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Persian Incursion

Israel and a Nuclear Iran

Rules Booklet

by

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published by

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The designers of *Persian Incursion* are prepared to answer questions about play of the game system. They can be reached in care of Clash of Arms. *Persian Incursion* is part of the *Admiralty Trilogy* game system.

The Admiralty Trilogy is Larry Bond's, Chris Carlson's, Ed Kettler's, and Michael Harris' registered Trademark for their tactical naval wargame system.

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Table of Contents

Table of Contents	2	3.4 Iranian Advanced Air Defenses	17
Acknowledgements	2	3.5 Special Warfare/Terror Attacks	17
1.0 The Issue	4	3.5.1 Civil/Economic Targets	17
2.0 Game Mechanics	5	3.5.2 Military Targets	17
2.1 Materials	5	3.6 Closing the Strait of Hormuz	18
2.1.1 Dice	5	4.0 Air Operations	20
2.1.2 The Game Board	5	4.1 Operational Air Rules	20
2.2 Points	5	4.1.1 Aircraft Repairs	20
2.3 Setting up for Play	5	4.1.2 Pilot Fatigue	20
2.3.1 SAM Reinforcements	9	4.1.3 Iranian Aircraft Tasking	20
2.3.2 Player Variations	9	4.1.4 Israeli Aircraft Tasking	20
2.4 Turn Sequence	9	4.1.5 Iranian F-14 Detachments	20
2.5 The River	10	4.1.6 Changing Iranian Fighter bases	20
2.6 The Opinion Tracks	10	4.2 Aircraft Availability	21
2.6.1 Domestic Opinion	12	4.2.1 Iranian Aircraft Availability	21
2.6.2 Third-Party Opinion	12	4.2.2 Israeli Aircraft Availability	21
2.6.3 Changing the Opinion Tracks	12	4.2.3 Iranian Damage and Breakdowns	21
2.7 The Cards	13	4.2.4 Israeli Damage and Breakdowns	21
2.7.1 Requirements	13	4.2.5 Iranian Extranational Reinforcements	22
2.7.2 Keywords	13	4.3 Lost Aircraft	22
2.8 How to Win	14	5.0 Combat	23
2.8.1 The Nuclear Strategy	14	Appendix 1 - Aircraft Loadouts	34
2.8.2 The Oil Strategy	14	Appendix 2 - Mission Planning	35
2.9 The Orders Log	14	Appendix 3 - Iranian Card List	39
3.0 Player Actions	15	Appendix 4 - Israeli Card List	40
3.1 Airstrikes	15	Sidebars:	
3.1.1 Passing Through Foreign Airspace	15	“A Deal Deal”	6
3.1.2 Restrikes	15	Moving Cards in the River	10
3.2 Playing Card Actions	15	Options Not Taken	18
3.2.1 Costs, Requirements, and Backfires	15	What do I do with Decoys?	33
3.2.2 Card Effects	15	What is a Suter Attack?	25
3.2.3 Canceling Cards	15		
3.3 Ballistic Missiles	15		
3.3.1 Iranian Ballistic Missile Attacks	15		
3.3.2 Israeli Ballistic Missile Attacks	16		
3.3.3 Ballistic Missile Defenses	16		

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Chapter One - The Issue

Iran may/may not be developing a nuclear weapon. If she is trying to develop one, it may appear soon/in five to ten years/never. If she does successfully build one, she may use it as a symbol of national power/turn it over to terrorists/put it on a ballistic missile and nuke Tel Aviv.

While there is a lot of uncertainty in the simple question "Is Iran building a nuclear weapon?" there is no uncertainty in what other countries think about the prospect. On June 6, 2008 the Israeli transport minister, Shaul Mofaz said that "If Iran continues with its program for developing nuclear weapons, we will attack it."⁽¹⁾

The US government is just as opposed to the idea. On November 8, 2008, after the Presidential election, President-elect Barack Obama stated, "Iran's development of a nuclear weapon I believe is unacceptable."⁽²⁾ Republican presidential candidate John McCain's position on this issue was identical.

Although Israel and the US have long been opponents of Tehran's fundamentalist regime and could be expected to strongly oppose Iran's nuclear program, their strategic situations are very different. The United States is far enough from Iran that it could only be threatened by an Iranian bomb if one was given to a terrorist group or other third party that could take it into American territory. Also, the US is large enough that while a single bomb could cause great damage, it would not pose an existential threat to the nation.

Israel's situation is much different. She is already in range of Iranian ballistic missiles (the Shahab-3 and Sejil-2) and suffers many terrorist attacks every year. There are several organizations in the Muslim world who would actively help Iran deliver a nuclear weapon to an Israeli target. To make matters worse, Israel is small enough that one or two carefully placed nuclear bombs would shatter her national identity.

Israel has a history of acting proactively and independently. The Osirak raid in 1981 (Operation Opera, page 32 in the Briefing Package) and the Syrian raid in 2007 (Operation Orchard, page 36 in the Briefing Package) show Israel's willingness to act decisively to protect her citizens and her territory from any potential nuclear threat.

