

A DECADE IN THE TRENCHES

THE IRAN-IRAQ WAR: 1980 - 1988

In September 1980, Saddam Hussein of Iraq invaded Iran. He hoped to seize the oil rich province of Khuzestan. It seems like an easy task since Iran was in revolution and the army of the deposed Shah was in disarray. Instead, the insouciant operation turned into the longest conventional war of the Twentieth Century. World War Three weapons merged with World War One tactics to exhaust both nations and make the Persian Gulf region a cockpit until this day. **A Decade in the Trenches** is a strategic simulation of this conflict for two players. One takes the role of Saddam Hussein who hopes to increase Iraq's oil share and become the most powerful leader in the Arab world. The other takes the role of his rival, Ayatollah Ruholla Mousavi Khomeini, who sees in Iraq's Shiite majority a friend of revolutionary Iran, if only Saddam were not in the way.

1 - SPECIFICATIONS

A Decade in the Trenches uses one map, two pages of displays, 208 counters and markers. Each turn represents one year. If players agree, they can play another year of war.

1.1 - THE MAP

It shows the border region of Iran and Iraq and some neighboring countries. Hexagons, or hexes, regulate movement. Each hex represents 80 km or 50 mi. Consult the Terrain Effects Display on your player sheet to see how the terrain affects your units.

Notes on the map: *Kharg is an island in the Persian Gulf and is controlled by Iran, Ras Bahregan is off map south on the Iranian coast. Ships in these locations and in Bandar-e-Shapur (see 6.3.1.B) are in the Persian Gulf. Kharg and Ras Bahregan can be attacked by Iraq **only** with missiles and planes (see 4). See page 16 for distances in hexes.*

1.2 - THE DISPLAYS

Each player has his own display. Each has a Terrain Effects Chart for that player's own units. There are also Resource, Reserve, Cadre and Oil tracks. The Iranian Display also has a chart to manage politics

1.3 - THE COUNTERS

The counters are divided into two categories: Combat Units (CU) and Assets. Units represent Brigade or Divisions of ground troops. The Assets represent squadrons of Aircraft or Helicopters, batteries of Missiles, or single Naval ships.

1.3.1 - Anti-aircraft units

Anti-aircraft (AA) units have only one number: their performance value. They only defend the hex in which they are located. These are the Iraqi SA-2s and SA-7s and the Iranian SA-7s and Hawks as well as the Flak units (two Iraqis and two Iranians) that have a performance value of 1 (not indicated on the counter).

Exception. The three Iranian ships are AA units but obey to special rules (see 5.5.2).

1.3.2 - Other Assets

The other Assets are:

- planes
- helicopters
- missiles which are of two types: surface and anti-ship.

1.4 - TERMS OF USE

- **1d6**: one six sided die.

Unit or Combat unit (CU): These are ground combat formations, either brigades or divisions.

Asset: These are support units, including aircraft, missiles, flak, and ship units. Unlike Units, these need to be maintained with Resource points.

Reserve Points (RVP): These represent the manpower resources for each side. Reserve points can be used to absorb combat losses. Lose too many and you lose the game.



Resource Points (RP): These represent ammunition and other military supplies. Your units need these to fight. These points are used to raise units and to raise and maintain assets.

Oil Points (OP): This represents the amount of oil your nation has exported. These are used to acquire resource points.

Cadre: This represents the level of professionalism, coordination, and skill with technology that your army possesses. It affects stacking, combat, and asset use.

On/Off-Line: Assets that are in working condition are On-line. Assets not in working condition are Off-line.

1.5 - VICTORY CONDITIONS

A Decade in the Trenches lasts ten or eleven turns (see 1). Players may achieve victory before that. There are two conditions for victory. If neither condition occurs by the end of the game, it is a draw.

