



FITNA

GLOBAL WAR IN THE MIDDLE EAST

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All scenarios have a 2-player special rule and scenarios 2, 3 and 4 have a 4-player special rule.



PIERRE RAZOUX

SCENARIO 1

CIVIL WAR IN SYRIA (2012-2013)

This tutorial scenario allows the players to familiarise themselves with the game's mechanisms while simulating the first, decisive, phase of the Syrian Civil War before the intervention of external players in the conflict. It deals essentially with Bashar al-Assad's struggle for survival against the rebellion's desire to remove his clan from power!

NUMBER OF PLAYERS

2 players representing the Syrian regime and the Syrian rebels.

DURATION

6 turns (one year).

- **Kurdish units in Iraq (PDK) and Turkey (PKK) are not represented. The Kurdish units of the PYD in Syria and IS units are activated by Event cards.**
- **The players use only the north part of the map, and play is confined to Syria; they may not enter another country, with the exception of the two spaces of Beqaa and Baalbek (in Lebanon), which units of the Lebanese Hezbollah may move into.**
- **The rebel player uses the Turkish Force Pool.**

SPECIAL RULES

- The International Tension rules do not apply. There are no Special Joker cards.
- IS and Kurdish Peshmerga units have limited supports (see rule 8.1). Since Turkey has offered support to the rebels, the rebel player may use any of the following support cards: 1-2, 3-4, 5-6, 9-11, 17-18, 20-21 & 23. Rebel reinforcements are placed in Syria on spaces that are friendly controlled or free of any enemy presence.
- **Remove the following cards:** 2x *Close Air Support* (#14-15), 2x *Air Strikes* (#35-36), *Cyber War* (#37), *Terrorist Campaign* (#38), *Fake News* (#40), *Strikes on IS* (#47-49), 1x *Reinforcements* (#54), *Rebellion in Hejaz* (#65), *Houthi Insurgency* (#66), *Coup in Iraq* (#68), *Qatar Ban* (#69), *UN Sanctions hit Iran* (#70), *Successful Negotiations* (#71), *Oil Price Collapses* (#72), *Oil Price Picks Up* (#73), *PKK Rebellion* (#75), *Border Incident* (#77),

Ramadan Cease Fire (#78), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Tea Party at the White House* (#93) all High Tension [HT] cards (#28-33 & #82-90).

VICTORY CONDITIONS

- Spaces controlled by the Kurds or IS do not count for either player.
- **Syrian Player** (holds the initiative, supported by Russia and Iran):
 - **Prerequisite:** Control Damascus, Tartus, Latakia & Aleppo.
 - **Minor Victory:** Control 13 spaces in Syria.
 - **Major Victory:** Eliminate all rebel units and control 15 spaces in Syria.
 - **Decisive Victory:** Eliminate all rebel and IS units and control 18 spaces in Syria.
- **Rebel Player** (Player 2, supported by Turkey, Jordan and Saudi Arabia):
 - **Minor Victory:** Control 6 spaces in Syria.
 - **Major Victory:** Control 7 spaces in Syria including either Aleppo or Damascus.
 - **Decisive Victory:** Control 8 spaces in Syria including Aleppo and Damascus.

SETUP

- **Syrian Player (controls the Syrian army + Hezbollah units + Syrian Joker):**
 - *Damascus:* Rep Guard Div (6-6-4),

- 4th Armoured Div (8-8-5), 76th Mech Bde (2-3-5)
- *Qatana:* 1st Armoured Div (6-5-4)
- *Quneitra:* 7th Mech Div (4-6-4), 61st Mech Bde (2-2-5), 90th Mech Bde (2-2-5)
- *Baalbek (Lebanon):* 2 x Lebanese Hezbollah (3-2-3)
- *Beqaa (Lebanon):* 2 x Lebanese Hezbollah (3-2-3)
- *Jebel Druze:* 5th Mech Div (4-6-4)
- *Bir Basin:* 3rd Armoured Div (reduced: 3-3-4)
- *Homs:* 11th Armoured Div (reduced: 3-3-4), 1 x Militia (2-2-3) [with an Isolated marker]
- *Tartus:* 10th Mech Div (4-6-4)
- *Latakia:* 9th Armoured Div (7-6-4), 14th SF Div (5-5-3)
- *Aleppo:* 15th SF Div (5-5-3), 18th Armoured Div (reduced: 3-3-4), 1 x Militia (2-2-3)
- *Hasakah:* 17th Mech Div (reduced: 2-3-4) [with an Isolated marker]

• Rebel Player (controls the Free Syrian Army + Sunni & Al Sham militias + the Turkish Joker):

- *Daraa:* 3 x Sunni militias (2-2-3)
- *Quseir:* 2 x Al Sham militias (3-2-3) [with an Isolated marker]
- *Hama:* 3 x Sunni militias (2-2-3)
- *Idlib:* 1 x Free Syrian Army Mech Division (4-6-4), 2 x Al Sham militias (3-2-3)
- *Jarabulus:* 2 x Al Sham militias (3-2-3)
- *Palmyra:* 2 x Sunni militias (2-2-3)
- **Rebel Force Pool Reinforcements:**
 - 1st Batch: 1 x Free Syrian Army Mech Division (4-6-4)
 - Turkish Intervention Force (when card #74 is played as an event: 1st Mech Bde, 5th Armoured Bde, 6th Corps);
 - Free Syrian Army (in the event of a coup d'état in Syria)

- **Kurdish Peshmergas:**

- *Afrin:*
1 x PYD [4]
- *Kobane:*
1 x PYD [4],
1 mobile PYD (6-4-2)
- *Qamishli:*
1 x PYD [4]
- *Malikya:*
1 x PYD [4]
- **Kurdish Replacement Pool:**
1 mobile PYD (6-4-2)

- **IS:**

- [units placed at random, flag face up: Al Baghdadi is not in play]
- *Raqqa:*
3 units
- *Deir ez-Zor:*
3 units
- **IS Replacements Pool:**
6 units (flag side up to conceal their value).

VICTORY CONDITIONS

- Spaces controlled by the Kurds or IS do not count for either player.
- **Syrian Player** (holds the initiative, supported by Russia and Iran):
 - **Prerequisite:** Control Damascus, Tartus, Latakia & Aleppo.
 - **Minor Victory:** Control 13 spaces in Syria.
 - **Major Victory:** Eliminate all rebel units and control 15 spaces in Syria.
 - **Decisive Victory:** Eliminate all rebel and IS units and control 18 spaces in Syria.
- **Rebel Player** (Player 2, supported by Turkey, Jordan and Saudi Arabia):
 - **Minor Victory:** Control 6 spaces in Syria.
 - **Major Victory:** Control 7 spaces in Syria including either Aleppo or Damascus.
 - **Decisive Victory:** Control 8 spaces in Syria including Aleppo and Damascus.
- **Iraqi Player** (Player 3, supported by the International Coalition and Iran):
 - **Prerequisite:** Control Basra, Najaf, Karbala & Baghdad.
 - **Minor Victory:** Control 18 spaces in Iraq.
 - **Major Victory:** Control 21 spaces in Iraq (including Fallujah).
 - **Decisive Victory:** Control 24 spaces in Iraq (including Fallujah & Mosul).

SCENARIO 2

THE FIGHT AGAINST ISLAMIC STATE (2014-2015)

This scenario simulates both the civil war in Syria and the struggle against IS at its maximum extension, from summer 2014 (the fall of Mosul and Raqqa) to summer 2015 and the first defeats suffered by the self-proclaimed Caliphate (IS).

NUMBER OF PLAYERS

3 players representing Syria, the Syrian rebels and Iraq.

DURATION

6 turns (one year).

- **The western International Coalition is represented by a number of cards, which can be activated by any of the players. Kurdish Peshmergas and IS troops are also activated by Event cards. There are no active Kurdish guerrillas in Turkey in this scenario.**
- **Play is restricted to Syria and Iraq and players may not enter any other country (not even Lebanon).**
- **The Syrian rebel player uses the Turkish Force Pool.**

SPECIAL RULES

- **International Tension:** Level 1; *Caevats* apply (rule 21). Once Level 10 is reached, the United States intervene in favour of the Iraqi player; the Russians in favour of the Syrian player.
- In the event of a coup d'état in Syria or in Iraq (cards #67-68), the Syrian rebel player controls the Free Syrian Army and/or the Free Iraqi Army.
- Since Turkey has offered support to the rebels, the rebel player may use any of the following support cards: 1-2, 3-4, 5-6, 9-11, 17-18, 20-21, 23 & 25-26.

- **Remove the following cards:** *MOAB* (#33), *Rebellion in Hejaz* (#65), *Hotthi Insurgency* (#66), *Qatar Ban* (#69), *UN Sanctions hit Iran* (#70), *Successful Negotiations* (#71), *Oil Price Collapses* (#72), *Oil Price Picks Up* (#73), *PKK Rebellion* (#75), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Carpet Bombing* (#82), *Operation Gulf Storm* (#83), *Ballistic Deterrence* (#86), *Boots on the Ground* (#87), *Tea Party at the White House* (#93).

OPTIONAL RULES

In a two-player game, the first player controls Syria and Iraq; the second controls the Syrian rebels (and potentially the Free Syrian and Free Iraqi armies). Each player only receives one Joker (he chooses which nationality). The player in control of Syria and Iraq plays with 5 cards in his hand (instead of 4) to compensate for the fact that he is managing the units of both countries. Each time he takes a batch of reinforcements or replacements, he chooses whether to strengthen the Syrian or the Iraqi units.

SETUP

- **Syrian Player (controls the Lebanese Hezbollah + Syrian Joker):**

- *Damascus:*
Rep Guard Div (6-6-4),
4th Armoured Div (8-8-5),
1 x Lebanese Hezbollah (3-2-3)
- *Qatana:*
7th Mech Div (reduced: 2-3-4),
61st Mech Bde (2-2-5),
1 x Lebanese Hezbollah (3-2-3)
- *Jebel Druze:*
5th Mech Div (reduced: 2-3-4)
- *Quseir:*
1st Armoured Div (6-5-4),
76th Mech Bde (2-3-5),
1 x Lebanese Hezbollah (3-2-3)
- *Homs:*
11th Armoured Div (reduced: 3-3-4),
15th SF Div (reduced: 2-3-3),





- 1 x Lebanese Hezbollah (3-2-3)
- *Palmyra*:
18th Armoured Div (reduced: 3-3-4)
- *Tartus*:
3rd Armoured Div (reduced: 3-3-4),
10th Mech Div (4-6-4),
1 x Militia (2-2-3)
- *Latakia*:
9th Armoured Div (7-6-4),
14th SF Div (5-5-3),
1 x Militia (2-2-3)
- **Syrian Force Pool.**
Replacements:
17th Mech Div (4-6-4),
90th Mech Bde (2-2-5)

• **Rebel Player**
(controls the Free Syrian Army + Sunni & Al Sham militias + the Free Iraqi Army, if applicable + Turkish Joker):

- *Daraa*:
3 x Sunni militias (2-2-3)
- *Quneitra*:
1 x Al Sham militia (3-2-3),
1 x Sunni militia (2-2-3)
- *Hamah*:
1 x Al Sham militia (3-2-3),
2 x Sunni militias (2-2-3)
- *Idlib*:
1 x Free Syrian Army Mech Division (reduced: 2-3-4),
2 x Al Sham militias (3-2-3)
- *Aleppo*:
1 x Al Sham militia (3-2-3),
2 x Sunni militias (2-2-3)

- **Rebel Force Pool**
Reinforcements:

- 1st Batch:
1 x Free Syrian Army Mech Div (4-6-4),
1 x Al Sham militia (3-2-3)
- Turkish Intervention Force (when card #74 is played as an event): 1st Mech Bde, 5th Armoured Bde, 6th Corps;
- Free Syrian Army & Free Iraqi Army (in the event of coups d'état in Syria and in Iraq)

• **Iraqi Player**
(controls the Shia militias + the Iranian Hezbollah + Al Quds IRG Division + Iraqi Joker):

- *Baghdad*:
9th Armoured Div (8-8-4),
Presidential Guard Div (5-4-4),
1 x Shia militia (2-2-3)
- *Tikrit*:
3rd Infantry Div (reduced: 2-2-3),

- 1 x Iranian Hezbollah militia (3-2-3)
- *Samarra*:
5th Infantry Div (reduced: 2-2-3)
- *Baqubah*:
4th Mech Div (6-6-4)
- *Ramadi*:
6th Infantry Div (reduced: 2-2-3) [with an Isolated marker]
- *Nukhayb*:
7th Infantry Div (reduced: 2-2-3)
- *Karbala*:
1st Mech Div (6-6-4),
2 x Shia militia (2-2-3)
- *Najaf*:
2 x Shia militias (2-2-3)
- *Shabakah*:
8th Infantry Div (4-4-3)
- *Busayah*:
10th Infantry Div (4-4-3)
- *Basra*:
17th SF Div (4-5-3)
- *Al Faw*:
Marine Bde (2-3-3)
- **Iraqi Force Pool**
Replacements:
4 x Iraqi Infantry divisions (2nd, 11th, 12th & 14th)
- Reinforcements:**
- 1st Batch:
1 x Iranian Hezbollah militia (3-2-3),
3 x Shia militias (2-2-3)
- 2nd Batch:
Iranian Al Quds IRG Div (6-6-3)

• **Kurdish Peshmergas:**

- *Afrin*:
1 x PYD [4]
- *Kobane*:
1 x PYD [reduced: 2]
- *Qamishli*:
1 x PYD [4]
- *Malikya*:
1 x PYD [4]
- *Hasakah*:
2 mobile PYD (6-4-2 + 1 reduced: 3-2-2)
- *Erbil*:
1 x KDP [4],
1 x KDP (reduced: 2-2-2)
- *Kirkuk*:
1 x KDP [4],
1 x KDP (reduced: 2-2-2)
- *Rawanduz*:
1 x KDP [4]
- *Sulaymaniyah*:
1 x KDP [4]

- **IS** [units placed at random, flag face up]:
- **In Iraq**:
- *Mosul*:
Al Baghdadi (6-4-4) + 3 units
- *Sinjar*:
2 units
- *Al Qaim*:
1 unit
- *Hadithah*:
2 units
- *Fallujah*:
3 units
- *Al Rutbah*:
1 unit
- *H3*:
1 unit
- **In Syria** :
- *Deir ez-Zor*:
2 units
- *Raqqa*:
4 units
- *Jarabulus*:
1 unit
- *Bir Basin*:
1 unit
- **IS Replacements pool:**
the 3 remaining units (flag side up to conceal their value).

SCENARIO 3

THE KREMLIN COUNTER-ATTACKS - RUSSIAN INTERVENTION IN SYRIA AND THE PKK REBELLION IN TURKEY (2015-2016)

This scenario simulates the direct military intervention of Russia in Syria in September 2015 to save the Syrian regime and stop IS' advance towards Lebanon and the Mediterranean coast. It also covers the general rebellion of the PKK in Turkey after the collapse of negotiations between the Kurdish leaders and the conservative Islamic Turkish government. It portrays the geopolitical complexities of the relationships between the principal local actors, as well as the Iraqi efforts to regain lost territory, with the help of Iran and the International Coalition.