If she attempts a military solution, Israel's goal will be difficult to achieve. In 1981 and 2007, Israel could cripple a country's nuclear program by destroying a single target. But an attack on Iran wouldn't be a raid, or even a battle. It would be a campaign, with successive strikes over a period of several days, a week, or even longer. Iran's nuclear infrastructure is extensive, and includes research centers, uranium mining, uranium extraction and enrichment facilities, manufacturing centers, and a plutonium "breeder" reactor. Other target sets that might have to be attacked include the air defense network, or perhaps Iranian oil facilities.

The raid on Osirak was over before Iraq or anyone else even knew about it. Extended military action against Iran, even if it's well-executed, allows the Iranians time to react and adapt. After the first raid, the Israelis would lose the element of surprise, at least on the operational level.

The purpose of *Persian Incursion* is to find out what could happen if Israel undertakes the military option. It is not about whether Israel should or should not make such an attack. This is an exploration of the consequences. What are the odds of it working? And what are the costs – to the attackers, the defenders, and everyone on the sidelines?

Wargames are often touted as a way to test theories or new equipment. While those things can be simulated in a game, winning one or even a dozen wargames does not "prove" a thing. The many interactions, combined with two opposing strategies and random chance make a wargame a very poor crystal ball.

What a wargame can do is show which interactions are important. Simple study will not reveal them - there are just too many. "Banging the rocks together," especially in an untried situation, gives all the factors full play. One game will be instructive. A second game may reveal a pattern. By the third play, both sides will know what drives the situation.

Persian Incursion is not a balanced game, with equal chances of winning for each side. It is the best description of the current situation we can create, combined with rules that let the players influence the situation to try to achieve their goals. It is a thought experiment, a visit to *guerra incognita*. We all hope to learn something from first designing, then playing this game.

(1) <http://www.reuters.com/article/latestCrisis/idUSL06251958>

(2) http://www.washingtonpost.com/wp-dyn/content/article/2008/11/07/AR2008110703522_pf.html

Chapter Two - Game Mechanics

Persian Incursion uses a combination of cards, counters on the game map, and die rolls to execute player actions and resolve their results. Game play requires the players to track the status of their units, plan attacks, spend points, and roll dice.

The game lasts one week, or 21 eight-hour Map Turns, except the "Real World" scenario, which lasts two weeks or forty-two Map Turns.

2.1 Materials. *Persian Incursion* contains the following components:

- Rules booklet (you're reading it)
- Cards (Israeli and Iranian decks)
- Game board (see 2.1.2)
- Three player assist cards with commonly used tables.
- Counters. These are used on the game board to track game turns, keep track of Political, Intelligence, and Military Points, to track different countries' reactions to the conflict, and to indicate the position of some military units.
- Air Data cards. These provide tactical information on the aircraft used in the conflict.
- Game forms. These are provided in the booklet and can be photocopied for players's use. A set of blank forms can also be downloaded from the Clash of Arms website.

2.1.1 Dice. *Persian Incursion* uses six-sided (D6), and ten-sided (D10) dice. On a D10, a die roll of "0" is read as "10."

In addition to being rolled separately, they can also be combined. Rolling 2D6 means to add the results of two six-sided dice together.

Players can also roll two D10s as D100. Typically the dice are different colors and the player rolling calls one to be "tens." For example, a player rolls a blue and red die, calling the red as tens. The red (tens) die roll is five, the blue reads seven. The result is a "57." This is also called rolling percentile dice. A die roll of "00" is read as "100."

2.1.2 The Game Board. *Persian Incursion* uses a map of the Persian Gulf region, overlaid with different types of information. These include:

- Military Information: The locations of different bases and facilities that may be attacked and air defense zones
- Opinion tracks: These are described in 2.6
- The turn track, with 21 spaces.
- Iranian Fighter Squadron Readiness section. This is described in 4.1.3.

- Israeli Fighter Squadron Readiness section. This is described in 4.1.4.

2.2 Points. Players will accumulate Military Points (MPs), Political Points (PPs), and Intelligence Points (IPs) which they can spend to perform various actions. These points are represented by counters.

Some points will be accumulated at the beginning of each Morning Map Turn. Others will be provided by countries that support each side, by military strikes, or from cards that are played.

The three types of points are:



- Intelligence Points (left) represent a country's technical and human intelligence resources. When received from abroad they reflect information or resources provided by that country's intelligence agencies.

- Political Points (middle) represent a country's diplomatic and public relations initiatives aimed at either persuading another country's leadership or swaying domestic popular opinion. When received from abroad, they represent another country using its influence on behalf of one of the players.

- Military Points (right) represent the ability of that country to organize and launch military operations. When received from abroad, it represents military hardware. Iran can also spend Military Points to get reinforcements from countries that become allies.

2.3 Setting up for Play.

1) Lay out the game map. Put the Turn Counter on the "1" space.

2) Both players should agree on (or roll randomly for) the starting political environment. Different environments are listed in on the Political Environment Table on page 6. These describe the political attitudes of each country at the start of the game. Place markers on each country's opinion track on the value listed in the Political Environment Table.