1.5.1 - Sudden Death

If Iranian units occupy either Basra or Baghdad, then the Iraqi player rolls **1d6**. A roll of **1-4** is no effect. A roll of **5-6** causes an immediate Iraqi surrender. If Iraqi units occupy Hamadan, Kermanshah, Khorramabad, Shustar, or Ahwaz, then the Iranian player rolls **1d6**. A roll of **1-5** is no effect. A roll of **6** causes an immediate Iranian surrender.

1.5.2 - Exhaustion

If a player's Reserve point marker reaches **zero** on the Reserve Point Track, then that player loses the game.

1.6 - SEQUENCE OF PLAY



Each turn represents one year of time and consists of the following phases:

- A - Iraqi Movement Phase
- B - Iraqi Combat Phase
- C - Iranian Movement Phase
- D - Iranian Combat Phase
- E - Home Front Phase

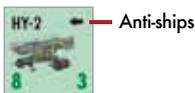
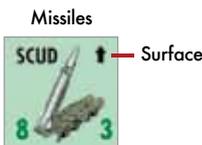
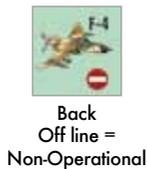
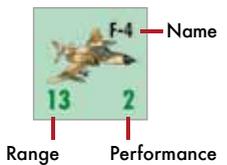
2 - MOVEMENT AND STACKING

2.1 - MOVEMENT

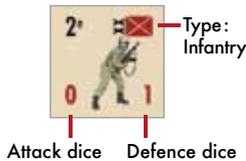
A player can only move his units during his mo-

COUNTERS DESCRIPTION

ASSETS



COMBAT UNITS



Mechanized



Tanks



vement phase, except to retreat or to reinforce units in combat (see 3.1.2). All units must be on the front side (the mobile or on-line) to move. Movement costs movement points (MP). As a unit moves from hex to hex, it expends movement points. Movement points may never be traded between units or saved from turn to turn. If a unit does not have enough points to enter a hex, it must stop.

• **Combat units**

Infantry units have **5 MP**; mechanized and tanks have **9 MP**. Ground units pay for the cost of the terrain in the hex. See the Terrain Effects Chart on your Display for more information.

• **Assets**

Assets have 9 MP and pay for the cost of the terrain in the hex., **except** planes, helico and ships which use their range value. These Assets do not have terrain costs. Each hex costs one point.

2.1.1 - Airborne Movement



There are two Iranian Airborne units. They function as infantry units, but they may be dropped into a hex during their movement phase. The unit must start in a city, town, or terminal hex. It can be moved up to **six** hexes away and placed in any hex not occupied by an Iraqi unit. Once dropped it may move and act normally. The unit may not be dropped again, unless it has been moved back to a friendly city, town, or terminal.

2.1.2 - Zones of control

Each combat unit has a Zone of Control (ZOC) in the 6 hexes. that surround it.

When a CU enters an enemy ZOC, it must cease its movement. If a unit begins its movement in an enemy ZOC, it can leave it at an additional cost corresponding to the opponent's Cadre Level.

Example: *if the enemy Cadre level is 2, the additional cost will be +2 MP.*

Assets have no ZOC.

ZOC affects movement but not retreat (see 3.1.2).

2.2 - STACKING

2.1.1 - Combat units

Enemy units may not share hexes. Stacking refers to the number of friendly units which may be in the same hex at the same time. Terrain and Cadre affects this. Stacking is checked at the end of the player's movement phase. Excess units must be eliminated (owner's choice).

Example: *the Iraqi player has a Cadre level of 2. Thus, he can stack up to two units in a clear hex, but up to five in a city hex.*

2.1.1 - Assets

Assets are located in cities, towns and terminals. There cannot be more than three UAs on the same hex., stacking of CU and Assts is checked separately.

Example: *Iranian player has five units in a city, there can also be three Assets.*

Special case. The three Iranian ships can stack together in a sea hex.