NUMBER OF PLAYERS

3 players representing Syria, Turkey and Iraq.

DURATION

6 turns (one year).

• **The International Coalition is represented by a number of Event cards, which can be activated by any of the players. Kurdish Peshmergas and IS troops are also activated by Event cards.**

• **Play is restricted to Syria, Iraq and Turkey and players may not enter any other country.**

SPECIAL RULES

- **International Tension:** Level 2; Caveats apply (rule 21). When Level 10 is reached, the United States intervene in favour of the Iraqi player.
- The Turkish player may only enter Syria or Iraq once he has regained control of all PKK spaces in Turkey. The Syrian rebels and Sunni & Al Sham militias may enter Turkey as long as they remain in, or move along, border spaces.

- In the event of a coup d'état in Syria or Iraq (cards #67-68), the Turkish player controls the Free Syrian Army and/or the Free Iraqi Army. Iranian Reinforcements are placed on Iraqi controlled spaces in Iraq.

- **Remove the following cards:**

Rebellion in Hejaz (#65), *Houthi Insurgency* (#66), *Qatar Ban* (#69), *UN Sanctions hit Iran* (#70), *Successful Negotiations* (#71), *Oil Price Col-*

lapses (#72), *Oil Price Picks Up* (#73), *Euphrates Shield* (#74), *PKK Rebellion* (#75), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Operation Gulf Storm* (#83), *Ballistic Deterrence* (#86) & *Tea Party at the White House* (#93).

OPTIONAL RULES

In a two-player game, the first player controls Syria and Iraq; the second controls Turkey (and potentially the Free Iraqi and Free Syrian Armies). Each player only receives one Joker (he chooses which nationality).

The player in control of Syria and Iraq plays with 5 cards in his hand (instead of 4) to compensate for the fact that he is managing the units of both countries.

Each time he takes a batch of reinforcements or replacements, he chooses whether to strengthen the Syrian or the Iraqi units.

VICTORY CONDITIONS

• Spaces controlled by the Kurds or IS do not count for any player.

• **Syrian Player** (holds the initiative, supported by Russia and Iran):

- **Prerequisite:** Control Damascus, Tartus, Latakia & Aleppo.

- **Minor Victory:** Control 13 spaces in Syria.

Optional Rules for Scenarios 2, 3 & 4

An extra player can play IS (Self-proclaimed Islamic Caliphate/IS). In this case, all Daesh cards are withdrawn (#50-53). This new player plays after the Iraqi player. The normal rules apply: he draws a hand of 4 cards and obtains OPs through play of his cards. With the exception of the Al Baghdadi counter, he may only move his counters by launching (and winning) offensives. He is however allowed to use Strategic Movement, which allows him to move one unit freely (even a unit that would not normally be allowed to move).

The initial setup remains the same, except that the IS player may secretly choose the counters he is placing on the map, before placing them flag side up. He receives replacements by playing Reinforcements cards (each of these cards allows him to return 3 destroyed units to play; Al Baghdadi counts for 2 units, or 1 unit if the counter is on its reduced side).

The IS player has a Joker, marked with the flag of the Caliphate, and may only use Support cards with the ○ symbol. He may only play the following cards as events: *Mukhabarat* (#39), *Fake News* (#40), *Peshmerga* (#43-46), *Reinforcements* (#54-63), *Coup in Syria* (#67) and *Coup in Iraq* (#68).

The IS player may neither move or fight during a turn in which another player has played the *Counter-Insurgency* (#27) card as an Event.

IS PLAYER VICTORY CONDITIONS:

Prerequisite: Control Raqqa, Mosul, 2 oilfields and secure access to the borders of Turkey or Saudi Arabia (to receive arms, logistics and fighters).

Minor Victory: Control 14 spaces in Syria and Iraq.

Major Victory: Control 16 spaces in Syria and Iraq (including at least one of these three towns: Aleppo, Baghdad, Karbala).

Decisive Victory: Control 18 spaces in Syria and Iraq (including at least Aleppo and Baghdad).

- **Major Victory:** Eliminate all rebel units and control 15 spaces in Syria.

- **Decisive Victory:** Eliminate all rebel and IS units and control 18 spaces in Syria.

• **Turkish Player** (Player 2):

- **Prerequisite:** Control the totality of Turkish territory (PKK rebellion wiped out).

- **Minor Victory:** Control 5 spaces in Syria (including with rebels and militias)

- **Major Victory:** Control 6 spaces in Syria or 5 spaces in Syria and Dahuk in Iraq.



- **Decisive Victory:** Control 7 spaces in Syria and Iraq (including either Aleppo or Mosul).

• **Iraqi Player** (Player 3, supported by the International Coalition and Iran):

- **Prerequisite:** Control Basra, Najaf, Karbala & Baghdad.

- **Minor Victory:** Control 21 spaces in Iraq.

- **Major Victory:** Control 24 spaces in Iraq (including Mosul).

- **Decisive Victory:** same conditions as for a Major Victory + control of either Kirkuk, or 1 space in Turkey, or 2 spaces in Syria.

SETUP

• **Syrian Player**
(controls Russian troops + Lebanese and Iranian Hezbollah + Syrian Joker + Russian Special Joker):

- *Damascus:*

Republican Guard Div (6-6-4),
1 x Lebanese Hezbollah (3-2-3),
1 x Iranian Hezbollah (3-2-3)

- *Qatana:*

1st Armoured Div (reduced: 3-3-4),
76th Mech Bde (2-3-5),
1 x Lebanese Hezbollah (3-2-3)

- *Jebel Druze:*

5th Mech Div (reduced: 2-3-4),
15th SF Div (reduced: 2-3-3)

- *Quneitra:*

3rd Armoured Div (reduced: 3-3-4),
7th Mech Div (reduced: 2-3-4),
1 x Lebanese Hezbollah (3-2-3)

- *Quseir:*

10th Mech Div (reduced: 2-3-4),
1 x Lebanese Hezbollah (3-2-3),
1 x Militia (2-2-3)

- *Homs:*

4th Armoured Div (reduced: 4-4-5),
14th SF Div (reduced: 2-3-3),
1 x Iranian Hezbollah (3-2-3)

- *Tartus:*

205th Russian Mech Bde (4-4-5),
810th Russian Marine Bde (4-4-5), (3-2-3),
1 x Militia (2-2-3)

- *Latakia:*

9th Armoured Div (reduced: 4-3-4),
22nd Russian Para Regt (3-3-A),
56th Russian Para Bde (4-4-A)

- **Syrian Force Pool: Replacements:**

11th Armoured Div (6-5-4),
17th Mech Div (4-6-4),
18th Armoured Div (6-5-4),

61st Mech Bde (2-2-5),

90th Mech Bde (2-2-5)

- **Reinforcements:**

- 1st Batch:

6th Russian Armoured Bde (6-5-5),
1 x Lebanese Hezbollah (3-2-3)

- 2nd Batch:

7th Russian Mech Div (8-10-5)

• **Turkish Player**
(controls the Sunni and Al Sham militias and the Syrian and Turkish rebels + Turkish Joker):

- *Daraa:*

3 x Sunni militias (2-2-3)

- *Hamah:*

2 x Al Sham militias (3-2-3),
1 x Sunni militia (2-2-3)

- *Idlib:*

1 x Free Syrian Army Mech Division (4-6-4),
2 x Al Sham militias (3-2-3)

- *Aleppo:*

1 x Al Sham militia (3-2-3),
2 x Sunni militias (2-2-3),
1 x Entrenchment

- *Iskenderun:*

1st Mech Bde (2-3-5)

- *Ceyhan:*

5th Armoured Bde (4-4-5),
SF Bde (2-3-3)

- *Gaziantep:*

6th Mech Corps (8-8-3)

- *Urfa:*

7th Mech Corps (8-8-3)

- *Mardin:*

8th Mech Corps (8-8-3)

- *Diyarbakir:*

172nd Armoured Bde (4-4-5),
2nd Para Bde (2-3-A)

- *Erzurum:*

9th Mech Corps (8-8-3)

- **Turkish Force pool
Reinforcements:**

- 1st Batch:

1st Para Bde (2-3-A),
15th Mech Div (6-6-4),
28th Mech Bde (2-3-5)

- 2nd Batch:

2nd Armoured Bde (4-4-5),
52nd Armoured Div (10-8-4),
66th Mech Bde (2-3-5)

- Free Syrian Army & Free Iraqi Army (in the event of coups d'état in Syria and/or Iraq)

• **Iraqi Player**
(controls the Shia militias and the Al Quds IRG division + Iraqi Joker):

- *Baghdad:*

9th Armoured Div (8-8-4),
Presidential Guard Div (5-4-4),
17th SF Div (4-5-3)

- *Haditha:*

5th Infantry Div (4-4-3)

- *Tikrit:*

1st Mech Div (6-6-4),
Iranian Al Quds IRG Div (reduced: 3-3-3),
1 x Shia militia (2-2-3)

- *Samarra:*

4th Mech Div (reduced: 3-3-4)

- *Baqubah:*

6th Infantry Div (reduced: 2-2-3)

- *Nukhayb:*

7th Infantry Div (4-4-3)

- *Karbala:*

2 x Shia militias (2-2-3)

- *Najaf:*

2 x Shia militias (2-2-3)

- *Shabakah:*

8th Infantry Div (4-4-3)

- *Busayah:*

10th Infantry Div (4-4-3)

- *Basra:*

1th Infantry Div (4-4-3)

- *Al Faw:*

Marine Bde (2-3-3)

- **Iraqi Force Pool**

Replacements:

4 x Iraqi Infantry divisions (2nd, 3rd, 12th & 14th)

Reinforcements:

- 1st Batch:

3 x Shia militias (2-2-3)

• **Kurdish Peshmergas:**

- *Bitlis:*

1 x PKK [4]

- *Batman:*

1 x PKK [4],
1 x mobile PKK (5-4-2)

- *Sirnak:*

1 x PKK [4]

- *Van:*

1 x PKK [4]

- *Hakkari:*

1 x PKK [4]

- *Dahuk:*

1 x mobile PKK (4-3-2)

- *Kobane:*

1 x PYD [reduced: 2],
1 mobile PYD (reduced: 3-2-2)

- *Afrin*:
1 x PYD [4]
- *Qamishli*:
1 x PYD [4]
- *Malikya*:
1 x PYD [4]
- *Hasakah*:
1 mobile PYD (6-4-2)
- *Rawanduz*:
1 x KDP [4]
- *Erbil*:
1 x KDP [4],
1 mobile KDP (reduced: 2-2-2)
- *Sulaymaniyah*:
1 x KDP [4]
- *Kirkuk*:
1 x KDP [4],
1 mobile KDP (reduced: 2-2-2)
- **Kurdish Replacements Pool:**
1 x PKK [4]

• **IS:** [units placed at random, flag face up]

- **In Iraq:**

- *Mosul*:
4 units + 1 x Entrenchment
- *Sinjar*:
2 units
- *Al Qaim*:
1 unit
- *Ramadi*:
2 units
- *Fallujah*:
2 units
- *Al Rutbah*:
1 unit
- *H3*:
1 unit
- **In Syria :**
- *Raqqa*: Al Baghdadi (6-4-4) + 3 units
+ 1 x Entrenchment
- *Deir ez-Zor*:
2 units
- *Palmyra*:
1 unit
- *Jarabulus*:
1 unit
- *Bir Basin*:
1 unit
- **IS Replacements Pool:**
the 3 remaining units (flag side up to conceal their value).

SCENARIO 4

THE COLLAPSE OF ISLAMIC STATE (2017-2018)

This scenario simulates the battles for the liberation of Mosul, Raqqa and Deir ez-Zor in Iraq and Syria, made possible by the progressive collapse of the jihadist organisation once Turkey, Saudi Arabia and Jordan closed their borders more effectively. If the regional players can now contemplate the destruction of IS, once that objective is attained their contradictory objectives entail the risk of direct confrontation between them, forcing them to take crucial decisions as in real life.

NUMBER OF PLAYERS

3 players representing Iraq, Turkey and Syria.

DURATION

9 turns (18 months).

• **The International Coalition is represented by a number of Event cards, which can be activated by any of the players. Kurdish Peshmergas and IS troops are also activated by Event cards.**

• **Play is restricted to the northern part of the map, and must remain in Syria, the north of Iraq and in Turkey; players may not enter any other country.**

• **The Kurdish rebellion in Turkey is over (the PKK lost the war of the cities in 2016).**

SPECIAL RULES

- **International Tension:** Level 1; Caveats apply (rule 21). When Level 10 is reached, the United States intervene in favour of the Iraqi player.

- The US Marine Expeditionary Unit (MEU) and the 13th French RDP Para Regt are controlled by whichever player is in control of the Kurdish Peshmergas. These two units can in fact stack and fight together with any Kurdish unit of the PYD (in defence and attack). They cannot be attacked either by Turkish or Russian troops (or vice versa). This rule illustrates the discreet support provided by the US and France to the Kurdish PYD.

- If the Entente Cordiale card (#84) is played, the French (minus the 13e RDP) and British units join the Iraqi camp. Iranian Reinforcements are placed on Iraqi controlled spaces in Iraq.

- Remove the following cards:

Rebellion in Hejaz (#65), *Houthi Insurgency* (#66), *Coup in Iraq* (#68), *Qatar Ban* (#69), *UN Sanctions hit Iran* (#70), *Successful Negotiations* (#71), *Oil Price Collapses* (#72), *Oil Price Picks Up* (#73), *Euphrates Shield* (#74), *PKK Rebellion* (#75), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Operation Gulf Storm* (#83), *Ballistic Deterrence* (#86) & *Tea Party at the White House* (#93).

OPTIONAL RULES

In a two-player game, the first player controls Syria and Iraq; the second controls Turkey and the Syrian rebels (and potentially the Free Iraqi Army). Each player only receives one Joker (he chooses which nationality). The player in control of Syria and Iraq plays with 5 cards in his hand (instead of 4) to compensate for the fact that he is managing the units of both countries. Each time he takes a batch of reinforcements or replacements, he chooses whether to strengthen the Syrian or the Iraqi units.

VICTORY CONDITIONS

- Spaces controlled by the Kurds or IS do not count for any player.
- **Iraqi Player** (holds the initiative, supported by the International Coalition and Iran) :
- **Minor Victory:** Regain control of all Iraqi spaces (except those of the KDP).

- **Major Victory:** Regain control of all Iraqi spaces + 1 KDP space.

- **Decisive Victory:** same conditions as for a Major Victory + control of either 1 space in Turkey, or 2 spaces in Syria.

• **Turkish Player** (Player 2):

- **Prerequisite:** Control the totality of Turkish territory.

- **Minor Victory:** Control 5 spaces in Syria (including those controlled by militias and rebels)

- **Major Victory:** Control 6 spaces in Syria or 5 spaces in Syria and Dahuk in Iraq.

- **Decisive Victory:** Control 7 spaces in Syria and Iraq (including Aleppo or Mosul).

• **Syrian Player** (Player 3, supported by Russia and Iran):

- **Prerequisite:** Control Damascus, Tartus, Latakia & Aleppo.