3) Both players receive 100 Upgrade Points, which they can now spend on their forces to customize them to suit the players' individual strategies. The list of upgrades on pages 7 and 8 is based on things that each country may want to do, has already tried to do, or should do. Upgrade points that are not used are discarded.

4) Sort the point counters into three piles, one for each type, to form the "bank."

5) Shuffle the card decks and deal out seven to each player to form the River (see 2.5). The players may not choose the order of the cards in the River. Keep the cards face down to conceal them from the other side, but the owning player can examine them.

6) The Iranian player should place his mobile SAMs on icons on the map marking targets he wishes to defend (see 2.3.1 SAM reinforcements). These deployments cannot be concealed from the Israeli player.

Political Environments

<i>Country</i>	<i>"Real World"</i> ¹	<i>Palestinian Solution</i> ²	<i>Nuke-Free Israel</i> ²	<i>Radical Iran</i> ³	<i>Turkish Delight</i> ⁴	<i>Downfall</i> ⁵	<i>Saudi Connection</i> ⁶
Iran	-9 to -7 ⁷	-9 to -7 ⁷	-9 to -7 ⁷	-9 to -7 ⁷	-9 to -7 ⁷	-4 to -2	-9 to -7 ⁷
Israel	+10	+4	+8	+10	+10	+10	+10
China	-6	-6	-4	-1	-6	-4	-6
Jordan	0	+1	+1	0	0	+1	0
Russia	-3	-3	-3	-1	-3	-2	-3
Saudi Arabia/GCC	0	+3	+2	+2	0	+2	+5
Turkey	-1	+4	+6	+3	+7	+5	+3
UN (Rest of World)	-2	0	+2	+2	-2	0	-2
USA	+2	+5	+4	+5	+2	+2	+2

Notes:

1) This setup is included for comparison purposes. It does not presume an agreement between Israel and another country for free passage over its airspace at game start. If this setup is used, the game should be extended to two weeks, and Israel's first goal is to negotiate an airspace use agreement with Turkey, Iraq (the US), or Saudi Arabia/GCC, using the political and diplomatic tools in the game. This can be difficult.

2) See the sidebar "A Deal Deal" on this page.

3) Radical Iran supposes a Iranian regime that more aggressively exports its goal of revolutionary Shiia Islam. This makes many Arab states, both Sunni and Shiia, very nervous.

4) This scenario assumes that the Turks are concerned enough about the Iranian nuclear program that they are willing to allow Israeli use of their airspace in return for military technology: Arrow missiles, upgrades of Turkish equipment, and supplies of Israeli-designed air ordnance.

5) This scenario assumes Israel capitalizes on the chaos of an Iranian revolt that has grown out of the unrest following the disputed June 2009 elections. Roll Iranian domestic opinion using D6: 1-2: -4, 3-4: -3, 5-6: -2.

6) There have been unconfirmed reports that the Saudis are prepared to leave a hole in their radar coverage so that Israeli airplanes can strike Iran while the Saudis retain deniability. This scenario assumes that the reports are true.

7) The current (early 2010) Iranian domestic attitude after the June 2009 elections is difficult to evaluate, because of press censorship. If the players cannot agree on a starting value for Iran's domestic opinion, roll D6: 1-2: -7, 3-4: -8, 5-6: -9.

"A Deal Deal"

For the air campaign to work, the Israelis must make some sort of "arrangement" with either Turkey, Saudi Arabia, or the US (for Iraq). Overflying any of these countries without their permission or warning once would have a political cost, but the price (and feasibility) of a second or third flight is simply unacceptable.

Israel will have to make one of these countries an offer so attractive they will be willing to take the domestic political heat generated by Israeli air operations over their territories for a week or longer. This would include not only the overflights themselves, but inflight refueling, recovery of damaged aircraft and SAR for Israeli pilots.

What could Israel offer that would influence these governments?

1) Israel could offer to give Turkey or Saudi Arabia Arrow missile defense technology, promising them a certain number

of batteries to be in place before the Israelis begin offensive operations.

2) Israel could offer to phase out its nuclear arsenal. This would appeal to any of the three countries, but would be especially attractive to the United States and its nonproliferation efforts. It also removes one of the justifications for the Iranian program.

3) Israel could offer intelligence to Turkey or Saudi Arabia on its rivals or enemies in the region. This would presume that the Israelis have sufficiently valuable information.

4) Israel could offer significant concessions on the Palestinian issue - *really* significant, so even the Saudis get excited. The Israeli government would pay a heavy price domestically, but might be able to justify it as the "cost of nuclear security."

5) ?