2.3 - ENTRENCHMENTS

During the movement phase a player may entrench any ground unit. Asset units may not entrench. Simply invert the counter to its backside to show that the unit is entrenched. Entrenched units may not move nor attack. Once entrenched, a unit must remain so until the next turn. To un-entrench a unit, flip the counter back over to its mobile side. Trenches convey a benefit in combat, see 3.1.1.C).

3 - COMBAT

There are two types of combat: ground combat and Asset Combat. During a player's combat phase, he may use both types of combat. In ground combat, a player's units attack adjacent enemy unit. In Asset combat, a player uses an asset to attack a target on the map: cities, towns, and terminals. Attacking is not mandatory. Units may only attack once per phase, although a ground combat can go for many rounds.

3.1 - GROUND COMBAT

The attacker selects a target hex. The attacking ground units must be adjacent to the hex. The enemy units in the hex are the defenders. The defenders are limited by the stacking limit allowed in the hex. All defenders must be attacked, but an attacker does not have to use every unit adjacent to the target hex in the attack.

3.1.1 - Combat Totals

The attacker adds up the die rolls of the units attacking. He rolls one die for each Motorized unit. He rolls two dice for each Tank unit attacking. Infantry units may not attack. The defender may roll one die for each unit, regardless of type. After both sides roll dice, these are totaled. The higher total wins the round. The losing player must either eliminate one unit **or** lose a Reserve Point. These are recorded on the Players Display Sheet.

Players may opt to add to their chances in Ground Combat:

A - Asset Use in Ground Combat

After setting up the combat, both players may move any on-line aircraft or helicopter units that are within in range to support their units. A player may commit as many Assets as he has available, attacker first then defender. For each Asset used, the player rolls one die. If the roll is **equal to or below** the current Cadre level, then the player may **add** the Asset's performance number to all combat dice rolls for that round. If the roll is **above** the Cadre level, then there is no effect. The Asset is placed back in the city, town, or terminal it was based at. The counter is inverted to the Non-Operational Side. A roll of a natural **six** eliminates the Asset.

B - Using Poison Gas

After rolling for any Assets, a player may announce that he is using gas. Gas markers are purchased in the Home Front Phase (see 6.3.2). As with Assets, the player rolls one die against his Cadre level. A roll equal or below

means that the attack was a success. A roll above is a failure. A roll of **6** means that the using player's units are affected. There are two types of gas:



- **Mustard Gas**: if effective this gas halves the affected player's combat dice rolls totals for the combat. Round down.



- **Nerve Gas**: this gas also halves the affected player's combat dice rolls. The affected player loses also a RP.

Note: the two markers are a maximum of the number of gas counters in play.

C - Entrenchments

If any defending unit is entrenched, then attacking combat dice rolls are **halved**, round down.

Remark. Entrenchments are not protection against Poison Gas.

Important. City and Rough hexes as well as being behind a river offer the advantage of entrenchments to otherwise mobile units. Entrenching in these hexes does convey any more benefit.

3.1.2 - Retreat and advance after combat

After the end of a combat round, the defender has the first option to break off the attack by retreating. Any mobile units may retreat to an adjacent hex not occupied by enemy units (however this hex can be in an enemy ZOC), if they can't they are destroyed. Entrenched units are eliminated.

The attacker may enter the captured hex with any of his attacking units respecting stacking rules.

If the defender does not retreat, then the attacker has the option to break off the attack (staying in its hexes or retreating one hex). If he does so, then the battle is over. If he does not, then combat continues into another round.

Assets particular case

If any Assets are present in a hex. attacked by an enemy CU and they already are or are found alone in the hex. (the defender has retreated),

then the AA and missile units are destroyed (removed from the map); the others are rebased if the distance allows it on their Off-service side, otherwise they are destroyed.

3.1.3 - Reserves

Starting on the second round of combat, either player may add other ground units to the battle. Any Mobile unit **not adjacent** to an enemy unit and a **two hexes** range may assist, if stacking rules permit.