- **Minor Victory:** Control 13 spaces in Syria.

- **Major Victory:** Eliminate all militia and rebel units and control 15 spaces in Syria.

- **Decisive Victory:** Eliminate all militia and rebel units and the units of IS, and control 18 spaces in Syria.

SETUP

• **Iraqi Player** (controls the Shia militias and Iranian units + Iraqi Joker; the Iraqi units garrisoning the southern part of the map are not represented in this scenario):

- **Tikrit:**

9th Armoured Div (8-8-4),

17th SF Div (4-5-3),

1 x Shia militia (2-2-3)

- **Hadithah:**

1st Mech Div (6-6-4),

1 x Shia militia (2-2-3)

- **Ramadi:**

4th Mech Div (6-6-4),

1 x Shia militia (2-2-3)

- **Al Rutbah:**

6th Infantry Div (4-4-3)

- **H3:**

7th Infantry Div (4-4-3)

- **Iraqi Force pool – Replacements:**

3 x Iraqi infantry divisions (11th, 12th & 14th)

- **Reinforcements:**

- 1st Batch:

Iranian Al Quds IRG Div (6-6-3), Iranian

33rd & 65th Airborne Bdes (3-4-A)

- 2nd Batch:

Iraqi 2nd & 3rd Infantry Div (4-4-3),

2 x Shia militias (2-2-3)

• **Turkish Player** (controls the Sunni & Al Sham militias and the Syrian rebels + Turkish Joker):

- **Iskenderun:**

2nd Armoured Bde (4-4-5)

- **Ceyhan:**

Special Forces Bde (2-3-3)

- **Gaziantep:**

2nd Para Bde (2-3-A),

1st Mech Bde (2-3-5)

- **Jarabulus:**

6th Mech Corps (8-8-3),

5th Armoured Bde (4-4-5),

1 x Sunni militia (2-2-3)

- **Dahuk:**

172nd Armoured Bde (4-4-5),

28th Mech Bde (2-3-5)

- **Urfa:**

1st Para Bde (2-3-A)

- **Mardin:**

7th Mech Corps (8-8-3)

- **Sirnak:**

8th Mech Corps (8-8-3)

- **Idlib:**

1 x Free Syrian Army Mech Division (reduced: 2-3-4),

2 x Al Sham militias (3-2-3)

- **Bir Basin:**

2 x Al Sham militias (3-2-3)

- **Daraa:**

3 x Sunni militias (2-2-3)

- **Turkish Force pool**

Reinforcements:

- 1st Batch:

15th Mech Div (6-6-4),

66th Mech Bde (2-3-5)

- 2nd Batch:

2 x Al Sham militias (3-2-3)

- Free Syrian Army: (in the event of a coup d'état in Syria)

• **Syrian Player** (controls the Russian units + Iranian and Lebanese Hezbollah + Syrian Joker + Russian Special Joker):

- **Damascus:**

Rep Guard Div (6-6-4),

90th Mech Bde (2-2-5),

1 x Iranian Hezbollah militia (3-2-3)

- **Qatana:**

1st Armoured Div (6-5-4),

1 x Lebanese Hezbollah militia (3-2-3)

- **Quneitra:**

3rd Armoured Div (reduced: 3-3-4),

7th Mech Div (reduced: 2-3-4),

1 x Lebanese Hezbollah militia (3-2-3)

- **Jebel Druze:**

5th Mech Div (reduced: 2-3-4),

15th SF Div (5-5-3)

- **Quseir:**

1 x Lebanese Hezbollah militia (3-2-3),

76th Mech Bde (2-3-5)

- **Homs:**

11th Armoured Div (reduced: 3-3-4),

14th SF Div (5-5-3),

1 x Militia (2-2-3)

- **Hamah:**

18th Armoured Div (reduced: 3-3-4),

61st Mech Bde (2-2-5),

1 x Militia (2-2-3)

- **Aleppo:**

4th Armoured Div (reduced: 4-4-5),

1 x Iranian Hezbollah militia (3-2-3),

1 x Lebanese Hezbollah militia (reduced: 2-1-3)

- **Tartus:**

10th Mech Div (4-6-4),

Russian 810th Marine Bde (4-4-5)

- **Latakia:**

9th Armoured Div (7-6-4),

Russian 56th Para Bde (4-4-A)

- **Syrian Force pool**

Replacements:

17th Mech Div (4-6-4)

Reinforcements:

- 1st Batch:

22nd Russian Para Regt (3-3-A),

205th Russian Mech Bde (4-4-5),

- 2nd Batch:

3 x Shia militias (2-2-3)

• **Kurdish Peshmergas**

- **Kobane:**

1 x PYD [4],

1 mobile PYD (6-4-2),

US MEU Regiment (3-4-6)

- **Hasakah:**

1 mobile PYD (6-4-2),

13th French RDP Para Regt (3-3-A)

- **Qamishli:**

1 x PYD [4]

- **Malikya:**

1 x PYD [4]

- **Afrin:**

1 x PYD [4]

- **Rawanduz:**

1 x KDP [4]

- **Erbil:**

1 x KDP [4],

1 mobile KDP (reduced: 2-2-2)

- *Kirkuk*:

1 x KDP [4],

1 mobile KDP (4-3-2)

• **IS**: [units placed at random, flag face up]

- *Raqqa*:

Al Baghdadi (6-4-4) + 3 units + 1 x

Entrenchment

- *Deir ez-Zor*:

2 units

- *Palmyra*:

2 units

- *Al Qaim*:

2 units

- *Sinjar*:

2 units

- *Mosul*:

4 units + 1 x Entrenchment

- **IS Replacement pool**:

the 9 remaining units (placed flag side up).

SCENARIO 5

IRAQ INVADES KUWAIT AGAIN

Taking advantage of the fall of IS, the collapse of Kurdish resistance, the fall in the price of oil, the marginalisation of Saudi Arabia, the US withdrawal from Syria and the chaos reigning in the Middle East, the new nationalist government in Iraq decides to invade Kuwait again to reunite Iraqis around a common old aspiration, regaining control of this country considered to be the 19th province of Iraq.

NUMBER OF PLAYERS

2 players representing Iraq and the International Coalition lead by the United States and Saudi Arabia; Iran and Russia remain neutral for geopolitical considerations.

DURATION

6 turns (1 year).

- **Iraqi Kurdish Peshmergas (PDK) and IS are activated by Event cards.**
- **Play is restricted to Iraq, Kuwait, Saudi Arabia and Jordan; players may not enter Turkey, Syria or Iran**

SPECIAL RULES

The rules for International Tension do not apply; the majority of the High Tension cards are added to the Event and Support stacks (see below). The Iraqi player gets 4 free OPs in Turn 1. He may not play the Cyber War card (#37) as an event. **If the Iraqi player does not control at least one Kuwaiti space at the end of his phase in Turn 1, he automatically loses the game.**

The US intervenes automatically in Turn 1 (see rule 27.1). The player representing the International Coalition gets all the US reinforcements on Turns 1 and 2 for free (without having to expend cards), as well as the US Joker (as an extra bonus) and the US Special Joker. For any other reinforcements, the Reinforcements card has to be played.

In this scenario, Baghdad, Basra and Mosul are considered as supply sources for the Iraqi player. H5 (in Jordan) constitutes an additional supply source for the player representing the International Coalition.

- **Remove the following cards:** *Chemical Weapons* (#19), *Area-Denial Strategy* (#29), *Humanitarian Truce* (#34), *Terrorist Campaign* (#38), *Israeli-Le-*

banese War (#41), *Israel Strikes Syria* (#42), *all Strikes on IS* (#47-49), *No-Fly Zone* (#64), *Coup in Syria* (#67), *Coup in Iraq* (#68), *UN Sanctions hit Iran* (#70), *Successful Negotiations* (#71), *PKK Rebellion* (#75), *Strikes on Syria* (#76), *Border Incident* (#77), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Operation Gulf Storm* (#83), *Boots on the Ground* (#87), *Naval Incident* (#88), *US-Russia Summit* (#89) & *Tea Party at the White House* (#93).

VICTORY CONDITIONS

- Spaces controlled by the Kurds or IS do not count for any player.
- **Iraqi Player** (holds the initiative):
 - **Prerequisite:** Control Baghdad.
 - **Minor Victory:** Control 2 objectives and 2 oilfields, as well as Najaf and Karbala.
 - **Major Victory:** Control 3 objectives and 3 oilfields, as well as Najaf and Karbala.
 - **Decisive Victory:** same conditions as for a Major Victory + control 1 space in Kuwait.
- **Player representing the International Coalition (Player 2):**
 - **Prerequisite:** Liberate Kuwait.
 - **Minor Victory:** Control 10 spaces in Iraq (including 1 objective or Najaf and Karbala).
 - **Major Victory:** Control 13 spaces in - Iraq (including 2 objectives)
 - **Decisive Victory:** Control 16 spaces in Iraq (including 3 objectives)

SETUP

• Iraqi Player

(controls the Shia militias + Iraqi Joker):

- Baghdad:

Presidential Guard Div (5-4-4),
1 x Shia militia (2-2-3)

- Al Faw:

Marine Bde (2-3-3),
17th SF Div (4-5-3)

- Basra:

1st Mech Div (6-6-4),
4th Mech Div (6-6-4),
9th Armoured Div (8-8-4)

- Busayah:

3rd Infantry Div (4-4-3),
5th Infantry Div (4-4-3),
1 x Entrenchment

- Shabakah:

10th Infantry Div (4-4-3),
11th Infantry Div (4-4-3),
1 x Entrenchment

- Nukhayb:

8th Infantry Div (4-4-3),
12th Infantry Div (4-4-3),
1 x Entrenchment

- Al Rutbah:

7th Infantry Div (4-4-3)

- Najaf:

1 x Shia militia (2-2-3)

- Karbala:

1 x Shia militia (2-2-3)

- Fallujah:

6th Infantry Div (4-4-3)

- Ramadi:

1 x Shia militia (2-2-3)

- Al Qaim:

1 x Shia militia (2-2-3)

- Samarra:

1 x Shia militia (2-2-3)

- Tikrit:

1 x Shia militia (2-2-3)

- Mosul:

14th Infantry Div (4-4-3)

- Kirkuk:

2nd Infantry Div (4-4-3)

- Sinjar:

1 x Shia militia (2-2-3)

- **Iraqi Force pool** – No reinforcements, no replacements

• Player representing the International Coalition

(controls the US, Saudi and Allied Arab units + Saudi and US Jokers + US Special Joker):

- **In Kuwait** (Kuwaiti Army):

- Jahrah:

15th Armoured Bde (4-4-4),
6th Mech Bde (2-3-4)

- Kuwait City:

SF Para Bde (2-2-3),
Guard Bde (1-2-3)

- Mina Saud:

35th Armoured Bde (4-4-4),
26th Mech Bde (2-3-4)

- In Saudi Arabia (Saudi Army):

- **King Khalid Military City:**
Para Bde (2-2-A)

- Nisab:

12th Armoured Bde (4-4-4),
8th Mech Bde (2-3-4)

- Rafha:

45th Armoured Bde (4-4-4),
20th Mech Bde (2-3-4)

- Badanah:

11th Mech Bde (2-3-4)

- Turajf:

6th Mech Bde (2-3-4)

- Saudi Force pool – Reinforcements:

- US Reinforcements on Turn 1:

75th Para Regt (3-3-A),
MEU Regt (3-4-6),
1st/82 Para Bde (4-4-A),
1st & 2nd US Para Bde [101st AB] (4-4-A),
3rd Armoured Regt (6-5-6)

- US Reinforcements on Turn 2:

1st & 2nd Marine Expeditionary Bde [MEB] (6-6-6),
1st Armoured Bde [3rd MD] (8-6-6),
2nd & 3rd Mech Bdes [3rd MD] (5-5-6)

- 1st Batch:

Saudi Army:

4th Armoured Bde (4-4-4),
2nd Mech Bde (2-3-4),
7th NG Mech Bde (2-2-4),
10th Mech Bde (2-3-4);

Arab Allies:

UAE SF Bde (2-2-A),
EGY SF Para Bde (2-3-A),
30th JOR Para Bde (2-3-3)

- 2nd Batch:

Saudi Army:

1st NG Armoured Bde (4-4-4),
3rd NG Mech Bde (2-2-4),
5th NG Mech Bde (2-2-4),
9th NG Mech Bde (2-2-4);

Arab Allies:

1st UAE Armoured Bde (5-4-5),
2nd UAE Mech Bde (3-3-5)

- 3rd Batch:

Arab Allies:

21st EGY Armoured Div (10-8-4),

3rd JOR Armoured Div (10-8-5),

1st JOR Mech Div (6-8-5),

3rd UAE Armoured Bde (5-4-5),

4th UAE Mech Bde (3-3-5),

1st QAT Armoured Bde (4-4-4)

- 4th Batch:

Arab Allies:

4th YEM Armoured Div (8-6-4),

1st OMN Armoured Bde (4-4-4),

1st BAH Mech Bde (2-2-4),

2nd QAT Mech Bde (2-3-4)

- Turkish Intervention Force (Euphrates Shield, card #74; on Dahuk):

1st Mech Bde (2-3-5),

5th Armoured Bde (4-4-5),

6th Corps (8-8-3)

Western Intervention Force (Entente Cordiale, card #84):

2nd FR Armoured Bde (6-5-6),

13th FR (RDP) Para Regiment (3-3-A),

UK 3 Cdo Bde (4-5-5),

UK 16 Air Asslt Bde (4-4-A)

• Kurdish Peshmergas :

- **Erbil:**

1 x KDP [4]

- **Rawanduz:**

1 x KDP [4]

- **Sulaymaniyah:**

1 x KDP [4]

- **Kurdish Replacements Pool:**

1 x KDP [4],

2 mobile KDP (4-3-2)

• IS:

IS Replacement pool (flag face up to conceal their value):

6 units (chosen at random) – Al Baghdadi is not in play.

SCENARIO 6

THE SULTAN AWAKES

TURKISH MILITARY INTERVENTION IN IRAQ AND SYRIA

Taking advantage of the collapse of IS, Baghdad's engagement with the Iraqi Kurds, the US withdrawal from Syria and the chaos reigning in the Middle East, the nationalist (neo-Ottoman) Turkish government decides to move its counters about in the Middle East to reconquer the ancient Ottoman territories in Syria and Iraq. However the Turkish offensive provokes direct military Russian and Iranian intervention. The United States discreetly supports the Syrian Kurds (PYD) and does not intervene as long as the conflict remains under control. Israel and the Arab countries watch from a distance, hoping for the defeat of all the belligerents.

NUMBER OF PLAYERS

3 players Turkey, Syria and Iraq.

DURATION

9 turns (18 months).

- **Kurdish Peshmergas and IS troops are activated by Event cards.**
- **Play is restricted to the northern part of the map; players may only use Syria, Turkey and the northern part of Iraq.**

SPECIAL RULES

International Tension: Level 2; Caveats apply (rule 21). When Level 10 is reached, the United States intervene in favour of the Turkish player. The Turkish player receives 4 free OPs in Turn 1.