Iranian Player Upgrades

Air Defense System Improvements:	
Improved early warning radars (+2 on the GCI Fighter Table)	40
Improved air defense network (-2 on Israeli Suter Attack Table)	50
EW Defenses:	
Bodyguard laser decoys/dazzlers (-4 for laser-guided ordnance on the PGM Attack Table)	
for Nuclear infrastructure	10
for Oil infrastructure	25
for Military targets	45
GPS jammers (-3 or -1 modifier for GPS-guided ordnance on the PGM Attack Table)	
for Nuclear infrastructure	30
for Nuclear and Oil infrastructure	65
High-fidelity decoys of an entire SAM battery. These mimic visual, radar, and IR signatures. See the sidebar "What do I do with Decoys?" on page 33.	10/btry
AAA Defenses:	
Pantsyr-S1E [SA-22] mobile gun/SAM system (Short-Range SAM)	
Iran was rumored to have purchased 12 vehicles (2 batteries) from Syria in 2008. If the Iranian player pays the points, the rumor is true - max of two batteries)	15/btry
SAM systems (requires the selling country to be at least a Supporter at the beginning of the game):	
Additional Tor-M1 [SA-15] batteries from Russia (Short-Range SAM)	20/btry
S-300PMU-1 [SA-20] batteries from Russia (Long-Range SAM)	40/btry
Buk-M1 [SA-11] batteries from Russia (Medium-Range SAM)	25/btry
HQ-9 batteries from the PRC (Long-Range SAM)	35/btry
Ammunition/Ordnance:	
Sejil-2 ballistic missile battalion (can be launched the same turn as they are ordered)	30 (Max 2 bns)
R-27ER1 AAM upgrade for Iranian MiG-29 from Russia (requires Russia to be at least a Supporter at the beginning of the game)	25
PL-5E and PL-8 AAMs to replace AIM-9/Fatter from PRC (requires the PRC to be at least a Supporter at the beginning of the game)	25
EM-55 Guided propelled deepwater mines. Allow mining of the Strait of Hormuz, +2 modifier to the Blockade Results Table die roll	35

Iranian Player Extranational Reinforcements

These require the supplying country to be an ally. These are operational units of their parent countries, operated by their own personnel while in Iran. They will remain for the duration of the conflict.

The Iranian player must choose an airfield for the fighter squadrons to operate from. It must be defended by at least one Tor-M1 or Pantsyr-S1E battery. He cannot split up a squadron, because of maintenance issues. He does not have to designate an airfield for the AEW aircraft. Their location and movements are abstracted.

Reinforcements appear three Map Turns after they are requested.

	<i>MP</i>
	<i>Cost</i>
People's Republic of China:	
J-11 Flanker squadron (12 aircraft)	10
J-10 squadron (12 aircraft)	10
KJ-2000 Mainring AEW detachment (+1 to Iranian GCI fighter rolls, +2 to PRC GCI fighter rolls)	15
HQ-9 battery (Fixed Long-Range SAM, will only defend oil infrastructure targets)	8/btry
Russian Federation:	
MiG-29SMT Fulcrum squadron (12 aircraft)	10
Su-27SM-1 Flanker squadron (12 aircraft)	10
MiG-31 Foxhound squadron (12 aircraft)	10
A-50 Mainstay detachment (+1 to Iranian GCI fighter rolls, +2 to Russian GCI fighter rolls)	15
Tor-M1 battery (Short-Range SAM)	6/btry
S-300PMU-1 [SA-20] battery (Long-Range SAM)	10/btry
Buk-M1 [SA-11] battery (Medium-Range SAM)	8/btry

Israeli Player Upgrades

<i>Upgrade</i>	<i>Point Cost</i>
Missile defense:	
Third Arrow-2 battalion fully operational (being implemented in 2010, allows second Arrow battery to be deployed to the north and engage Iranian missiles)	35
Iron Dome expanded, reduces effectiveness of terror attacks by 20%	40
MALD (Miniature Air-Launched Decoy). Carried by aircraft on fighter suppression missions, +2 on the Fighter Suppression Table.	30
More aerial tankers: The Israelis acquire and convert more 707 airframes to tankers.	15/aircraft
Jam-resistant GPS receivers (treat 1st Gen GPS Guidance as 2nd Gen)	
US-built ordnance only	35
US-built and Israeli-built ordnance	50
AIM-120D AMRAAM (range 60 nm)	30
EGBU-28C	
This weapon will penetrate the overhead protection of the Natanz centrifuge halls.	40
AGM-88 HARM Block 5 (local name rumored as Ke'laa - Slingshot)	
This version of the HARM has the ability to lock on and home in on GPS jammers with a to hit roll of 8 on a D10, falling to 5 if the Iranian player shuts down the target jammer.	35

Israeli extranational (US) reinforcements are listed on page 11, defined as part of the United States' actions as an ally.



F-16I. Note the conformal tanks at the wing roots.

Israeli Air Force

The Iranian player starts the game with six Tor-M1 batteries. One each must be placed at Arak, Natanz, and Isfahan, as Tor systems have been seen at these locations. The other three can be placed at any target in Iran, including nuclear, oil, or military installations. All the Tor systems can be relocated by the player after the first overt Israeli action. If the Iranian player has purchased any SAM systems or high-fidelity decoys in the upgrade step, he should deploy them now. See 2.3.1 SAM Reinforcements.

7) The Iranian player should place his fighter squadrons in the "Ready" status box for their assigned airfields on the game map (see 4.1.3 Iranian Aircraft Tasking). He cannot change their status or move them to another base until the Israeli player makes an overt attack.

The Israeli player places counters for his five fighter squadrons in the "Ready" status box on the game map. If he has preplanned an airstrike, the fighter squadrons involved should be placed in the "Fragged" box (see 4.1.4 Israeli Aircraft Tasking).