Example: An Iranian infantry unit is defending against three Iraqi units. The Iranian Cadre level is two. He has a Tank unit two hexes away and not adjacent to an enemy unit. If the combat goes into a second round, the Iranian player could move that unit into the target hex.

4 - ASSETS COMBAT

Asset units may attack enemy cities, towns, and terminals that are within range. Players may also attack shipping in the Persian Gulf.

4.1 - PROCEDURE

Each asset has a range. Place the Asset in the target hex if it is within range. The attacking player rolls one die and subtracts the Performance number of the Asset. If the result is **equal or lower** than the attacking player's Cadre level, then the attack is a success. The defender must either lose a Resource Point or a Reserve Point. A roll above means a failure. The ramifications of this are detailed below.

4.1.1 - Missile Attacks

Surface to Surface missiles may attack enemy cities, towns, and terminals. Anti-Ship missiles may only target open sea hexes (i.e., Persian Gulf Shipping). Once the attack is made, the missile asset is removed from the map, regardless of effect. It may be purchased again in the Home Front Phase.

4.1.2 - Aircraft Attacks

Aircraft, but not Helicopters, may attack any of the four targets listed in 4.0. Unlike Missile attacks, these are not unopposed, If the tar-

get has a unit or asset with a AA value (performance), then it is added to the die roll made by the attacker (1d6 - performance value + AA value = 6+). A result of **6 and more** eliminates the Aircraft Asset. Each Aircraft attack must be handled separately. There are no mass attacks with Aircraft, although a player may opt to attack a target repeatedly.

If an air attack is successful (1d6 - performance value + AA value < or = Cadre Rating), the target must lose **1RP or 1 RVP or an AA Asset**, defender choice.

Surviving aircrafts return to their base and are flipped over to their Non-Operational side.

Defending Aircraft

If the defender has on-line Aircraft Assets in range of the target hex, then he may oppose the attacking Aircraft unit. The defender rolls against the Cadre level to intervene successfully. A roll of 6 eliminates the defending aircraft. Should the roll be successful then the Defender's Aircraft Asset's Performance Value acts as an AA value (see above). If an Aircraft attack is successful, then the defender loses **1 RP or 1 RVP or an Aircraft Asset**. Surviving Aircraft return to their base and are flipped over to their Non-Operational side.

4.1.3 - Attaque against terminals

This particular result comes in addition to a positive bombing result.

If the modified die of the missile (1d6 - Performance value) or the aircraft (1d6 - Performance value + AA value) is **less than or equal** to 1, then the production of the terminal is disrupted and the owner player loses 1 OP this turn (see 6.3.1).

Example of bombing: The Iraqi player attacks Kharg Island with a MiG-21. Iraqi command level is 2, MiG performance rating is 1, the island is defenseless. The Iraqi player must roll a 3 or less on the d6 to cause the Iranian player to lose 1 RVP or 1 RP (result less than or equal to the cadre level). If he rolls 2, (result less than or equal to 1) he will also cause the Iranian player to lose 1 OP this

Continued on page 11

Reserve Points

8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---

Oil Production

0	1	2	3
---	---	---	---

Cadre Level

1	2	3
---	---	---

Resource Points

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Game Turn

1	2	3	4	5	6	7	8	9	10	11
1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990

Unit Costs in RP

- Regular Iraqi Infantry: 1
- Popular Army: 1
- Kurdish unit: 1
- Mechanized: 2
- Tank: 3
- Republican Guard: 4
- Assets: Cost equals the Performance Number.
- Putting an Asset on-line: 1
- Mustard Gas: 3
- Nerve Gas: 5



Terrain Type

Terrain Type	Cost in MP	Stacking Bonus	Effect on combat
Clear	1	-	-
Rough	4	-	Entrenchment bonus*
Marsh	4 (Inf. only)	-	-
City	2	+3 units	Entrenchment bonus*
Town	1	-	-
Road/pipeline	1/2	-	-
Terminal/port	1	+2 units	-
Major River	+4	-	Entrenchment bonus**
Minor River	+3	-	Entrenchment bonus**
Desert	Forbidden	-	-

TERRAIN EFFECTS

- *: indicates that the unit in this hex. benefits from the bonus even on its mobile side.
- ** same * if attacking units are behind the river.