The US Marine Expeditionary Unit (MEU) is controlled by whichever player is in control of the Kurdish Peshmergas. This unit can stack and fight with any Kurdish unit of the PYD (in attack and defence). It may not be attacked by Turkish troops, nor by Russian troops (and vice-versa). This rule reflects the United States discreet support for the Syrian Kurds of the PYD.

If the Entente Cordiale card (#84) is played, the French and British units join the Iraqi camp. Iranian reinforcements are placed on Iraqi controlled spaces in the northern part of Iraq. Sunni and Al Sham militias arriving as reinforcements are placed in Syria or Iraq on spaces controlled by the Turkish player, or that are clear of any enemy presence, or in Turkey on spaces on the border between these two countries.

- Remove the following cards:

MOAB (#33), Terrorist Campaign (#38), all Strikes on IS (#47-49), 2 x Daesh (#52-53), No-Fly Zone (#64), Rebellion in Hejaz (#65), Houthis Insurgency (#66), Qatar Ban (#69), UN Sanctions hit Iran (#70), Successful Negotiations (#71), Oil Price Collapses (#72), Oil Price Picks Up (#73), Euphrates Shield (#74), Raid on Fordow (#79), Third Intifada (#80), Israel under Pressure (#81), Carpet Bombing (#82), Operation Gulf Storm (#83), Ballistic Deterrence (#86) & Tea Party at the White House (#93).

OPTIONAL RULES

In a two-player game, the first player controls Turkey and the Syrian rebels (and potentially the Free Iraqi Army); the second controls Syria and Iraq. Each player only receives one Joker (he chooses which nationality). The player who controls Syria and Iraq plays with 5 cards in his hand (instead of 4) to compensate for the fact that he is managing the units of both countries. Each time he takes a batch of reinforcements or replacements, he chooses whether to strengthen the Syrian or the Iraqi units.

VICTORY CONDITIONS

- Spaces controlled by the Kurds or IS do not count for any player.

- **Turkish Player** (holds the initiative):

- **Prerequisite:** Control the totality of Turkish territory.

- **Minor Victory:** Control 5 spaces in Syria (including those controlled by militias and rebels)

- **Major Victory:** Control 6 spaces in Syria or 5 spaces in Syria and Dahuk in Iraq.

- **Decisive Victory:** Control 7 spaces in Syria and in Iraq (including Aleppo or Mosul).

- **Syrian player** (Player 2 supported by Russia and Iran):

- **Prerequisite:** Control Damascus, Tartus, Latakia & Aleppo.

- **Minor Victory:** Control 15 spaces in Syria.

- **Major Victory:** Expel the Turkish army from Syria and control 18 spaces in Syria.

- **Decisive Victory:** Control all of Syria, including the 4 spaces of the PYD.

- **Iraqi Player** (Player 3, supported by Iran):

- **Minor Victory:** Regain control of all Iraqi spaces (except those of the KDP).

- **Major Victory:** Regain control of all Iraqi spaces + Kirkuk (except Erbil, Rawanduz and Sulaymaniyah)

- **Decisive Victory:** same conditions as for a Major Victory + control either 1 case in Turkey, or 2 spaces in Syria.

SETUP

- **Turkish Player** (controls Sunni & Al Sham militias, the Syrian and Iraqi rebels if need be + Turkish Joker):

- *Iskenderun:*

66th Mech Bde (2-3-5)

- *Ceyhan:*

1st Para Bde (2-3-A)

- *Gaziantep:*

2nd Armoured Bde (4-4-5)

- *Jarabulus:*

6th Mech Corps (8-8-3),

5th Armoured Bde (4-4-5),

1st Mech Bde (2-3-5)

- *Urfa:*

SF Bde (2-3-3)

- *Mardin:*

7th Mech Corps (8-8-3)

- *Batman:*



- 8th Mech Corps (8-8-3)
- *Bitlis*:
 - 9th Mech Corps (8-8-3)
- *Sirnak*:
 - 2nd Para Bde (2-3-A)
- *Dahuk*:
 - 172nd Armoured Bde (4-4-5),
 - 28th Mech Bde (2-3-5)
- *Idlib*:
 - 1 Free Syrian Army Mech Div (reduced: 2-3-4),
 - 2 x Al Sham militias (3-2-3)
- **Turkish Force pool**
- Reinforcements:**
 - 1st Batch:
 - 52nd Armoured Div (10-8-4),
 - 2 x Al Sham militias (3-2-3),
 - 1 x Sunni militia (2-2-3)
 - 2nd Batch:
 - 15th Mech Div (6-6-4),
 - 2 x Al Sham militias (3-2-3),
 - 1 x Sunni militia (2-2-3)
 - Free Syrian Army & Free Iraqi Army (in the event of a coup d'état in Syria and/or in Iraq)
- **Syrian Player** (controls the Russian troops + Iranian and Lebanese Hezbollah + Syrian Joker + Russian Special Joker):
 - *Damascus*:
 - Rep Guard Div (6-6-4),
 - 76th Mech Bde (2-3-5),
 - 1 x Iranian Hezbollah militia (3-2-3)
 - *Qatana*:
 - 1st Armoured Div (6-5-4)
 - *Quneitra*:
 - 3rd Armoured Div (6-5-4),
 - 1 x Lebanese Hezbollah militia (3-2-3)
 - *Daraa*:
 - 7th Mech Div (reduced: 2-3-4)
 - *Jebel Druze*:
 - 5th Mech Div (reduced: 2-3-4)
 - *Quseir*:
 - 61st Mech Bde (2-2-5),
 - 1 x Lebanese Hezbollah militia (3-2-3)
 - *Homs*:
 - 11th Armoured Div (reduced: 3-3-4),
 - 14th SF Div (5-5-3),
 - 1 x Militia (2-2-3)
 - *Hamah*:
 - 18th Armoured Div (reduced: 3-3-4),
 - 1 x Lebanese Hezbollah militia (3-2-3),
 - 1 x Militia (2-2-3)
 - *Tartus*:
 - 10th Mech Div (4-6-4),
 - 810th Russian Marine Bde (4-4-5)

- *Latakia*:
 - 9th Armoured Div (7-6-4),
 - 56th Russian Para Bde (4-4-A)
- *Aleppo*:
 - 4th Armoured Div (reduced: 4-4-5),
 - 1 x Iranian Hezbollah militia (3-2-3),
 - 1 x Lebanese Hezbollah (3-2-3),
 - 1 x Entrenchment
- *Palmyra*:
 - 90th Mech Bde (2-2-5)
- *Deir ez-Zor*:
 - 15th SF Div (5-5-3)
- **Syrian Force pool**
- Replacements:**
 - 17th Mech Div (4-6-4)
- **Reinforcements:**
 - 1st Batch:
 - 205th Russian Mech Bde (4-4-5),
 - 22nd Russian Para Regt (3-3-A)
 - 2nd Batch:
 - 6th Russian Armoured Bde (6-5-5),
 - 7th Russian Airborne Mech Div (8-10-5)
- **Iraqi Player** (controls the Shia militia and Iranian troops + Iraqi Joker + Iranian Special Joker) [Iraqi troops garrisoning the southern part of Iraq do not appear in the scenario]:
 - *Mosul*:
 - 9th Armoured Div (reduced: 4-4-4),
 - 12th Infantry Div (reduced: 2-2-3)
 - *Kirkuk*:
 - 17th SF Div (4-5-3)
 - *Tikrit*:
 - 1st Mech Div (6-6-4)
 - *Sinjar*:
 - 1 x Shia militia (2-2-3)
 - *Haditha*:
 - 1 x Shia militia (2-2-3)
 - *Ramadi*:
 - 1 x Shia militia (2-2-3)
 - *Al Qaim*:
 - 1 x Shia militia (2-2-3)
 - *Al Rutbah*:
 - 7th Infantry Div (4-4-3)
 - **Iraqi Force pool**
 - Reinforcements:**
 - 1st Batch:
 - Presidential Guard Div (5-4-4),
 - 2nd Infantry Div (4-4-3),
 - 4th Mech Div (6-6-4),
 - Iranian forces:
 - 33rd Para Bde (3-4-A),
 - Al Quds IRG Div (6-6-3),
 - 23rd Infantry Div (5-5-3),
 - 2 x Shia militias (2-2-3)

- 2nd Batch:
 - Iranian forces:
 - 65th Para Bde (3-4-A),
 - 1st & 2nd IRG Armoured Div (8-8-4),
 - 7th IRG Mech Div (6-5-4),
 - 2 x Shia militias (2-2-3)
- **Kurdish Peshmergas:**
 - *Kobane*:
 - 1 x PYD [4]
 - *Qamishli*:
 - 1 x PYD [4]
 - *Malikya*:
 - 1 x PYD [4]
 - *Hasakah*:
 - 1 x mobile PYD (6-4-2)
 - *Afrin*:
 - 1 x PYD [reduced: 2]
 - *Raqqa*:
 - 1 x mobile PYD (6-4-2),
 - US MEU Regt (3-4-6)
 - *Rawanduz*:
 - 1 x KDP [4]
 - *Erbil*:
 - 1 x KDP [4],
 - 1 x mobile KDP (4-3-2)
 - *Sulaymaniyah*:
 - 1 x KDP [4],
 - 1 x mobile KDP (4-3-2)
 - **Kurdish Force Pool**
 - Replacements:**
 - 1 x KDP [4];
 - PKK Guerrillas (in the event of activation of card #75, PKK Rebellion): 6 x PKK Garrisons [4],
 - 2 x PKK mobile units (5-4-2 & 4-3-2)
- **IS:**
 - IS Replacement pool** (flag side up to conceal their value):
 - 9 units (chosen at random)
 - Al Baghdadi is not in play.

SCENARIO 7

THE STRUGGLE FOR KURDISH INDEPENDENCE

After the collapse of IS, and taking advantage of the momentum provided by the victory in a new referendum on independence for the Kurds in Iraq, the different Kurdish factions manage to agree with one another to declare an independent Kurdistan, using the ongoing civil war in Syria, unrest in Iraq and the high price of oil to their advantage. Against all expectations, the leaders of the PKK (in Turkey), the PYD (in Syria) and the KDP (in Iraq) unite their forces and launch a general insurrection in all three countries, calling for the independence of a unified Kurdistan. The International Coalition withdraws from Iraq so as not to have to take sides and the United States withdraws from Syria, removing at the same time its protection of the PYD. Russia refuses to intervene and simply chooses to defend its positions in Syria. Iran supports Iraq militarily, sending an expeditionary corps to avoid the contagion of the rebellion spreading to its own Kurdish provinces

NUMBER OF PLAYERS

4 players representing the Kurds, Turkey, Syria and Iraq

DURATION

9 turns (18 months).

IS troops are activated by Event cards.

Play is restricted to Syria, Turkey and Iraq.

SPECIAL RULES

- The International Tension rules do not apply. There are no Special Jokers.
- All the rules relating to the Kurdish Peshmergas apply (see rule 26).
- Unlike the other scenarios, the Kurdish Peshmergas are played by a separate player, who holds 4 cards in his hand, obtains Operation Points (OPs) by playing his cards, and can use strategic movement, allowing him to move a unit freely (even a garrison, as long as it redeploys to a space belonging to its own faction). He receives reinforcements by playing Reinforcements cards (each of these cards allows him to return one destroyed unit back to play, or to return two reduced units to full strength).
- The Kurdish player receives 4 free OPs in Turn 1 (weapons and supplies accumulated over the years thanks to western and Israeli aid).
- The two Russian units in Tartus and Latakia may not move and may not be attacked.

- Iranian reinforcements are placed on Iraqi controlled spaces in Iraq.

- Remove the following cards: *Kurdish Rivalry* (#24), all 6 *High Tension Assets* cards (#28-33), *Terrorist Campaign* (#38), all *Peshmerga* (#43-46), all *Strikes on IS* (#47-49), 1 *x Daesh* (#53); *No-Fly Zone* (#64), *Rebellion in Hejaz* (#65), *Houthi Insurgency* (#66), *Qatar Ban* (#69), *UN Sanctions hit Iran* (#70), *Successful Negotiations* (#71), *Oil Price Collapses* (#72), *Oil Price Picks Up* (#73), *Euphrates Shield* (#74), *PKK Rebellion* (#75), *Border Incident* (#77), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Carpet Bombing* (#82), *Operation Gulf Storm* (#83), *Entente cordiale* (#84), *Air Campaign* (#85), *Ballistic Deterrence* (#86), *Boots on the Ground* (#87), *Naval Incident* (#88), *US-Russia Summit* (#89) & *Tea Party at the White House* (#93).

OPTIONAL RULE

In a two-player game, the first player controls the Kurds (and their Joker); the second controls Turkey, Syria and Iraq (as well as two Jokers of his choice). The player controlling Turkey, Syria and Iraq plays with 5 cards

in his hand (instead of 4) to compensate for the fact that he is managing the units of three countries. Each time he takes a batch of reinforcements or replacements, he chooses whether to strengthen his Turkish, Syrian or Iraqi units.

VICTORY CONDITIONS

- **Kurdish Player** (holds the initiative):
 - **Minor Victory:** Control 7 Kurdish spaces.
 - **Major Victory:** Control all the Kurdish spaces in Turkey, Syria and Iraq (with the exception of Afrin in Syria).
 - **Decisive Victory:** Control all the Kurdish spaces in Turkey, Syria and Iraq, as well as Jarabulus (in Syria), Dahuk and Mosul (in Iraq).
- **Turkish Player** (Player 2):
 - **Prerequisite:** control the totality of Turkish territory (PKK rebellion crushed).
 - **Minor Victory:** Control 2 Kurdish spaces (PYD) in Syria.
 - **Major Victory:** Control all the Kurdish spaces of the PYD in Syria.
 - **Decisive Victory:** Control all the Kurdish spaces of the PYD in Syria, as well as Jarabulus (in Syria) and Dahuk (in Iraq).
- **Syrian Player** (Player 3):
 - **Prerequisite:** Control Damascus and Aleppo.
 - **Minor Victory:** Control all Syrian territory + 2 Kurdish spaces (PYD) in Syria.
 - **Major Victory:** Control all Syrian territory + the 4 Kurdish spaces (PYD) in Syria.
 - **Decisive Victory:** same conditions as for a Major Victory + 2 spaces in either Turkey or Iraq (or 1 space in Turkey and 1 space in Iraq).
- **Iraqi Player** (Player 4, supported by Iran):
 - **Prerequisite:** Control 22 spaces in Iraq (including the 3 objectives).
 - **Minor Victory:** Control Kirkuk and Erbil.
 - **Major Victory:** Control all Iraqi territory + the 4 Kurdish spaces (KDP) in Iraq.
 - **Decisive Victory:** same conditions as for a Major Victory + 2 spaces in either Turkey or Syria (or 1 space in Turkey and 1 space in Syria).