8) Make copies of the Israeli and Iranian fighter squadron rosters at the back of this rulebook.

Players can speed play by planning their first airstrikes and special warfare attacks before the game, even if they do not happen in the first turn. This not only saves time during the game, it tends to improve the quality of these actions.

2.3.1 SAM Reinforcements. The Iranian player can receive additional SAM systems as either upgrades at the beginning of the game or as reinforcements provided by an ally after the game starts.

S-300 or the HQ-9 SAM batteries should be placed on the map on targets which the Iranian player wishes to defend. They will cover only that target, although if there is more than one facility present at that location (e.g., Arak, with the reactor and the heavy water plant) they can protect all of them. They engage any attackers in the Long- and Medium-range SAM nodes (see 3.4).

Medium-range SAMs (the Buk-M1) can be placed at any existing medium-range SAM site, where their coverage is the same as the SAM already present, or directly at target facility, or they can be placed to protect an airfield or long-range SAM site. They will always engage aircraft in the Medium-Range SAM node.

Short-range SAM batteries can be placed on any site that is a potential Israeli target: nuclear, oil, or military (airbases or long- and medium-range SAM sites). Short-range SAMs defend only the site they are placed at. For example, if a Tor-M1 battery is protecting an I-Hawk site that covers Isfahan, the Tor-M1 does not cover Isfahan as well.

2.3.2 Player Variations. Before the game starts, conditions of the game can be varied, by player agreement, to match their evaluation of "ground truth." For example, how effective are Israel's ABM defenses? The starting conditions can also be varied to explore different "what ifs." For example, what if the Iranian air defenses were better?

Some options to explore:

- Israeli ABM accuracy - reduce or increase the effectiveness of the Israeli ballistic missile defenses.
- Iranian ballistic missile accuracy - reduce or increase the effectiveness of the Iranian ballistic missiles.
- The S-300 purchase - give the Iranians five battalions (batteries) of Russian S-300 or Chinese HQ-9 SAMs in addition to their other starting upgrades.

- The political environment table on page 6 gives several different sets of starting points for the national opinion tracks for the countries in the game. Each set represents one interpretation or variation of the political environment in the region.

Players can also choose to roll randomly for the starting environment. Depending on how much variation the players wish, they can find a country's initial position on its opinion track by rolling D6 or D10 on the following tables:

D6 Roll

(±3):	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Result	-3	-2	-1	1	2	3

D10 Roll

(±5):	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>0</u>
Result:	-5	-4	-3	-2	-1	1	2	3	4	5

2.4 Turn Sequence. *Persian Incursion* lasts seven days, with each day divided into three 8-hour Map Turns: Morning, Afternoon, and Night. On each turn:

1) Advance the turn counter one space (It starts in the first space at the beginning of the game).

On each Morning turn:

2) Discard any points left over from the previous day, except for points acquired from player actions in the previous Night Map Turn.

3) The Iranian and Israeli players check their squadron rosters and roll on the Repair Table for each damaged aircraft to see how many are repaired (see 4.2 aircraft availability). Repaired aircraft are immediately available for service. Players update their squadron rosters.

4) Check the opinion tracks for each country and refer to the game map to find out how many Political, Intelligence, and Military Points each player will receive. This information is also summarized on the Domestic Opinion Table (page 12) and Third Party Opinion Table (page 11). Add points acquired in the preceding Night Map Turn.

5) Each player should roll D6 for strategic events. These are listed on the Player Assist Card. If a player rolls a 6, he should then roll D10, check the player assist card and implement the results.

On each 8-hour Map turn (Morning, Afternoon, and Night):

The Israeli and Iranian players alternate taking actions until each declares they are finished for that Map Turn. They take one action at a time, in any order they choose. They may take as many actions as their points and other resources allow. If one player cannot or does not wish to take any further actions, the other can continue to take actions until he is finished.

6) The Israeli player always moves first. He can:

- Order an airstrike against a listed target in Iran.

Each target costs 3 MP and 3 IP.

- Launch a previously planned airstrike.
- Order a special warfare mission. Each mission costs a minimum 1 MP and 1 IP and up to 3 MP and 4 IP.
- Execute a previously planned special warfare mission.

- Play a card (various costs).
 - Pass (take no action)
- 7) The Iranian player moves second. He can:
- Issue launch orders to his ballistic missile forces (Cost 1 MP per battalion, up to 4 battalions).
 - Launch a previously planned ballistic missile attack.
 - Order a terror attack on Israel. Each attack costs a minimum 1 MP and 1 IP, and up to 3 MP and 4 IP.
 - Execute a previously planned terror attack.
 - Reposition air defense units (mobile SAMs, fighter squadrons).
 - Attempt to close the Strait of Hormuz. Cost is 1 - 7 MP, and up to 2 PP. The Israeli player can also spend 2 PP to interfere with the attempt.
 - Play a card (various costs).
 - Pass (take no action).
- 8) Advance the cards in the River (see 2.5).

The turn ends when both players declare they are finished, or both players “Pass” in successive actions.