Reserve Points

24	23	22	21	20	19	18	17	16
15	14	13	12	11	10	9	8	7
6	5	4	3	2	1	0		



Coalition Parties

Illegal Parties

Oil Production

0	1	2	3	4
---	---	---	---	---

Cadre Level

1	2	3
---	---	---

Ressource Points

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

- ### Unit Costs in RP
- Regular Iraqi Infantry: 1
 - Pasdaran: 1
 - Kurdish unit: 1
 - Mechanized: 2
 - Tank: 3
 - Republican Guard: 4
 - Assets: Cost equals the Performance Number.
 - Putting an Asset on-line: 1
 - Mustard Gas: 3
 - Nerve Gas: 5
 - Navire: 5

Terrain Type

Cost in MP

Stacking Bonus

Effect on combat

Terrain Type	Cost in MP	Stacking Bonus	Effect on combat
Clear/Sea	1	-/Sea = 3 x ships	-
Rough	2	+1 unit	Entrenchment bonus*
Marsh	2 [inf. only]	+3 units	-
City	2	+3 units	Entrenchment bonus*
Town	1	-	-
Road/pipeline	1/2	-	-
Terminal/port	1	+2 units	-
Major River	+2	-	Entrenchment bonus**
Minor River	+1	-	Entrenchment bonus**
Desert	Forbidden	-	-

TERRAIN EFFECTS

*: indicates that the unit in this hex. benefits from the bonus even on its mobile side.
 ** same * if all attacking units are behind the river.

turn. If it rolls a 4 or 5, the mission fails and the aircraft returns to its home base Off-side side. If it rolls 6, the MiG is destroyed.

Suppose the Iranian player decides to defend Kharg with a Hawk Asset. During the MiG attack, he tests to see if his Hawks are defending, he should roll with 1d6 less than his Cadre rating. If it fails the MiG will attack in the same way as described above, if it succeeds the Iraqi player will be forced to add +4 to its die roll, which is to say an immediate failure.

Now assume that Kharg is protected by a Flak unit (+1 to the dice) and the Iranian player has an F-4 within range for interception. The Iraqi player declares his attack, the Iranian player declares the interception (he tests his Cadres rating), if he misses it, the F-4 returns to its base Off-side, if it rolls 6, the F-4 is eliminated. If it succeeds then +2 is added to the Iraqi d6, the F-4 returns to base off-side.

Suppose the MiG survives the interception, then it will face the FlaK if the Iranian player succeeds in his Cadre level check. Each fight is resolved separately.

4.1.4 - US/European Intervention in the Gulf



If an attack on Gulf Shipping, by either side, causes either the loss of a Resource point, then a player rolls a die. If a 6 is rolled, then place the Intervention maker on any open sea hex. Any further attacks on Gulf Shipping suffer a +3 on the die roll. Either player may opt to target the Intervention marker. A successful attack generates another die roll. On a **5 or 6**, the Intervention marker is removed.

5 - SPECIAL UNITS

The forces listed below have special rules.

5.1 - SPECIAL FORCES (SF)



These units represent guerilla style formations. They are marked with the letters FS (Forces spéciales). They may retreat before combat on

any round provided, they are not attacked by other SF units or Pasdaran.

5.2 - PUK (CONSTABULARY)



This unit can interdict Special Forces units. No Special Forces unit may enter the ZOC of this unit. This ZOC has no effect on other ground units. If attacked alone in its hex, the unit is eliminated.

5.3 - REPUBLICAN GUARD



These Iraqi units are the court troops of the Baathist regime. Stacking rules do not apply to these units. They may not stack with other Iraqi units, although they may attack in conjunction with them.