SETUP

• **Kurdish Player (controls Kurdish Joker):**

- *Kobane:*
1 x PYD [4]
- *Malikya:*
1 x PYD [4]
- *Qamishli:*
1 x PYD [4]
- *Afrin:*
1 x PYD [reduced: 2]
- *Raqqa:*
1 x mobile PYD (6-4-2)
- *Hasakah:*
1 x mobile PYD (6-4-2)
- *Mardin:*
1 x PKK [4]
- *Bitlis:*
1 x PKK [4]
- *Batman:*
1 x PKK [4],
1 x mobile PKK (5-4-2)
- *Sirnak:*
1 x PKK [4]
- *Van:*
1 x PKK [4]
- *Hakkari:*
1 x PKK [4]
- *Dahuk:*
1 x mobile PKK (4-3-2)
- *Erbil:*
1 x KDP [4],
1 x mobile KDP (4-3-2)
- *Rawanduz:*
1 x KDP [4]
- *Kirkuk:*
1 x KDP [4],
1 x mobile KDP (4-3-2)
- *Sulaymaniyah:*
1 x KDP [4]

• **Turkish Player (controls the Syrian rebels and Al Sham militias + Turkish Joker):**

- *Iskenderun:*
2nd Armoured Bde (4-4-5),
28th Mech Bde (2-3-5)
- *Ceyhan:*
5th Armoured Bde (4-4-5),
1st Mech Bde (2-3-5)
- *Gaziantep:*
6th Mech Corps (8-8-3),
1st Para Bde (2-3-A)
- *Urfa:*
7th Mech Corps (8-8-3),
SF Bde (2-3-3)

- *Diyarbakir:*
8th Mech Corps (8-8-3),
172nd Armoured Bde (4-4-5)
- *Erzurum:*
9th Mech Corps (8-8-3)
- *Idlib:*
3 x Al Sham militias (3-2-3)

Turkish Force pool

Reinforcements:

- 1st Batch:
52nd Armoured Div (10-8-4),
2nd Para Bde (2-3-A)
- 2nd Batch:
15th Mech Div (6-6-4),
66th Mech Bde (2-3-5)
- Free Syrian Army & Free Iraqi Army (in the event of a coup d'état in Syria and/or Iraq)

• **Syrian Player (controls the Russian garrisons + Syrian Joker):**

- *Damascus:*
Rep Guard Div (6-6-4),
76th Mech Bde (2-3-5)
- *Qatana:*
1st Armoured Div (6-5-4)
- *Quneitra:*
3rd Armoured Div (6-5-4)
- *Daraa:*
7th Mech Div (reduced: 2-3-4)
- *Jebel Druze:*
5th Mech Div (reduced: 2-3-4)
- *Quseir:*
61st Mech Bde (2-2-5)
- *Homs:*
11th Armoured Div (reduced: 3-3-4),
1 x Militia (2-2-3)
- *Hamah:*
10th Mech Div (reduced: 2-3-4),
18th Armoured Div (reduced: 3-3-4),
1 x Militia (2-2-3)
- *Tartus:*
810th Russian Marine Bde (4-4-5)
- *Latakia:*
56th Russian Para Bde (4-4-A)
- *Aleppo:*
14th SF Div (5-5-3),
9th Armoured Div (7-6-4)
- *Jarabulus:*
4th Armoured Div (reduced: 4-4-5)
- *Palmyra:*
90th Mech Bde (2-2-5)
- *Deir ez-Zor:*
15th SF Div (5-5-3)
- **Syrian Force pool**
Replacements: 17th Mech Div (4-6-4)

• **Iraqi Player (controls the Shia militias and Iranian units + Iraqi Joker):**

- *Mosul:*
9th Armoured Div (reduced: 4-4-4),
1st Mech Div (6-6-4)
- *Tikrit:*
2nd Infantry Div (4-4-3)
- *Baqubah:*
4th Mech Div (6-6-4)
- *Samarra:*
12th Infantry Div (reduced: 2-2-3)
- *Baghdad:*
Presidential Guard Div (5-4-4)
- *Fallujah:*
6th Infantry Div (4-4-3)
- *Hadithah:*
1 x Shia militia (2-2-3)
- *Ramadi:*
1 x Shia militia (2-2-3)
- *Najaf:*
5th Infantry Div (4-4-3)
- *Karbala:*
2 x Shia militias (2-2-3)
- *Al Rutbah:*
7th Infantry Div (4-4-3)
- *Nukhayb:*
8th Infantry Div (4-4-3)
- *Shabakah:*
10th Infantry Div (4-4-3)
- *Busayah:*
11th Infantry Div (4-4-3)
- *Basra:*
17th SF Div (reduced: 2-3-3)
- *Al Faw:*
Marine Bde (2-3-3)
- **Iraqi Force pool**
Replacements:
14th Infantry Div (4-4-3)
- **Iranian reinforcements:**
- 1st Batch:
33rd & 65th Para Bdes (3-4-A),
Al Quds IRG Div (6-6-3),
2 x Shia militias (2-2-3)
- 2nd Batch:
23rd Infantry Div (5-5-3),
1st IRG Armoured Div (8-8-4)

• **IS:**

IS Replacement pool (flag face up, to conceal their value): 12 units (chosen at random) – Al Baghdadi is not in play.

SCENARIO 8

LIMITED WAR BETWEEN IRAN AND SAUDI ARABIA

Several months after the disintegration of IS, the end of the civil war in Syria and the withdrawal of foreign assistance from Baghdad, the Iraqi government fails to put into place reforms promised to the population. The internal situation deteriorates seriously. After fighting between Shia militias, the regular army and the Sunni minority, the Iraqi Prime Minister is assassinated and the most radical of the Shiite factions takes power, carrying out large purges within the security services. The Saudi government, supported by the Gulf Cooperation Council, tries to organise a coup d'état in Baghdad and sends its army into Iraq, prompting an immediate military intervention by the Iranian armed forces in that country. Israel and Syria (Iraq's traditional rival) do not intervene directly, preferring to look on from a distance. Turkey prepares an expeditionary force, just in case. Russia and the United States carefully watch the evolving situation, preparing to intervene militarily in favour of their respective allies in the event of their red lines being crossed. This is an ideal scenario for tournaments.

NUMBER OF PLAYERS

2 players representing Saudi Arabia and Iran. The International Tension rules apply and manage the possible intervention of Russia and the United States.

DURATION

9 turns (18 months).

The Kurdish Peshmergas and IS troops are activated by Event cards. Play is restricted to Iraq, Iran, Saudi Arabia and potentially Kuwait; players may not enter any other country. Kuwait may be invaded by Iraq or Iran, but this act of aggression will bring about the automatic intervention of the United States (see rule 27); in that case the US forces are controlled by the Saudi player, who also takes control of the Kuwaiti units. The Saudi player may not enter Kuwait or trace a supply line through the country as long as it has not been invaded.

SPECIAL RULES

- **International Tension:** Level 3. Caveats apply (rule 21). When Level 10 is reached, the United States intervene in favour of the Saudi player; Russia then intervenes in favour of the Iranian player.
- Turn 1 starts with a coup d'état in Iraq (see rule 23.3 or card #68). The Saudi player is given 4 free OPs and may also if he wishes use the Strategic

Depot rule (see rule 11), in which case he does not play any cards for OPs, but has 6 OPs for the turn.
- Sunni militias arriving as reinforcements are placed in Iraq on spaces either controlled by the Saudi player, or clear of any enemy presence.
- Iranian reinforcements: parachute brigades, Hezbollah units and Shia militias are placed in Iraq on any space controlled by the Iranian player; any other reinforcements are placed in Iran.
- **Remove the following cards:** 2 x *Truck Bombing Attack* (#5-6), 2 x *IEDs* (#17-18), *Chemical Weapons* (#19), *Missile for the Brave* (#22), *Severe Winter* (#23), *Kurdish Rivalry* (#24), *Counter Insurgency* (#27), *Terrorist Campaign* (#38), *Fake News* (#40), *Israeli-Lebanese War* (#41), *Israel Strikes Syria* (#42), 1 x *Peshmerga* (#45), *all Strikes on IS* (#47-49), 1 x *Daesh* (#53), 2 x *Reinforcements* (#62-63), *No-Fly Zone* (#64), *Coup in Syria* (#67), *Coup in Iraq* (#68), *Euphrates Shield* (#74), *PKK Rebellion* (#75), *Strikes on Syria* (#76), *Border Incident*

(#77), *Raid on Fordow* (#79), *Third Intifada* (#80), *Israel under Pressure* (#81), *Boots on the Ground* (#87) & *Tea Party at the White House* (#93).

OPTIONAL RULE

The players may agree to change the player with the initiative. In that case, after the coup d'état in Iraq, it is the Iranian player who has the initiative and who plays first; he receives 4 free OPs and as long as he does not play any cards for OPs, he may use the Strategic Depot rule if he wishes.

VICTORY CONDITIONS

At the end of the game, each of the two players calculates his Victory Points (VPs) by adding up the value of each space he controls in Iraq (and Kuwait if it was invaded); spaces controlled by the Kurds or IS do not count for any player; in this limited war scenario the belligerents are not attempting to conquer territory inside their opponent's country (Iran within Saudi Arabia and vice-versa):

- **Religious City** (Karbala & Najaf): 4 VPs
 - **Objective** (space outlined in red): 3 VPs
 - **Oilfield:** 2 VPs (Mosul, as both an objective and an oilfield, only counts for 3 VPs)
 - **All other spaces:** 1 VP
 - **Iranian Bonus:** Establish a valid line of communication (adjacent spaces, controlled and in supply) connecting Iranian territory and the Syrian border: +10 VPs
 - **Saudi Bonus:** Establish a valid line of communication (adjacent spaces, controlled and in supply) connecting Saudi territory and the Turkish border: +10 VPs
- Both players compare the number of VPs they have. The level of victory is determined by the difference between the two totals:
- **Minor Victory:** 5 VPs more than your opponent;
 - **Major Victory:** 10 VPs more than your opponent;
 - **Decisive Victory:** 15 VPs more than your opponent.
- Any other result is considered as simply maintaining the status quo.

SETUP

• Saudi Player

(controls the Free Iraqi Army, the Arab Allies and the Sunni militias + Saudi Joker):

- *King Khalid Military City*:
Para Bde (2-2-A)

- *Nisab*:

45th Armoured Bde (4-4-4),
8th Mech Bde (2-3-4),
20th Mech Bde (2-3-4)

- *Rafha*:

1st NG Armoured Bde (4-4-4),
3rd NG Mech Bde (2-2-4),
5th NG Mech Bde (2-2-4)

- *Badanah*:

12th Armoured Bde (4-4-4),
2nd Mech Bde (2-3-4),
6th Mech Bde (2-3-4)

- **Saudi Force pool**

Reinforcements:

- 1st Batch:

4th Armoured Bde (4-4-4);

Arab Allies:

UAE SF Bde (2-2-A),
EGY SF Para Bde (2-3-A),
30th JOR Para Bde (2-3-3),
2 x Sunni militias (2-2-3)

- 2nd Batch:

10th Mech Bde (2-3-4),
11th Mech Bde (2-3-4);

Arab Allies:

1st UAE Armoured Bde (5-4-5),
2nd UAE Mech Bde (3-3-5),
1st QAT Armoured Bde (4-4-4),
3rd JOR Armoured Div (10-8-5),
2 x Sunni militias (2-2-3)

- 3rd Batch:

7th NG Mech Bde (2-2-4),
9th NG Mech Bde (2-2-4);

Arab Allies:

2nd QAT Mech Bde (2-3-4),
3rd UAE Armoured Bde (5-4-5),
4th UAE Mech Bde (3-3-5),
21st EGY Armoured Div (10-8-4),
2 x Sunni militias (2-2-3)

- 4th Batch:

Arab Allies:

1st BAH Mech Bde (2-2-4),
1st OMN Armoured Bde (4-4-4),
1st JOR Mech Div (6-8-5),
4th YEM Armoured Div (8-6-4),
2 x Sunni militias (2-2-3)

- Free Iraqi Army (contingent on the results of the coup d'état)

- Western Intervention Force: (card Entente Cordiale #81):

2nd FR Armoured Bde (6-5-6),

13th FR (RDP) Para Regiment (3-3-A),

UK 3 Cdo Bde (4-5-5),

UK 16 Air Asslt Bde (4-4-A)

- US Forces (see rule 27)

• Iranian Player

(controls the Iraqi Army and the Shia militias + Iranian Joker + Iranian Special Joker):

- *Abadan*:

92nd Armoured Div (7-6-4)

- *Bandar Khomeini*:

64th Infantry Div (4-5-3)

- *Ahvaz*:

88th Armoured Div (7-6-4),

58th Infantry Div (4-5-3)

- *Dezful*:

2nd IRG Armoured Div (8-8-4),

7th IRG Mech Div (6-5-4)

- *Khorramabad*:

35th Mech Div (5-5-4)

- *Kermanshah*:

28th Mech Div (5-5-4)

- *Qasr-e-Shirin*:

16th Armoured Div (7-6-4)

- *Marivan*:

1 x IRG Infantry Div (4-4-3)

- *Mahabad*:

1 x IRG Infantry Div (4-4-3)

- **Iraqi Army** (before the coup d'état):

- *Al Faw*:

Marine Bde (2-3-3)

- *Basra*:

17th SF Div (4-5-3)

- *Rumailah*:

4th Mech Div (6-6-4)

- *Busayah*:

11th Infantry Div (4-4-3),

1 x Entrenchment

- *Shabakah*:

10th Infantry Div (4-4-3),

1 x Entrenchment

- *Nukhayb*:

8th Infantry Div (4-4-3),

1 x Entrenchment

- *Nasiriya*:

12th Infantry Div (4-4-3)

- *Najaf*:

5th Infantry Div (4-4-3),

1 x Shia militia (2-2-3)

- *Karbala*:

2 x Shia militias (2-2-3)

- *Al Rutbah*:

7th Infantry Div (4-4-3)

- *Fallujah*:

6th Infantry Div (4-4-3)

- *Baghdad*:

Presidential Guard Div (5-4-4),

1 x Shia militia (2-2-3)

- *Samarra*:

2nd Infantry Div (4-4-3)

- *Ramadi*:

14th Infantry Div (4-4-3)

- *Tikrit*:

3rd Infantry Div (4-4-3)

- *Mosul*:

1st Mech Div (6-6-4),

1 x Shia militia (2-2-3)

- *Kirkuk*:

9th Armoured Div (8-8-4)

- **Iranian Force pool**

Reinforcements:

- 1st Batch:

33rd Para Bde (3-4-A),

23rd Infantry Div (5-5-3),

29th Infantry Div (5-5-3),

Al Quds IRG Infantry Div (6-6-3),

2 x Iranian Hezbollah militias (3-2-3),

2 x Shia militias (2-2-3)

- 2nd Batch:

65th Para Bde (3-4-A),

1st IRG Armoured Div (8-8-4),

30th Infantry Div (4-5-3),

40th Infantry Div (4-5-3),

2 x IRG Infantry Divs (4-4-3),

1 x Shia militia (2-2-3)

- 3rd Batch:

55th Para Bde (3-4-A),

81st Armoured Div (7-6-4),

84th Mech Div (5-5-4),

2 x IRG Infantry Divs (4-4-3)

- Russian Forces (see rule 28)

• Kuwaitis:

- *Jahrah*: 15th Armoured Bde (4-4-4),

6th Mech Bde (2-3-4)

- *Kuwait City*: SF Para Bde (2-2-3),

Guard Bde (1-2-3)

- *Mina Saud*: 35th Armoured Bde (4-4-4),

26th Mech Bde (2-3-4)

• Kurdish Peshmergas:

- *Erbil*: 1 x KDP [4],

1 x mobile KDP (4-3-2)

- *Sulaymaniyah*: 1 x KDP [4],

1 x mobile KDP (4-3-2)

- *Rawanduz*: 1 x KDP [4]

Replacements: 1 x KDP [4]

• IS:

IS Replacement pool (flag face up to conceal their value): 12 units (chosen at random) – Al Baghdadi is not in play.