The Israeli player may preplan airstrikes that will be (and must be) executed in the first turn of the game, and special warfare attacks that happen in the first three turns of the game. He does not have to pay any point costs for these preplanned attacks, except that any special warfare attacks are considered to have only two points spent on them (see 3.5). He can add more points to the mission in the first Map Turn if he wishes, up to the maximum of seven points total.

2.5 The River. In *Persian Incursion*, cards are not arranged in a traditional hand, but in a linear “River” in front of each player that represents the constantly changing opportunities present in an international crisis.

At the start of each Map Turn, there are seven cards in the River. These are placed face down in a line in front of each player. Each player can look at their own cards, but they should be kept face down to conceal them from the other side.

At the end of each Map Turn, the card in seventh position on the right is discarded and the remaining cards shift right, filling any empty spaces. New cards are then drawn from the deck and added to the left of the River until all open spaces are filled. Thus, cards that are not played for a certain number of turns will eventually be discarded.

- If there is a card in the seventh (far right) position in each player’s River, discard it.
- Move each card to the right to fill any empty spaces left by cards that have been played or removed. After moving the cards, all the spaces should be on the left and all the cards should be on the right.
- Draw new cards to fill any blank spaces at the left side of the River until it is back up to seven cards in length.

If the players run out of cards in their deck, shuffle the discards. Recycling works.

2.6 The Opinion Tracks. Each country in the game has an opinion track with 21 spaces on it, 10 to each side of the center, or “neutral” space.

Moving Cards in the River

Example:

At the beginning of the Map Turn, the River is full.



During the player’s turn, he plays one card from his river.



After both players have finished play for that Map Turn, they discard the card in the seventh (far right position).



Then slide the remaining cards to the right to fill in the empty positions.



And draw cards to fill in the positions on the left.



If the player plays the rightmost card,



at the end of the Map Turn, there is no card in the rightmost position to discard,



so he just moves everything to the right,



and draws one to fill in the left.



Third-Party Opinion Table

<i>Value</i>	<i>Description</i>	<i>PRC</i>	<i>Russia</i>	<i>S. Arabia /GCC</i>	<i>United Nations</i>	<i>Jordan</i>	<i>Turkey</i>	<i>USA</i>
+9, +10	Israel Ally	2P, 2I	2P, 2I	3P, 2I, 2M	4P, 1I	--	3P, 2I, 2M	4P, 4I, 4M
+5 to +8	Israel Supporter	1P, 2I	1P, 2I	2P	2P	2P	2P, 1I	2P, 3I, 2M
+1 to +4	Cordial to Is.	1P	1P	1P	1P	1P	1P	1P, 2I
0	Neutral	1P to Iran	1P to Iran	0	0	0	0	1P to Israel
-1 to -4	Cordial to Ir.	1P, 1I, 2M	1P, 2I	1P	1P	1P	1P	1P
-5 to -8	Iran Supporter	2P, 2I, 2M	2P, 3I, 2M	2P	2P	2P	2P, 1I	2P, 1I
-9, -10	Iranian Ally	4P, 4I, 4M	4P, 4I, 4M	3P, 2I, 2M	4P, 1I	3P, 2I, 2M	3P, 2I	--

Actions as a Supporter:

The US, China, and Russia can sell military hardware to the side they support.

Turkey, Saudi Arabia/GCC, or USA (Iraq) support Israel: Allow Israeli aircraft to operate freely over their airspace.

Actions as an Ally of:

<i>Country</i>	<i>Israel</i>	<i>Iran</i>
China	Refuses to sell arms or equipment to Iran.	Iran can use MP to purchase AEW aircraft, J-10 or J-11 squadrons, HQ-9 batteries
Jordan	Can't happen.	Jordanian forces attack Israeli airbases. Israel loses D6 MPs each Morning Map turn.
Russia	It could happen. Maybe. If things got strange. Refuses to sell any arms or equipment to Iran.	Iran can use MP to purchase AEW aircraft, Su-27, MiG-29SMT or MiG-31 squadrons, S-300, BuK-M1, Tor-M1 batteries
Saudi Arabia	Saudi aircraft attack Iranian naval and air bases and air defenses. Add 10% to SAM suppression and +1 to rolls on the GCI fighter table for planes using the southern or central route.	Israeli aircraft cannot enter Saudi airspace, and Saudi forces assist in blocking the Strait of Hormuz, if the Iranian player wants to do it, by contributing 3 MP and 2 PP.
Turkey	Turkish aircraft attack the Iranian air defense network: radars, SAM sites, airfields. Add +2 to fighter and 10% to SAM suppression rolls for planes using the northern or central routes.	Israeli aircraft entering Turkish airspace are intercepted and attacked. No passage is possible.
UN (Rest of World)	If the US, Russia, and PRC all support Israel, the UN passes a resolution authorizing the use of force against Iran to enforce IAEA oversight. This immediately makes the US, and Turkey allies (+9 on the opinion track) of Israel	If the USA, Russia and PRC all support Iran, then the UN Security Council will pass a resolution calling for an immediate cease fire with Israel required to cease military operations immediately. Each day (in the Morning Turn) Israel does not cease fire (no airstrikes or specwar attacks), Iran receives +5 PP, +1 IP.
US	The Iranian nightmare. See below.	Can't happen.