5.4 - POPULAR ARMY



These are the Political Troops of the Iraqi regime. In combat they cannot defend unless they are entrenched. If attacked while mobile, they are automatically eliminated if alone in their hex.

5.5 - PASDARAN



The Shock troops of the Iranian revolution. They may stack with regular Iranian units and follow the rules of Cadre. In defense, they function like normal units.

5.5.1 - Human wave attacks

Pasdaran infantry units may attack as Motorized or Tank units. For each Pasdaran unit attacking, the Iranian player may roll one or two dice at the cost of **one Reserve Point** per die. This loss is recorded before the combat dice roll.

5.5.2 - Naval Pasdaran



There are two divisions of Naval troops of the Pasdaran. These units may operate as normal infantry units. They also may make amphibious attacks against coastal Iraqi or

Iranian hexes. When conducting amphibious attacks only, the Iranian player may roll one die (only) for each attacking Naval Pasdaran unit (paying the Reserve Point for it). Iranian ships may support the attack. The Performance Number of the ship or ships in question are added to any die rolls made for Naval Pasdaran units (following the Cadre rules for Assets, this is an exception to their quality of AA Assets, see 5.6). Iraqi units defending a coastal hex against attack receive no special benefit.

5.6 – IRANIAN NAVY



They are considered AA Assets and can only be attacked by the Iraqi with planes, but can support a Pasdaran landing (see 5.5.2).

6 - HOME FRONT PHASE

During this phase, both players manage affairs of their countries. This includes trying to increase the Cadre level and mobilizing new units. The Iranian player must also manage the effects of the recent Revolution.

Actions take place in this order:

- a - Iranian domestic policy (6.1)
- b - Cadre level (6.2)
- c - Mobilization (6.3)

6.2 - THE IRANIAN REVOLUTION

In addition to fighting a war, the Iranian player must manage the revolutionary situation in Iran itself. This management will affect other aspects of the war.

6.2.1 - The Revolution Display

This display, shows two boxes: Coalition Parties and Illegal Parties. Below is a list of the five parties and their characteristics. There is a marker for each of these parties.

6.2.2 - Managing Parties

The Iranian player represents Khomeini and the Islamic Republican Party. He must decide which of the other five parties will be allowed in the government and which ones will be de-

clared Illegal. Each party will affect the war effort in some way, either positively or negatively.

A - Procedure

At game start, the Iranian player places the party markers in either the Coalition or Illegal box. He may move these again during the Home Front phase. The consequences are taken **immediately**.

Example: if the Communist Party is declared illegal, Soviet aid ceases immediately.

B - Cost of Democracy

Parties cost Resource Points. This cost is paid each turn in the Home Front phase. The parties affect production, mobilization, and cadre. See page 16.

C - Party Effects

Overall, the presence of parties in the government will possibly affect rolls for Cadre and mobilization of the Pasdaran. These effects are cumulative. Some parties have individual characteristics.

- **National Front**: this party makes it easier to increase the Cadre level of the army. On the other hand, it is hostile to Pasdaran units.



- **Muslim People's Republican Party**: Outlawing this party will cause riots in Tabriz, forcing the Iranian player to keep one Pasdaran in Tabriz for the rest of the war.



- **Tudeh**: the Communists in Iran belong to this party. Presence of the party in the government will bring Soviet Aid. Outlawing the party will mean no Soviet Aid.



- **Mujahedeen e-Khalq**: This party conducted a guerilla war against the Shah in the 1970s. If outlawed, they will do the same with the Iranian government. Terrorism will remove one Pasda-



ran unit permanently for the rest of the game and force the Iranian player to test for RVP loss.

• **Kurdish Democratic Party of Iran (KDPI):**



The only regional party. Presence or absence of this party in the government will determine which player controls the party's units.

6.2 - CADRE



Both players may use foreign advisors and purge his general staff to raise the Cadre level. The player (Iraqi first) announces that he is trying to raise the Cadre level.