SCENARIO 9

TSAHAL VS. HEZBOLLAH ñ ISRAEL ATTACKS LEBANON AND SYRIA

Following the US withdrawal from Syria and growing tension between Israel and Iran, the Israeli Prime Minister, ignoring American, European and Russian warnings, decides to attack Lebanon and Syria in an attempt to eradicate Hezbollah and to reduce the influence of Iran in both countries. Israel's surprise attack brings about direct military confrontation with Iran. The United States, Russia and western countries – Europe at their head – frustrated at not having been heeded by the Israelis decide not to intervene at first and to let the Israeli government be responsible for its actions. Turkey and the Arab countries watch from a distance, hoping for a defeat of both Israel and Iran. This scenario is ideal for tournament play.

NUMBER OF PLAYERS

2 players representing Israel on the one hand, Iran, Syria and Lebanon on the other.

DURATION

6 turns (12 months).

Kurdish Peshmergas and IS troops are activated by Event cards. Play is restricted to the north part of the map, and limited to Israel, Syria and Lebanon; players may not enter any other country (except for the Iranian player, who uses Al Qaim and Sinjar in Iraq as entry points for his units).

SPECIAL RULES

- The International Tension rules do not apply. Caveats apply (see rule 21). In Turn 1, the Israeli player receive 6 free OPs and may also if he wishes use the Strategic Depot rule (see rule 11), in which case he does not play any cards for OPs, but has 8 OPs for the turn.

-The US only intervenes to help the Israeli player (see rule 27) if the Iranian player attacks or occupies Haifa or Netanya. Russia only intervenes to help the Iranian player (see rule 28) if the Israeli player occupies Damascus.

- The Turkish units deployed in Syria may neither move, attack or be attacked. The Russian units deployed in Syria may neither move, attack or be attacked; these restraints are removed once Russia intervenes. The Sunni & Al Sham militias (controlled by

Turkey) may neither move nor attack; they may only defend themselves if they are attacked.

- Given the limited size of Israeli territory, Israeli reinforcements may be overstacked in Haifa on their turn of arrival, but in that event only three units may take part in the same offensive out of that space; the remaining units can take part in another offensive. At the end of the Israeli player's phase, any overstacked units in Haifa are removed from the game ('demobilised' at the Israeli player's choice) and placed in the Replacements space in the Israeli Force Pool.

- Iranian reinforcements: the parachute brigades and Shia militias are placed on any Iranian controlled space in Syria and Lebanon; any other reinforcements are placed on Al Qaim or Sinjar in northern Iraq.

- **UNIFIL** : UNIFIL represents the UN peacekeeping mission, tasked with monitoring the border between Lebanon and Israel since 1978. This mission is represented in the game by the UNIFIL marker placed on the South Litani space in Lebanon. Every ground attack on the South Litani space, no matter who the attacker, is penalised by a shift of one column

to the left [-1] to represent the operational restrictions caused by the presence of UN peacekeepers in the area. This penalty does not apply to air strikes on the space. The Iranian player (controlling the Lebanese forces) may reinforce the South Litani space without affecting the presence of the UNIFIL marker. If at any point in the game the Israeli player takes control of the South Litani space, the UNIFIL marker is permanently removed from the game (the UN ends its operation). The presence, or removal, of the UNIFIL marker has no effect on the caveats, on the International Tension rules or on the Victory Conditions.

- **Remove the following cards:** 2

x Truck Bombing Attack (#5-6), 1 x IEDs (#17), Severe Winter (#23), Kurdish Rivalry (#24), Counter-Insurgency (#27), Special Forces (#30), Close Air Support (#32), Mother of All Bombs (#33), Humanitarian Truce (#34), Terrorist Campaign (#38), Fake News (#40), Israeli-Lebanese War (#41), all Strikes on IS (#47-49), 1 x Peshmerga (#43), 1 x Daesh (#52), 2 x Reinforcements (#62-63), No-Fly Zone (#64), Rebellion in Hejaz (#65), Houthi Insurgency (#66), Coup in Iraq (#68), Qatar Ban (#69), Oil Price Collapses (#72), Oil Price Picks Up (#73), Euphrates Shield (#74), PKK Rebellion (#75), Border Incident (#77), Ramadan Cease-Fire (#78), Carpet Bombing (#82), Entente Cordiale (#84), Air Campaign (#85), Boots on the Ground (#87), Naval Incident (#88) & US-Russia Summit (#89).

VICTORY CONDITIONS

Spaces controlled by the Kurds or IS do not count for either player.

• **Israeli Player** (holds the initiative):

- **Prerequisite:** Control Netanya, Haifa & the Golan Heights.

Achieve 3 (**Minor Victory**), 4 (**Major Victory**) or 5 (**Decisive Victory**) of the following objectives:

- Control the following 4 spaces: South Litani, Marjayoun, Quneitra & Daraa;
- Control Beirut or Damascus;
- Eliminate the 5 Lebanese Hezbollah units;



- Eject all Iranian units from Lebanon;
- Eject all Iranian units from Syria.

• **Irano-Syrian Player** (Player 2):
 - **Prerequisite:** Control Damascus, Aleppo, Tartus, Latakia & Raqqa. Achieve 3 (**Minor Victory**), 4 (**Major Victory**) or 5 (**Decisive Victory**) of the following objectives:

- Eject all Israeli units from Lebanon;
- Eject all Israeli units from Syria;
- Control an unbroken line of spaces (controlled by Iranian or Syrian units) connecting Al Qaim or Sinjar to Beirut;
- Control the 4 PYD spaces in Syria;
- Eliminate all IS units and Sunni & Al Sham militias present in Lebanon and Syria.

SETUP

• **Israeli Player**
 (controls the **Israeli Joker** + **Israeli Special Joker** + **Free Syrian Army** if it has been activated):

- **Golan Heights:**
 7th Armoured Bde (6-6-5),
 36th Armoured Div (10-10-5),
 210th Mech Div (10-10-5),
 1 x Entrenchment
 - **Haifa:**
 90th Armoured Div (10-12-5),
 91st Mech Div (8-10-5),
 1st Mech Bde [Golani] (4-4-5)
 - **Netanya:**
 35th Para Bde (4-4-A),
 Oz SF Bde (4-4-A)
 - **Israeli Force pool**
- Reinforcements:**
- 1st Batch:
 162nd Armoured Div (10-12-5),
 319th Armoured Div (10-12-5),
 317th Para Bde (3-4-A)
 - 2nd Batch:
 340th Armoured Div (10-12-5)
 - Free Syrian Army (in the event of a coup d'état in Syria)
 - US Forces (in the event of direct US military intervention – see rule 27)

• **Irano-Syrian Player**
 (controls the **Lebanese Army**, **Hezbollah**, the **Syrian Army**, the **Iranian Army** and the **Shia militias** + **Iranian Joker** + **Iranian & Hezbol-**

lah Special Jokers):

- **In Lebanon:**
 - **Beirut:**
 1st Mech Div (4-6-4),
 2 x Lebanese Hezbollah (3-2-3)
 - **Sidon:**
 2nd Mech Div (4-6-4),
 1 x Entrenchment
 - **South Litani:**
 1 x Lebanese Hezbollah (3-2-3),
 2 x Shia militias [Amal] (2-2-3),
 UNIFIL marker, 1 x Entrenchment
 - **Marjayoun:**
 Special Forces (SF) Div (5-5-3),
 1 x Entrenchment
 - **Beqaa:**
 1 x Lebanese Hezbollah (3-2-3)
 - **In Syria:**
 - **Damascus:**
 Rep Guard Div (6-6-4),
 1 x Iranian Hezbollah militia (3-2-3)
 - **Qatana:**
 1st Armoured Div (6-5-4),
 1 x Lebanese Hezbollah (3-2-3),
 1 x Entrenchment
 - **Quneitra:**
 3rd Armoured Div (6-5-4),
 1 x Iranian Hezbollah (3-2-3),
 1 x Entrenchment
 - **Daraa:**
 5th Mech Div (4-6-4)
 - **Jebel Druze:**
 7th Mech Div (4-6-4)
 - **Quseir:**
 76th Mech Bde (2-3-5)
 - **Homs:**
 11th Armoured Div (reduced: 3-3-4),
 14th SF Div (5-5-3)
 - **Hamah:**
 10th Mech Div (4-6-4),
 18th Armoured Div (reduced: 3-3-4),
 1 x Militia (2-2-3)
 - **Latakia:**
 9th Armoured Div (7-6-4)
 - **Aleppo:**
 4th Armoured Div (8-8-5),
 61st Mech Bde (2-2-5),
 1 x Militia (2-2-3)
 - **Palmyra:**
 90th Mech Bde (2-2-5)
 - **Deir ez-Zor:**
 15th SF Div (5-5-3)
 - **Iranian/Syrian Force pool**
- Syrian replacements:**
 17th Mech Div (4-6-4)
- Iranian reinforcements:**
- 1st Batch:

- 33rd & 65th Para Bdes (3-4-A),
 Al Quds IRG Div (6-6-3),
 23rd Infantry Div (5-5-3),
 3 x Shia militias (2-2-3)
 - 2nd Batch:
 1st & 2nd IRG Armoured Div (8-8-4),
 7th IRG Mech Div (6-5-4),
 3 x Shia militias (2-2-3)
-
- **Foreign forces and militias:**
- **Jarabulus:**
 Turkish 6th Mech Corps (8-8-3),
 5th Armoured Bde (4-4-5),
 1st Mech Bde (2-3-5)
 - **Tartus:**
 Russian 810th Marine Bde (4-4-5)
 - **Latakia:**
 Russian 56th Para Bde (4-4-A)
 - **Idlib:**
 3 x Al Sham militias (3-2-3)
 - **Tripoli:**
 3 x Sunni militias (2-2-3)
 - **Russian reinforcements** (in Tartus & Latakia in the event of direct intervention by Russia):
 6th Armoured Bde (6-5-5),
 7th Mech Div (8-10-5),
 22nd Para Regt (3-3-A),
 205th Mech Bde (4-4-5) + Russian Joker & Russian Special Joker

• **Kurdish Peshmergas:**

- **Afrin:**
 1 x PYD [reduced: 2]
- **Kobane:**
 1 x Kurdish PYD [4]
- **Qamishli:**
 1 x PYD [4]
- **Malikya:**
 1 x PYD [4]
- **Hasakah:**
 1 x Kurdish mobile PYD (6-4-2)
- **Raqqa:**
 1 x Kurdish mobile PYD (6-4-2)

• **IS:**
IS Replacement pool (flag face up to conceal their value): 6 units (chosen at random) – Al Baghdadi is not in play.

SCENARIO 10

REGIONAL WAR IN SYRIA INVOLVING ISRAEL, IRAN, RUSSIA AND TURKEY AFTER THE US WITHDRAWAL

Taking advantage of renewed tensions between the United States and Iran, the withdrawal of US troops from Syria, but also from the regional chaos generated by the clash of geopolitical rivalries in the Middle East, exacerbated after the collapse of IS, the Israeli Prime Minister decides to attack Lebanon and Syria by surprise, in order to eliminate the presence there of Hezbollah, Iran and the multiple radical Islamic groups menacing Israel's interests. In launching a ground offensive like this, Israel opens Pandora's box and sparks off direct military intervention by the local actors who have an interest in defending or toppling the Syrian regime. What had been planned as a lightning campaign against Hezbollah rapidly becomes bogged down in a regional war in Syria.

NUMBER OF PLAYERS

5 players representing Israel, Iran, Turkey, Syria and Russia.

DURATION

6 turns (12 months).

- **Kurdish Peshmergas and IS troops are activated by Event cards.**

- **Play is restricted to the northern part of the map: to Israel, Syria, Lebanon and Turkey. Players may not enter any other country, except in these two cases: the Iranian player uses Al Qaim and Sinjar in Iraq as entry points for his units; the Israeli player uses Jordanian territory as an entry point for his Jordanian reinforcements. The Iraqi forces are not represented, because Iraq (historically rival to Syria) watches the conflict from afar without intervening.**

SPECIAL RULES

- In Turn 1, the Israeli player receives 6 free OPs and may also if he wishes use the Strategic Depot rule (see rule 11), in which case he does not play any cards for OPs, but has 8 OPs for the turn.

- **International Tension:** Level 3. Caveats apply (rule 21). When Level 10 is reached, the United States intervenes as follows (in an exception to the normal rules):

- 1st Para Bde of 82 AB Div (4-4-A) and the 2 MEB brigades (6-6-6) land in Beirut and take control of the Lebanese capital. Any units deployed in Beirut retreat if they can,

or are eliminated if they cannot retreat. Once in position, these 3 US units hold Beirut until the end of the game and this objective therefore no longer counts towards the Victory Conditions of any of the players. The US units do not move any more, they may not attack and they may not be attacked.

- The 1st and 2nd Para Bdes of 101st AB Div (4-4-A) are deployed in Haifa and Netanya to protect Israeli territory; they do not move any more, they may not attack and they may not be attacked.

- The MEU regiment (3-4-6) and 75th Para Regt (3-3-A) come under the control of the Israeli player and may be deployed in any Israeli controlled and in supply spaces.

- 3rd Armoured Regt (6-5-6) and the 3 brigades of 3rd MD Div (2 x 5-6-6 & 1 x 8-6-6) come under the control of the Turkish player and may be deployed in any Turkish controlled and in supply spaces.

- All the US units are deployed on the map on the turn of American intervention. The Israeli and Turkish players each roll a die; the one with the higher die roll (re-roll in the event of a tie) chooses whether he will take the US Joker and draw 2 bonus cards, or if he would

prefer to take the US Special Joker US and launch air strikes to aid his cause; the other player takes the remaining option.

- Russian reinforcements arrive immediately in Tartus & Latakia (see rule 28).

- Once US units have intervened, they may not attack any Kurdish units.

- Given the limited size of Israeli territory, Israeli reinforcements may be overstacked in Haifa on their turn of arrival, but in that event only three units may take part in the same offensive out of that space; the remaining units can take part in another offensive. At the end of the Israeli player's phase, any overstacked units in Haifa are removed from the game ('demobilised' at the Israeli player's choice) and placed in the Replacements space in the Israeli Force Pool.

- Iranian reinforcements: the parachute brigades and Shia militias are placed on any Iranian controlled space in Syria and Lebanon; any other reinforcements are placed on Al Qaim or Sinjar in northern Iraq.