US actions as an ally of Israel:

- Israeli aircraft stage out of US airfields in Iraq. US AEW and EW support aircraft add +2 to fighter and 10% to SAM suppression rolls for aircraft using the central route.
- Each Map Turn, roll D6 for availability of an American airstrike, loadout and target of the Israeli player's choice:
 - 1-2: No result
 - 3: Two B-2 Spirits (if Morning or Afternoon turn, reroll)
 - 4: Twelve F-22 Raptors
 - 5: Strike of 12 F/A-18E/F Super Hornets escorted by 2 EA-18G Growlers
 - 6: Roll twice, ignore 1-2 (max of three strikes)

2.6.1 Domestic Opinion. The tracks for Israel and Iran, the two opponents in the conflict, represent their citizens' (domestic) opinion of the conflict.

For the Israelis, a high number means that the citizens believe that the war will have a favorable outcome and they approve of their government's leadership. A low rating means that the man in the street does not believe his country will be successful, either because the government isn't doing the right things, the forces arrayed against them are too powerful, or that they shouldn't be fighting in the first place.

The Iranian track reflects the same thing, but reversed, so that the lowest value (-10) reflects the strongest support for the Iranian government, and +10 the weakest.

The value on the Domestic Opinion Track determines how many points a player receives at the beginning of each turn:

Domestic Opinion Table

<i>Position</i>	<i>Israeli Points Received</i>	<i>Iranian Points Received</i>
+9 or more	6 PP, 7 IP, 10 MP	1 PP, 0 IP, 0 MP
+5 to +8	5 PP, 6 IP, 10 MP	2 PP, 1 IP, 1 MP
+4 to +2	4 PP, 5 IP, 10 MP	3 PP, 2 IP, 3 MP
+1 to -1	3 PP, 5 IP, 9 MP	4 PP, 3 IP, 5 MP
-2 to -4	2 PP, 3 IP, 8 MP	5 PP, 4 IP, 6 MP
-5 to -8	1 PP, 1 IP, 8 MP	6 PP, 5 IP, 6 MP
-9 or less	0 PP, 0 IP, 6 MP	7 PP, 6 IP, 6 MP

The two Domestic Opinion Tracks reflect the differences in the Israeli and Iranian governments. The Israelis have a stronger and better-trained military, and a world-renowned intelligence service, but as a democracy, political power is more affected by public opinion. Because it is essentially a dictatorship, the Iranian leadership can maintain political control and is in a position to take advantage of popular support. But when things get bad, maintaining that control takes more and more away from the organs of the state: the intelligence and military services.

If the domestic opinion track goes to -10 for the Israelis or +10 for the Iranians, the government falls and the player loses. If you're the Israelis, the Knesset passes a Motion of No Confidence and the new government calls off the campaign. If you're the Iranians, the Supreme Leader has decided that the only way to quell civil unrest is to disestablish the nuclear weapons program and agree to International Atomic Energy Agency inspections.

There is no benefit to Israel's opinion track being higher than +10 or the Iranians' lower than -10. It's a win. Just be grateful.

2.6.2 Third Party Opinion. The tracks for the other countries (China, Jordan, Russia, Saudi Arabia/GCC (Gulf Cooperation Council), Turkey, the UN and the USA) show their support/opposition to Israel's military campaign to remove Iran's nuclear infrastructure. The higher the number, the more they favor the Israeli campaign. The lower the number, the more they support Iran's position.

This value does not reflect the country's general alignment or support of a particular side, but the country's opinion about how this conflict affects their national interests. For example, the US is opposed to the Iranian nuclear program, but is also opposed to Israeli military action against Iran, so in a "real world" scenario the US would

have a value of +2 (Cordial) on the Third Party Opinion Table, representing qualified support of Israel.

This value also represents the attitude of the country's leadership, because they are the ones who can take action to affect one side or the other, but domestic opinion (in some countries at least) does influence their leaders' actions and is thus included in the value.

There are seven categories:

- Iranian Ally (-9, -10): This country will take overt military action to defend Iran, as well as provide Military, Political and Intelligence Points. Russia and China may send military units to help defend Iran.
- Iranian Supporter (-5 to -8): This country will actively help Iran with some mix of Military, Political, and Intelligence Points.
- Cordial with Iran (-1 to -4): These countries will provide diplomatic and intelligence support to Iran.
- Neutral (0): The countries will take no action to help or interfere with either combatant.
- Cordial with Israel (+1 to +4): These countries will provide diplomatic and intelligence support to Israel.
- Israeli Supporter (+5 to +8): This country will actively aid Israel with a mix of Military, Political, and Intelligence Points. They will allow Israeli planes to fly through their airspace on their way to and from targets in Iran.
- Israeli Ally (+9, +10): This country will take overt military action to assist Israel, as well as provide Military, Political and Intelligence Points. The US, Turkey, and Saudi Arabia may join Israel in attacking Iran.