Each player is entitled to **three tries** per turn. The first try costs **1 RP**, the second **3 RP**, the third **5 RP**. The player rolls **1d6** and must roll a **6** to increase the cadre level by one. Iranian attempts can be modified by domestic politics (see 6.1).

6.3 - MOBILIZATION

Both players must manage their economies. Players do this simultaneously. Both players follow the procedure detailed below. Both eliminated and new units may be built.

6.3.1 - Oil Production



Both players have terminals on the map, each counts as one Oil Point (OP) on the oil export track (voir 6.3.2). These OP will act as multipliers for the country's finances (see 6.3.2).

Note: *Iraq has three Terminals. So, Iraq's initial Oil multiple is 3. Iran has four Terminals: Abadan, Kharg, Bandar-e-Shapur and Res-Bahregan. So, Iran starts with an Oil multiple of 4.*

A - Disrupting Oil Production by ground action

Players may damage each other's oil production and distribution by military means. If a player occupies an enemy terminal with a ground unit (CU), then the owning player loses a point on the oil track as long as the terminal is occupied. He may also temporarily disrupt

the oil production, while attacking terminals with Assets (see 4.1.3).

B - Naval Action

If the Iranian player keeps at least three Naval units in the Gulf, on-line. Then the Iraqi player loses the use of Al-Faw and loses an Oil point.

C - Diplomacy

On turn 3 (1982) Syria may cut Iraq's western pipeline. Roll one die on a roll of **1-3**, the Iraqi player loses an Oil point for the turn. On a roll of **4-6**, nothing happens. This occurs only once in the game.

6.3.2 - Finances



Both players generate Resource points by multiplying the number of Oil Points with one die roll (Iran) or three dice rolls (Iraq). The product equals the number of Resource points generated. The number of points is recorded on the player's Display.

Unit Costs in RP

- Regular Iraqi/Iranian Infantry: 1
- Popular Army: 1
- Pasdaran: 1
- Kurdish unit: 1
- Mechanized: 2
- Tank: 3
- Republican Guard: 4
- Assets: Cost equals the Performance Number.
- Putting an Asset on-line: 1
- Mustard Gas: 3
- Nerve Gas: 5
- Ship: 5

6.3.3 - Pasdaran Mobilization

The Iranian player may mobilize between 1 Pasdaran unit per turn at minimum and 3 at max. This number may go up or down depending on the political situation. See 6.2.2. The player roll a $d6/2$. New Pasdaran may be

placed in any friendly city or town or on the eastern edge of the map.

7 - KURDISH POLITICS

There are three Kurdish factions in the game. All three are interested in more Kurdish autonomy in both Iraq and Iran.



- **PUK** (Patriotic Union of Kurdistan): The PUK unit is under Iraqi control (see 5.2).



- **KDP** (Kurdish Democratic Party): The KDP units are under Iranian control.



- **KDPI** (Kurdish Democratic Party of Iran): The KDPI units will be under Iranian control if the party is in the government. They will be under Iraqi control if the party is illegal.

Stacking

The PUK unit can stack up with other Iraqi units.

KDP units can stack up with other Iranian units. KDPI units do not stack with anyone (see 8.3).

Kurdish Zone of operation

Kurdish units may only operate within the area between line xx07 (excluded) and line xx01 (included), marked on the map by an orange dotted line. Kurdish units built or rebuilt are placed inside this area

8 - SET-UP

The Iranian player places his party markers on the Revolution Display.

The Iranian player decides at the start of the game which parties are in the ruling coalition (see 6.1.2), and immediately applies the consequences of his choices (without paying the cost of the coalition parties, he will eventually do so only during the Home Front phase of the first turn), then the players set-up their units on the map, the Iranian player first.

8.1 - PLACEMENT IRANIEN.