- **UNIFIL** : UNIFIL represents the UN peacekeeping mission, tasked with monitoring the border between Lebanon and Israel since 1978. This mission is represented in the game by the UNIFIL marker placed on the South Litani space in Lebanon. Every ground attack on the South Litani space, no matter who the attacker, is penalised by a shift of one column to the left [-1] to represent the operational restrictions caused by the presence of UN peacekeepers in the area. This penalty does not apply to air strikes on the space. The Iranian player (controlling the Lebanese forces) may reinforce the South Litani space without affecting the presence of the UNIFIL marker. If at any point in the game the Israeli player takes control of the South Litani space, the UNIFIL marker is permanently removed from the game (the UN ends its operation). The presence, or removal, of the UNIFIL marker has no effect on the caveats, on the International Tension rules or on the Victory Conditions.

- Al Sham militias and reinforcements are placed on any space in Syria that is either controlled by the Turkish player or is unoccupied. Otherwise they may enter the game in Turkey, so long as they remain there or cross through spaces bordering Syria.

- **Remove the following cards:** 1 x *Truck Bombing Attack* (#5), 1 x *IEDs* (#17), *Terrorist Campaign* (#38), *Israeli-Lebanese War* (#41), 2 x *Peshmerga* (#43-44), *all Strikes on IS* (#47-49), 2 x *Daesh* (#50-51), *Rebellion in Hejaz* (#65), *Hotthi Insurgency* (#66), *Coup in Iraq* (#68), *Qatar Ban* (#69), *Oil Price Collapses* (#72), *Oil Price Picks Up* (#73), *Euphrates Shield* (#74), *Entente Cordiale* (#84).

OPTIONAL RULE

In a two-player game, the first player controls Israel and Turkey; the second controls Iran, Syria and Russia (and the Lebanese Army). Each player receives 2 Jokers (he chooses which ones) and plays with 5 cards in his hand (instead of 4) to compensate for the fact that he is managing the units of several countries. Each time he takes a batch of reinforcements or replacements, he chooses whether to strengthen the units of one or other of his countries (but not more than one country at the same time).

VICTORY CONDITIONS

Spaces controlled by the Kurds or IS do not count for any player.

- **Israeli Player** (holds the initiative):
 - **Prerequisite:** Control Netanya, Haifa & the Golan Heights.
 - Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:
 - Control the following 4 spaces: South Litani, Marjayun, Quneitra & Daraa;
 - Control Beirut or Damascus;
 - Eliminate the 5 Lebanese Hezbollah units;
 - Eject all Iranian units from Lebanon;
 - Eject all Iranian units from Syria.
- **Iranian Player** (Player 2):
 - Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of

the following objectives:

- Control Damascus or ensure that the space is controlled by the Syrian player;
- Control Beirut;
- Control an unbroken line of spaces (controlled by Iranian or Syrian units) connecting the Mediterranean coast to Al Qaim or Sinjar;
- Eject all Israeli units from Lebanon and Syria;
- Eliminate all IS units and all the Sunni & Al Sham militias present in Lebanon and in Syria.

• **Turkish Player** (Player 3):

- **Prerequisite:** Control the totality of Turkish territory (including the PKK spaces).

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Control the 4 Kurdish PYD spaces in Syria;
- Control Jarabulus and Idlib;
- Control Aleppo;
- Ensure that the Iranian does not control an unbroken line of spaces connecting the Mediterranean coast to Al Qaim or Sinjar;
- Ensure that either the Syrian or Iranian player does not control Damascus.

• **Syrian Player** (Player 4):

- **Prerequisite:** Control 13 spaces in Syria (including Damascus, Aleppo, Tartus & Latakia); spaces controlled by Russian and Iranian units count in favour of the Syrian player.

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Eject all Israeli units from Syria;
- Eliminate all IS units and Sunni & Al Sham militias present in Syria;
- Control the 4 Kurdish PYD spaces in Syria;
- Control 3 spaces in Lebanon;
- Control Iskenderun in Turkey.

• **Russian Player** (Player 5):

- **Prerequisite:** Control Tartus & Latakia.

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Control Tripoli in Lebanon;
- Control Damascus or ensure that the space is controlled by the Syrian

player;

- Control an unbroken line of spaces connecting Latakia with Damascus;
- Ensure that the Iranian player does not control an unbroken line of spaces connecting the Mediterranean coast to Al Qaim or Sinjar;
- Eliminate all IS units and Sunni & Al Sham militias present in Lebanon and in Syria.

SETUP

• **Israeli Player**

(controls the Jordanian forces + Israeli Joker + Israeli Special Joker):

- **Golan Heights:**

- 7th Armoured Bde (6-6-5),
- 36th Armoured Div (10-10-5),
- 210th Mech Div (10-10-5),
- 1 x Entrenchment

- **Haifa:**

- 90th Armoured Div (10-12-5),
- 91st Mech Div (8-10-5),
- 1st Mech Bde [Golani] (4-4-5)

- **Netanya:**

- 35th Para Bde (4-4-A),
- Oz SF Bde (4-4-A)

- **Israeli Force pool**

Reinforcements:

- 1st Batch:

- 162nd Armoured Div (10-12-5),
- 319th Armoured Div (10-12-5),
- 317th Para Bde (3-4-A)

- 2nd Batch:

- 340th Armoured Div (10-12-5)

- 3rd Batch (in Jordan):

- 1st JOR Mech Div (6-8-5),
- 3rd JOR Armoured Div (10-8-5),
- 30th JOR Para Bde (2-3-3)

• **Iranian Player**

(controls the Lebanese Army, Hezbollah and the Iranian Army + Iranian Joker + Iranian & Hezbollah Special Jokers):

- **In Lebanon:**

- **Beirut:**

- 1st Lebanese Mech Div (4-6-4),
- 2 x Lebanese Hezbollah (3-2-3)

- **Sidon:**

- 2nd Lebanese Mech Div (4-6-4),
- 1 x Entrenchment

- **South Litani:**

- 1 x Lebanese Hezbollah (3-2-3),
- 2 x Shia militias [Amal] (2-2-3),
- UNIFIL marker, 1 x Entrenchment

- *Marjayun*:
Lebanese Special Forces (SF) Div (5-5-3),
1 x Entrenchment
- *Beqaa*:
1 x Lebanese Hezbollah (3-2-3)
- **In Syria:**
- *Damascus*:
1 x Iranian Hezbollah militia (3-2-3)
- *Qatana*:
1 x Iranian Hezbollah (3-2-3)
- *Quneitra*:
1 x Lebanese Hezbollah (3-2-3)
- **Iranian Force pool**
- Reinforcements:**
- 1st Batch:
33rd & 65th Para Bdes (3-4-A),
Al Quds IRG Div (6-6-3),
23rd Infantry Div (5-5-3),
3 x Shia militias (2-2-3)
- 2nd Batch:
1st & 2nd IRG Armoured Div (8-8-4),
7th IRG Mech Div (6-5-4),
3 x Shia militias (2-2-3)

• **Turkish Player**
(controls Sunni & Al Sham militias
+ **Turkish Joker**):

- *Iskenderun*:
66th Mech Bde (2-3-5)
- *Ceyhan*:
172nd Armoured Bde (4-4-5),
1st Para Bde (2-3-A)
- *Gaziantep*:
2nd Armoured Bde (4-4-5)
- *Jarabulus*:
6th Mech Corps (8-8-3),
5th Armoured Bde (4-4-5),
1st Mech Bde (2-3-5)
- *Urfa*:
2nd Para Bde (2-3-A)
- *Mardin*:
7th Mech Corps (8-8-3)
- *Bitlis*:
8th Mech Corps (8-8-3)
- *Sirnak*:
28th Mech Bde (2-3-5),
SF Bde (2-3-3)
- *Idlib*:
3 x Al Sham militias (3-2-3)
- *Tripoli*:
3 x Sunni militias (2-2-3)
- **Turkish Force pool**
- Reinforcements:**
- 1st Batch:
52nd Armoured Div (10-8-4),
15th Mech Div (6-6-4),

- 2 x Al Sham militias (3-2-3)
- 2nd Batch:
9th Mech Corps (8-8-3), 1 x Al Sham militia (3-2-3)
- Free Syrian Army (in the event of a coup d'état in Syria)

• **Syrian Player**
(controls the Syrian Joker):

- *Damascus*:
Rep Guard Div (6-6-4)
- *Qatana*:
1st Armoured Div (6-5-4),
1 x Entrenchment
- *Quneitra*:
3rd Armoured Div (6-5-4),
1 x Entrenchment
- *Daraa*:
5th Mech Div (4-6-4)
- *Jebel Druze*:
7th Mech Div (reduced: 2-3-4)
- *Quseir*:
76th Mech Bde (2-3-5)
- *Homs*:
11th Armoured Div (reduced: 3-3-4),
14th SF Div (5-5-3)
- *Hamah*:
10th Mech Div (4-6-4),
18th Armoured Div (reduced: 3-3-4), 1 x Militia (2-2-3)
- *Latakia*:
9th Armoured Div (7-6-4)
- *Aleppo*:
4th Armoured Div (reduced: 4-4-5),
61st Mech Bde (2-2-5),
1 x Militia (2-2-3)
- *Palmyra*:
90th Mech Bde (2-2-5)
- *Deir ez-Zor*:
15th SF Div (5-5-3)
- **Syrian Force pool**
- No reinforcements**
- Replacements:**
17th Mech Div (4-6-4)

• **Russian Player**
(controls Russian Joker + Russian
Special Joker):

- *Tartus*:
810th Marine Bde (4-4-5)
- *Latakia*:
56th Para Bde (4-4-A)
- **Russian Force pool**
- Reinforcements:**
- 1st Batch:
205th Mech Bde (4-4-5),
22nd Para Regiment (3-3-A)

- 2nd Batch:
6th Armoured Bde (6-5-5),
7th Airborne Mech Div (8-10-5)

• **Kurdish Peshmergas:**

- *Kobane*:
1 x PYD [4]
- *Qamishli*:
1 x PYD [4]
- *Malikya*:
1 x PYD [4]
- *Hasakah*:
1 x mobile PYD (6-4-2)
- *Raqqa*:
1 x mobile PYD (6-4-2)
- *Afrin*:
1 x PYD [reduced: 2]
- **Kurdish Force Pool**
- Reinforcements:**
PKK Peshmerga units (in the event of card #75 PKK Rebellion being activated): 6 x PKK [4], 2 x mobile PKK (5-4-2 & 4-3-2)

• **IS: IS Replacement pool** (flag face up to conceal their value):
9 units (chosen at random) – Al Baghdadi is not in play.

SCENARIO 11

FITNA ñ GLOBAL WAR IN THE MIDDLE EAST

Several months after the collapse of IS and the end of the civil war in Syria, followed by the US withdrawal from Syria and the withdrawal of foreign assistance to Baghdad, the Iraqi government is failing to improve the interior situation or to honour promises it made to the population. Following an upsurge in fighting between the regular army and Sunni and Shia militias, the Iraqi Prime Minister is assassinated. The most radical of the Shiite factions gains power and launches a purge of the army. The rebels (Free Iraqi Army) call upon Saudi Arabia and Turkey for help. The Saudi government, supported both by the hawks in power in the United Arab Emirates and Israel, attempts a new coup d'état in Baghdad to return power to the Sunnis and the Kurds, leading to direct Iranian military intervention in Iraq. In Egypt, the Sheikh of the Islamic Al-Azhar University calls for a Holy War against the Shiite governments in Damascus and Baghdad. His radical sermons are taken up by former Jihadists impatient to return to the region. Turkey uses this crusade as a pretext to attempt to eradicate the Syrian Kurds and to regain former Ottoman territories in northern Syria and Iraq. Russia reacts immediately, sending more troops to the Levant to defend at one and the same time its strategic interests in the region and the Syrian regime. Taking advantage of this regional chaos and profiting from the fact that the international community has its eyes fixed on Iraq and northern Syria, Israel launches a surprise attack on Lebanon and Syria to eradicate Hezbollah and the various radical Islamic militias threatening Israeli interests in the region, but also to expel the Iranian forces present in Syria and Lebanon. The Iranian regime sends an expeditionary corps to Syria to back up the Syrian regime, defend its own interests on the ground and expel the Israeli army from that country. The US government, shaken and unable to agree on a clear and coherent policy, decides not to intervene immediately in what it perceives to be a religious war dividing the Muslim world. The US authorities nevertheless prepare to intervene in the event that one of the belligerents should cross their red lines. What was only intended as a lightning campaign in Iraq and Syria quickly becomes bogged down in a global war in the Middle East.

NUMBER OF PLAYERS

6 players representing Saudi Arabia, Iran, Turkey, Syria, Israel and Russia

DURATION

12 turns (2 years).

- **Kurdish Peshmergas and IS troops are activated by Event cards.**
- **Play takes place across the whole map. Nobody (not even the Saudi player) may enter Kuwait (or trace a supply line through that country) as long as the Emirate has not been invaded by Iran or Iraq, which causes the immediate intervention of the United States on the side of the Saudi player, who in this event also takes control of the Kuwaiti army.**

SPECIAL RULES

- **International Tension:** Level 3. Caveats apply (rule 21). When Level 10 is reached, the US intervenes in favour of the Saudi player.
- Turn 1 starts with a coup d'état in Iraq (see rule 23.3 or card #68). The Saudi player receives 4 free OPs and may also if he wishes use the Strategic Depot rule (see rule 11), in which case he does not

play any cards for OPs, but has 6 OPs for the turn.

- Al Sham militias present in Syria may enter Turkey as long as they remain in spaces bordering Syria.
- Sunni and Al Sham militias that arrive as reinforcements in Iraq are placed on spaces controlled by the Saudi player, or that are clear of any enemy presence.
- Given the limited size of Israeli territory, Israeli reinforcements may be overstacked in Haifa on their turn of arrival, but in that event only three units may take part in the same offensive out of that space; the remaining units can take part in another offensive. At the end of the Israeli player's phase, any overstacked units in Haifa are removed from the game ('demobilised' at the Israeli player's choice) and placed in the Replacements space in the Israeli Force Pool.
- Iranian reinforcements: the Iranian

parachute brigades are placed in Iraq, Syria or Lebanon on any space controlled by the Iranian player; the Shia militias are placed in Iraq or Syria on any space controlled by the Iranian player; any other Iranian reinforcements are placed in Iran.

- **UNIFIL:** UNIFIL represents the UN peacekeeping mission, tasked with monitoring the border between Lebanon and Israel since 1978. This mission is represented in the game by the UNIFIL marker placed on the South Litani space in Lebanon. Every ground attack on the South Litani space, no matter who the attacker, is penalised by a shift of one column to the left [-1] to represent the operational restrictions caused by the presence of UN peacekeepers in the area. This penalty does not apply to air strikes on the space. The Iranian player (controlling the Lebanese forces) may reinforce the South Litani space without affecting the presence of the UNIFIL marker. If at any point in the game the Israeli player takes control of the South Litani space, the UNIFIL marker is permanently removed from the game (the UN ends its operation). The presence, or removal, of the UNIFIL marker has no effect on the caveats, on the International Tension rules or on the Victory Conditions.

- **Remove the following cards:** 1 x *Truck Bombing Attack* (#5), *Terrorist Campaign* (#38), *Israeli-Lebanese War* (#41), *all Strikes on IS* (#47-49), *No-Fly Zone* (#64), *Coup in Iraq* (#68), *Euphrates Shield* (#74).

