were too late for the main fighting of the war.

A unit with a white number on the top right corner of the counter is an American reinforcement unit.

Reinforcement units appear too late to have much effect on the game, so they were cut from the main rules. This rule introduces for the sake of historical accuracy United States reinforcement units that were omitted from the main rules.

- (1) The US & Br Coalition army player receives reinforcement units at the beginning of the operations phase of the turn indicated on each unit.
- (2) The US & Br Coalition army player places reinforcement units they received in Kuwait City or a hex adjacent to it.
- (3) If the Iraqi army controls Kuwait City during a turn reinforcements are indicated to arrive, those turn's reinforcements are lost (but not considered 'removed').

16.9 Mountain Hexes

Other than cities, all of the Kurd control hexes (as they are at the start of the game) are treated as mountains. A mountain hex has the same effect as a swamp, and in addition has a 1-column left

combat modifier ("1L") to every attack received.

16.10 Turkish Army Intervention



At the beginning of this war, the Turkish army, angry at the Kurds strong move for independence, declared their intention to intervene, and the ramifications worried the Coalition forces. This rule recreates the Turkish army intervention.

- (1) The Turkish army unit is moved by the Iraqi player during the Iraqi army player turn. It does not require the use of command points.
- (2) The Turkish army unit is initially placed in Turkey, and at any point during the Iraqi player turn sequence, crosses the border from Turkey into Iraq.
- (3) The Turkish army unit cannot enter the zone of control of any other country's ground combat unit (note that it can enter Kurd army zones of control (ZOC)).
- (4) Other countries' ground combat units cannot enter the Turkish army unit's zone of control (ZOC). Note that Kurd army ground combat units can enter the Turkish army unit's zone of control (ZOC).
- (5) The US & Br Coalition army's air units cannot perform ground support missions in a ground combat involving the Turkish army's ground combat unit.
- (6) The US & Br Coalition army cannot attack the Turkish army unit via ground bombing.
- (7) The Turkish army supply source is the hex side border between Turkey and Iraq.
- (8) The Turkish army unit is considered neutral for the purposes of determining control of a hex. In other words, the hex a Turkish army unit leaves, as well as the hex it is in remains in control of the army that controlled it before. This means the Turkish army will often be out of supply.

16.11 Participation of Ground Combat Units of the Same Division

The ground combat units of the coalition cannot participate in the same combat unless they belong to the same division. This restriction does not apply to ground combat units that do not belong to a division.

Q&A (From rulebook)

Note: Some rules mentioned in the Q&A were more clarified in the translated rules.

Q: Can supply be traced around the back side of the enemy?

A: If you control all of the hexes, it can. A supply line cannot be traced along a hex you did not either control since the beginning of the game or gained and current have control of during the game.

Q: If the Iraqi player wants the same ground combat unit to both move and attack in the same operations phase, does moving and fighting require separate command points?

A: Both moving and combat can be performed with the same command point.

Q: Can a ground combat unit that did not move just attack?

A: It can attack without actually moving, it just needs to have been declared "moved". The Iraqi army player needs to have fulfilled the condition of expending a command point allowing it to move (and attack).

Q: Can the Iraqi army player perform moving and attacking in different operation phases of the same turn?

A: No. An attack may only be done during the operation phase the unit moved, in the combat segment immediately following that movement segment.

Q: Can a ground combat unit that has recovered from disruption be used for road destruction or repair in the same turn?

A: No.

Q: When using 16.1, can 2 or more Presidential Palace markers be bombed in the same turn?

A: No.

Q: When using 16.1, when Intelligence Minister Sahaf holds a conference to announce that the American army is not in Baghdad, if there are actually units in Baghdad, does the Iraqi army player lose prestige and give the Coalition army player VP?

A: The Iraqi government cannot lose any more prestige, so nothing happens in this case.

Q: When using 16.6, during a turn in which sand storms are occurring, if during the same player turn two or more combat segments are performed, is the check for low visibility made for each segment individually?

A: Yes, check each segment individually.

Q&A and Errata (issued after the release of the game)

All errata is noted and/or corrected in the translated rules, but is included here. Again, some rules mentioned in the Q&A were more clarified in the translated rules.

Errata:

12.5(5) Addition: Flying units cannot use air movement.

7.3.3 Addition: Out of Supply ground combat units cannot recover from disruption.

14.5 Addition: Disrupted ground combat units

A disrupted ground combat unit cannot perform road destruction or repair.

16.7 (5) Addition: Railroad transport cannot be used in an enemy controlled hex.

16.11 Additional optional rule: Participation of Ground Combat Units of the Same Division
The ground combat units of the coalition cannot participate in the same combat unless they belong to the same division. This restriction does not apply to ground combat units that do not belong to a division.

Map Optional Rule boxes: The Presidential Palace's anti-air firepower : 2 firepower (omitted from the original map).

Q&A

Q: Can a unit repair a hex in an operations phase, and another unit use road movement in that hex in a following operations phase in the same player turn?

A: Yes

Q: Similar to above, can one unit use road movement, and later in that player turn another unit destroy the road that was moved through?

A: Yes

Q: Can Baghdad's East and West hexes be traversed using road movement?

A: Yes, treat it as if the city has roads spanning throughout the city (see 12.4(2)). Think of it as there being a road between the east and west parts of the city.

Q: Can road movement be used in a hex under enemy control?

A: Yes.

Q: When performing railroad transport, doesn't an Iraqi division-scale unit count, like for stacking limits, as 2 units?

A: No, it is counted as 1 unit for railroad transport.

Q: Can hexes other than 3339 of Bubiyan Island be entered?

A: They cannot be entered other than by flying units. Treat the other island hexes as if they were cut off in hex 3339 by a sea/lake hex side.

Q: Regarding rule 13.5(5), what happens if a unit retreating to a hex already at its stacking limit continues its retreat to another hex that is already at its stacking limit?

A: The unit keeps retreating to (allowed) hexes until it reaches one where it can satisfy the stacking limit.

Q: In the above example, if there is nowhere to retreat that satisfies stacking limits, is the step loss taken where the retreat began, or the last hex it was in before it could retreat no further?

A: The step loss is taken in the original hex, before any retreating (and the unit would remain in that hex if the step loss does not remove it).

Final note: The game does not come with location counters, but using something in their place is useful. If you cannot come up with counters for each side, almost anything will do; you could have a penny represent any location not controlled by its original owner, for example.