Place the Reserve point marker on 24; the Oil Export Marker at 4; the Cadre level at 1. The

Iranian player starts with 10 Resource Points. Lastly, he places the following units on the map anywhere in Iran. All ground units are face up (mobile side). 81st and 92nd Tank Divisions, 30th and 64th Infantry Divisions, and *Kerbala* 25th Pasdaran Division.

Furthermore the Iranian player places the following Asset units on the map. Up to one half of these units may be placed face up (on-line). The rest start Off-Line. These units can be placed in any city, town, or terminal hex: 2 x F-4, 1 x F-5, 1 x F-14, 2 x A.H.-1, 2 x HAWK, 2 x Flak.

The three ships of the Iranian navy, *Artemiz*, *Babr*, and *Palang* may be placed either at Kharg, Ras-Bahregan, or Bandar-e-Shahpur. One ship may be placed on-line. The rest are off-line.

One KDP SF unit is placed in any rough hex. in Iraq.

8.2 - IRAQI SETUP

Place the Reserve point marker on 8; the Oil Export Marker at 3; the Cadre level at 1. The Iraqi player starts with 15 Resource Points. Place the following ground units in any hex in Iraq. All units must start face up (mobile side): 3rd, 9th, and 12th Tank Divisions, 1st and 5th Motorized Infantry Divisions, and the 2nd, 4th, 6th, 7th, and 11th Infantry Divisions. Place the PUK unit in any hex of Iraq north of Baghdad.

Place 2 x SU-20, 2 x MiG 21, 1 x MiG 25, 2 x Mi-24, 1 x FROG, 2 x Flak, and 2 x SA-7 in any city, town, or terminal in Iraq. All Iraqi assets are on-line at game start.

8.3 - KDPI SET-UP

If the Iranian player controls the KDPI, he places all four units within one hex radius around Sanandaj and/or Zanjan. If the Iraqi player controls the KDPI, he places the units in Iraq within one hex radius around Panjawin.

Reminder: KDPI units cannot stack with regular, popular, guard, or pasdaran units. They can nevertheless attack in conjunction with these units. ◆

IRANIAN POLITICS

Name	Cost in RP	Coalition Effect	Illegal Effect
National Front	2	Cadre +1 DRM/Pasdarans -1 DRM	-
MP Republican Party	1	Finance +1DRM	Riots in Tabriz ¹
Tudeh	1	Soviet Aid	No Soviet Aid ²
Mujahideen e-Khalq	1	Cadre -1 DRM/Pasdarans +1 DRM	Terrorism ³
KDPI	3	Iranian Control	Iraqi Control ⁴

1- Riots in Tabriz. The Iranian player loses **1d6/2** RP each turn unless he maintains a Pasdaran unit in Tabriz (a Pasdaran unit is removed from the unit pool).

2- Soviet Aid. Soviet Aid is available to the Iranian player if the Tudeh (Iranian Communist Party) is in the government (IRP) and if Iranian has not invaded Iraq (i.e., No Iranian regular or Pasdaran units occupy any hex of Iraq. Soviet aid means the Iranian player may roll **1d6** and add that result to his Resource Point total.

3- Terrorism. The Iranian player loses **1 RVP** on **1d6 = 6** each turn and must maintain a Pasdaran unit in the rear to fight against the Mujahedin (one Pasdaran unit is removed from the unit pool).

4- KDPI. KDPI units may not operate south of Hamadan.



Clear terrain



Major river



Rough terrain



Minor river



Marsh/Border



Road/Pipeline



City



Terminal



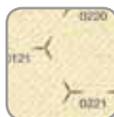
Town



Sea/Coastal hex.



Objective/Kurdish operation zone



Desert

Distances in hexagones

- Bandar-e-Shapur/Kharg = 3
- Al Faw/Kharg = 3
- Bandar-e-Shapur/Ras-Bahregan = 3
- Al Faw/Ras-Bahregan = 3
- Kharg/Ras-Bahregan = 1

A game by Jason Juneau
Graphics and layout : studio VaeVictis