OPTIONAL RULES

- The players may agree amongst themselves to change the player with the initiative. In that case, after the coup d'état in Iraq, it is the Iranian player who has the initiative and who plays first; he receives 4 free OPs and may if he wishes use the Strategic Depot rule, providing he does not expend any cards to gain OPs.
- In a two-player game, the first player controls Saudi Arabia, Turkey and Israel; the second controls Iran (and the Lebanese Army), Iraq, Syria and Russia. In a three player game, the first player controls Saudi Arabia and Turkey; the second controls Iran (and the Lebanese Army), Iraq and Syria; the third controls Israel and Russia. In both cases, each player receives 2 Jokers (he chooses which ones), and plays with a hand of 5 cards (instead of 4) to compensate for the fact that he is managing the units of several countries. Each time he takes a

batch of reinforcements or replacements, he chooses whether to strengthen one country or another (but only one country per batch).

VICTORY CONDITIONS

Spaces controlled by the Kurds or IS do not count for any player.

• **Saudi Player** (holds the initiative): Achieve 3 (**Minor Victory**), 4 (**Major Victory**) or 5 (**Decisive Victory**) of the following objectives:

- Control all Saudi territory;
- Control the following 5 spaces in Iraq: Busayah, Shabakah, Nukhayb, Al Rutbah & H3;
- Control Najaf and Karbala;
- Control Rumailah and Basra;
- Control Baghdad;
- Control an unbroken line of spaces (controlled by Saudi, Arab Allied or Turkish units) between the Saudi border and any supplied space in Turkey controlled by the Turkish player.

• **Iranian Player** (Player 2): Achieve 3 (**Minor Victory**), 4 (**Major Victory**) or 5 (**Decisive Victory**) of the following objectives:

- Control Damascus and Beirut or ensure that both spaces are controlled by the Syrian player;
- Control Baghdad, Mosul, Basra, Karbala and Najaf or ensure that these spaces are occupied by regular Iraqi units or Shia militias;
- Control an unbroken line of spaces (controlled by Iranian or Syrian units) connecting the Mediterranean coast to the Iranian border;
- Eject all Israeli units from Lebanon and Syria;
- Eject all Saudi and Arab Allied units from Iraq;
- Eliminate all IS units from the game, and all Sunni & Al Sham militias present in Iraq and Syria.

• **Turkish Player** (Player 3):
- **Prerequisite:** Control the totality of Turkish territory (including the spaces of the PKK).

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Control the 4 Kurdish PYD spaces in Syria;
- Control Jarabulus (in Syria) and Dahuk (in Iraq);
- Control Mosul or Aleppo;
- Ensure that either the Syrian or Iranian player does not control Damascus.

- Ensure that the Iranian player does not control an unbroken line of spaces connecting the Mediterranean coast to the Iranian border.

• **Syrian Player** (Player 4):

- **Prerequisite:** Control 13 spaces in Syria (including Damascus, Aleppo, Tartus & Latakia); spaces controlled by Russian and Iranian units count in the Syrian player's favour.

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Eject all Israeli units from Syria;
- Eliminate all IS units and Sunni & Al Sham militias present in Syria;
- Control the 4 Kurdish PYD spaces in Syria;
- Control 3 spaces in Lebanon;
- Control Iskenderun in Turkey or 2 spaces in Iraq.

• **Israeli Player** (Player 5):

- **Prerequisite:** Control Netanya, Haifa & the Golan Heights.

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Control the following 4 spaces: South Litani, Marjayun, Quneitra & Daraa;
- Control Beirut or Damascus;
- Eliminate the 5 Lebanese Hezbollah units from the game;
- Eject all Iranian units from Syria;
- Eject all Iranian units from Lebanon.

• **Russian Player** (Player 6):

Prerequisite: Control Tartus and Latakia.

Achieve 2 (**Minor Victory**), 3 (**Major Victory**) or 4 (**Decisive Victory**) of the following objectives:

- Control Tripoli in Lebanon;
- Control Damascus or ensure that the space is controlled by the Syrian player;
- Control an unbroken line of spaces connecting Latakia with Damascus;
- Ensure that the Iranian player does not control an unbroken line of spaces connecting the Mediterranean coast with the Iranian border;
- Eliminate all IS units and Sunni & Al Sham militias present in Lebanon and in Syria.

SETUP

• **Saudi Player**

(controls the Free Iraqi Army, Arab Allies, Sunni militias + Saudi Joker):

- *King Khalid Military City*: Para Bde (2-2-A)

- *Nisab*: 45th Armoured Bde (4-4-4), 8th Mech Bde (2-3-4), 20th Mech Bde (2-3-4)

- *Rafha*: 1st NG Armoured Bde (4-4-4), 3rd NG Mech Bde (2-2-4), 5th NG Mech Bde (2-2-4)

- *Badanah*: 12th Armoured Bde (4-4-4), 2nd Mech Bde (2-3-4), 6th Mech Bde (2-3-4)

- **Saudi Force pool**

Reinforcements:

- 1st Batch: 4th Armoured Bde (4-4-4);

Arab Allies:

UAE SF Bde (2-2-A), EGY SF Para Bde (2-3-A), 30th JOR Para Bde (2-3-3), 2 x Al Sham militias (3-2-3), 2 x Sunni militias (2-2-3)

- 2nd Batch: 10th Mech Bde (2-3-4),

11th Mech Bde (2-3-4);

Arab Allies:

1st UAE Armoured Bde (5-4-5), 2nd UAE Mech Bde (3-3-5), 1st QAT Armoured Bde (4-4-4), 3rd JOR Armoured Div (10-8-5), 1 x Al Sham militia (3-2-3), 1 x Sunni militia (2-2-3)

- 3rd Batch: 7th NG Mech Bde (2-2-4),

9th NG Mech Bde (2-2-4);

Arab Allies:

2nd QAT Mech Bde (2-3-4), 3rd UAE Armoured Bde (5-4-5), 4th UAE Mech Bde (3-3-5), 21st EGY Armoured Div (10-8-4), 2 x Sunni militias (2-2-3)

- 4th Batch:

Arab Allies:

1st BAH Mech Bde (2-2-4), 1st OMN Armoured Bde (4-4-4), 1st JOR Mech Div (6-8-5), 4th YEM Armoured Div (8-6-4)

- Free Iraqi Army (depending on the results of the coup d'état in Iraq)

Western Intervention Force (card #84 Entente Cordiale):

2nd FR Armoured Bde (6-5-6), 13th FR (RDP) Para Regiment (3-3-A), UK 3 Cdo Bde (4-5-5), UK 16 Air Asst Bde (4-4-A)

US Intervention (see rule 27)

• **Iranian Player** (controls the Iraqi and Lebanese armies, Hezbollah and Shia militias + Iranian Joker + Iranian and Hezbollah Special Jokers):

In Iran:

- *Abadan*: 92nd Armoured Div (7-6-4)

- *Bandar Khomeiny*: 64th Infantry Div (4-5-3)

- *Ahvaz*: 88th Armoured Div (7-6-4),

58th Infantry Div (4-5-3)

- *Dezful*: 2nd IRG Armoured Div (8-8-4),

7th IRG Mech Div (6-5-4)

- *Khorramabad*: 35th Mech Div (5-5-4)

- *Kermanshah*: 28th Mech Div (5-5-4)

- *Qasr-e-Shirin*: 16th Armoured Div (7-6-4)

- *Marivan*: 1 x IRG Infantry Div (4-4-3)

- *Mahabad*: 1 x IRG Infantry Div (4-4-3)

- **In Iraq / Iraqi Army** (before the coup d'état):

- *Al Faw*: Marine Bde (2-3-3)

- *Basra*: 17th SF Div (4-5-3)

- *Rumailah*: 4th Mech Div (6-6-4)
- *Nukhayb*: 8th Infantry Div (4-4-3), 1x Entrenchment
- *Busayah*: 11th Infantry Div (4-4-3), 1x Entrenchment
- *Shabakah*: 10th Infantry Div (4-4-3), 1x Entrenchment
- *Nasiriya*: 12th Infantry Div (4-4-3)
- *Najaf*: 5th Infantry Div (4-4-3), 1x Shia militia (2-2-3)
- *Karbala*: 2x Shia militias (2-2-3)
- *Al Rutbah*: 7th Infantry Div (4-4-3)
- *Fallujah*: 6th Infantry Div (4-4-3)
- *Baghdad*: Presidential Guard Div (5-4-4), 1x Shia militia (2-2-3)
- *Samarra*: 2nd Infantry Div (4-4-3)
- *Ramadi*: 14th Infantry Div (4-4-3)
- *Tikrit*: 3rd Infantry Div (4-4-3)
- *Mosul*: 1st Mech Div (6-6-4), 1x Shia militia (2-2-3)
- *Kirkuk*: 9th Armoured Div (8-8-4)
- **In Lebanon:**
- *Beirut*: 1st Lebanese Mech Div (4-6-4), 2x Lebanese Hezbollah (3-2-3)
- *Sidon*: 2nd Lebanese Mech Div (4-6-4), 1x Entrenchment
- *South Litani*: 1x Lebanese Hezbollah (3-2-3), 2x Shia militias [Amal] (2-2-3), UNIFIL marker, 1x Entrenchment
- *Marjayun*: Lebanese Special Forces (SF) Div (5-5-3), 1x Entrenchment
- *Beqaa*: 1x Lebanese Hezbollah (3-2-3)
- **In Syria:**
- *Damascus*: 1x Iranian Hezbollah militia (3-2-3)
- *Qatana*: 1x Iranian Hezbollah (3-2-3)
- *Quneitra*: 1x Lebanese Hezbollah (3-2-3)

- Iranian Force pool

Reinforcements:

- 1st Batch: 33rd & 65th Para Bdes (3-4-A), 23rd Infantry Div (5-5-3), 29th Infantry Div (5-5-3), Al Quds IRG Infantry Div (6-6-3), 1x Shia militia (2-2-3)
- 2nd Batch: 55th Para Bde (3-4-A), 1st IRG Armoured Div (8-8-4), 30th Infantry Div (4-5-3), 40th Infantry Div (4-5-3), 2x IRG Infantry Divs (4-4-3)
- 3rd Batch: 81st Armoured Div (7-6-4), 84th Mech Div (5-5-4), 2x IRG Infantry Divs (4-4-3)

• Turkish Player

(controls the Al Sham militias in Syria and Sunni militias in Lebanon + Turkish Joker):

- *Iskenderun*: 66th Mech Bde (2-3-5)
- *Ceyhan*: 172nd Armoured Bde (4-4-5), 1st Para Bde (2-3-A)
- *Gaziantep*: 2nd Armoured Bde (4-4-5)
- *Jarabulus*: 6th Mech Corps (8-8-3), 5th

Armoured Bde (4-4-5), 1st Mech Bde (2-3-5)

- *Urfa*: 2nd Para Bde (2-3-A)
- *Mardin*: 7th Mech Corps (8-8-3)
- *Bitlis*: 8th Mech Corps (8-8-3)
- *Sirnak*: 28th Mech Bde (2-3-5), SF Bde (2-3-3)
- *Idlib*: 3x Al Sham militias (3-2-3)
- *Tripoli*: 3x Sunni militias (2-2-3)
- **Turkish Force pool**
- Reinforcements:**
- 1st Batch: 52nd Armoured Div (10-8-4), 15th Mech Div (6-6-4)
- 2nd Batch: 9th Mech Corps (8-8-3)
- Free Syrian Army (in the event of a coup d'état in Syria)

• Syrian Player

(controls the Syrian Joker):

- *Damascus*: Rep Guard Div (6-6-4)
- *Qatana*: 1st Armoured Div (6-5-4), 1x Entrenchment
- *Quneitra*: 3rd Armoured Div (6-5-4), 1x Entrenchment
- *Daraa*: 5th Mech Div (4-6-4)
- *Jebel Druze*: 7th Mech Div (reduced: 2-3-4)
- *Quseir*: 76th Mech Bde (2-3-5)
- *Homs*: 11th Armoured Div (reduced: 3-3-4), 14th SF Div (5-5-3)
- *Hamah*: 10th Mech Div (4-6-4), 18th Armoured Div (reduced: 3-3-4), 1x Militia (2-2-3)
- *Latakia*: 9th Armoured Div (7-6-4)
- *Aleppo*: 4th Armoured Div (reduced: 4-4-5), 61st Mech Bde (2-2-5), 1x Militia (2-2-3)
- *Palmyra*: 90th Mech Bde (2-2-5)
- *Deir ez-Zor*: 15th SF Div (5-5-3)
- **Syrian Force pool**
- No reinforcements**
- Replacements:**
- 17th Mech Div (4-6-4)

• Israeli Player (controls the Israeli Joker + Israeli Special Joker):

- *Golan Heights*: 7th Armoured Bde (6-6-5), 36th Armoured Div (10-10-5), 210th Mech Div (10-10-5), 1x Entrenchment
- *Haifa*: 90th Armoured Div (10-12-5), 91st Mech Div (8-10-5), 1st Mech Bde [Golani] (4-4-5)
- *Netanya*: 35th Para Bde (4-4-A), Oz SF Bde (4-4-A)
- **Israeli Force pool**
- Reinforcements:**
- 1st Batch: 162nd Armoured Div (10-12-5), 319th Armoured Div (10-12-5), 317th Para Bde (3-4-A)
- 2nd Batch: 340th Armoured Div (10-12-5)

• Russian Player

(controls the Russian Joker + Russian Special Joker):

- *Tartus*: 810th Marine Bde (4-4-5)
- *Latakia*: 56th Para Bde (4-4-A)
- **Russian Force pool**
- Reinforcements:**
- 1st Batch: 205th Mech Bde (4-4-5), 22nd Para Regiment (3-3-A)
- 2nd Batch: 6th Armoured Bde (6-5-5), 7th Airborne Mech Div (8-10-5)

• Kuwaitis:

- *Jahrah*: 15th Armoured Bde (4-4-4), 6th Mech Bde (2-3-4)
- *Kuwait City*: SF Para Bde (2-2-3), Guard Bde (1-2-3)
- *Mina Saud*: 35th Armoured Bde (4-4-4), 26th Mech Bde (2-3-4)

• Kurdish Peshmergas:

- *Erbil*: 1x KDP [4], 1x mobile KDP (4-3-2)
- *Sulaymaniyah*: 1x KDP [4], 1x mobile KDP (4-3-2)
- *Rawanduz*: 1x KDP [4]
- *Kobane*: 1x PYD [4]
- *Qamishli*: 1x PYD [4]
- *Malikya*: 1x PYD [4]

- *Afrin*: 1x PYD [reduced: 2]

- *Raqqa*: 1x mobile PYD (6-4-2)

- *Hasakah*: 1x mobile PYD (6-4-2)

- Kurdish Force Pool

Replacements:

- 1x KDP [4];

Reinforcements:

PKK Peshmergas (in the event of card #75 PKK Rebellion being activated):

- 6x PKK [4],
- 2x mobile PKK (5-4-2 & 4-3-2);

• **IS: IS Replacement pool** (flag face up to conceal their value):

- 12 units (chosen at random) – Al Baghdadi is not in play.