At the beginning of each day, in the Morning Map Turn, players should use the Third Party Opinion Table to find out how many Military, Political, and Intelligence Points they receive from the other countries. They may also receive or lose points, based on the actions of allies (page 11).

2.6.3 Changing the Opinion Tracks. Both the Israeli and Iranian player can try to affect their own or another country's opinion track.

On a card or in the rules, the players will see a die icon (●) with a number on it. There may be only one icon, or more than one. Each icon represents a group of D10 dice. The player can use these groups of dice to try and change the opinion track of one country.

For each group of dice, the player chooses a target country from among those listed on the card or rule, then rolls that number of D10 dice ("opinion dice"), comparing the result on each die with a target number.

The target number is based on the country's opinion when the roll is made. Compare the current level with the desired level, up or down, and use the larger of the two numbers. The target numbers are:

Opinion Track Target Numbers

<i>Description</i>	<i>D10 Roll</i>	<i>Opinion Track Value</i>
Ally	9	±9 - 10
Supporter	8	±5 - 8
Cordial	7	±1 - 4
Neutral	6	0

Each die that matches or is greater than the target number allows the player to move the opinion marker for one country one space.

The player must declare which countries he is assigning the dice to before he rolls. All the dice in a group must be rolled together to influence a single Opinion Track, and cannot be split up. If a card or rule gives the player more than one group of dice, each group must be assigned to a different Opinion Track.



Example: The box above gives the player two groups of three D10s, which can be used to influence the Jordanian, Turkish, or Saudi/GCC Opinion Tracks. All three dice in each group must be rolled together against one of the three Opinion Tracks. They cannot be assigned to the same country.

The Iranian player, who has played this card, decides he wants to influence Turkish opinion, which is -2 (Cordial with Iran) and the Saudi/GCC opinion, which is +2 (Cordial with Israel).

Iran wants Turkey to become an Iranian Supporter. The target number for cordial is 7 and supporter is 8. He has to roll an 8 or higher to move Turkey's opinion marker in his favor.

He rolls the first group of three dice, and gets a 3, 6, and 9. He beat the target number with one die and he can move the Turkish attitude marker one space, changing it from -2 to -3.

Iran wants the Saudis to move toward the neutral position. The target number for cordial is 7 and neutral is 6. He has to roll a 7 or higher to change the Saudi/GCC opinion in his favor.

He rolls three D10 and gets a 2, 7, and 9. He beat the target number with two dice, so he gets to move it two spaces, from +2 to 0 (Neutral).

2.7 The Cards. The cards represent actions or events initiated by the players. Some will require different points to be activated, others happen automatically. The different parts of the card are shown in the illustration below:

1) Card Title.

2) Card Cost. Cost is always given in points; if there are additional requirements to pay a card they are always given below. In this case, the card pictured costs 4 Political Points to play. Some cards require more than one type of point, for example, both Political and Military Points. If more than one type of point cost is shown on the card, the one on the left is the "First Cost." Some rules or cards will require a First Cost of a particular type before they can be implemented.

3) Rules Box. This box lists any other attributes attached to the card. These can include requirements (see 2.7.1), or special keywords (2.7.2).

4) Effects Box. This box lists the effects the card has when played. Some cards have effects that are given in plain text; in this case simply read the text and apply the effects.

Other cards give players the ability to influence Opinion Tracks in their favor. In this case, the card will give the player one or more groups of dice to roll, listed in a format like the following:

2.7.1 Requirements. These are events that must have taken place in the game before the card can be played. Some examples might be a certain level of support from the US or Russia, the successful destruction of an Iranian facility, or Iran to have previously taken an action with the Overt keyword.

2.7.2 Keywords. These are descriptors attached to cards and actions. They allow other cards to be played in response to them. For example, some cards can only be played if the opponent has just played a card with certain keywords, or has played one on past turns.

- **Backfire.** Cards with the "Backfire" text are risky - they might have the intended effect, but they also may fail or even produce the opposite effect. When a card has the word "Backfire" listed followed by a number, roll a single D10. If the resulting roll is less than the Backfire number, the card effect takes place as normal. If the roll is equal to or greater than the Backfire number, something else happens instead. The Backfire effect is listed after the colon following the Backfire number. If a card says "Opponent rolls dice", the opposing player gets to roll the listed number of D10 instead and use any successes to move Opinion Tracks in their favor.

- **Covert.** This is used to describe actions that must be kept secret and could cause operational problems or moderate embarrassment to the country doing them if exposed. Examples of a Covert action would be basing rescue teams in another country without their knowledge, sending commandos into another country to blow up a key installation, or funneling in arms from a supposedly neutral country.

- **Dirty.** This is used to describe actions that are considered outside the norms of international behavior and would expose the country doing them to widespread opprobrium if revealed. Examples of Dirty actions include attempting to



plant false information, blowing up a building and blaming it on your opponent, or having a foreign leader assassinated.

- **Overt.** This is used to describe Iranian actions that make it clear that Iran intends to strike Israel and its sponsors with military force, as opposed to purely diplomatic initiatives. The Overt keyword is not attached to Israeli actions because overt military action by Israel is the basic premise of the game.

2.8 How to Win. Israel can win by raising Iran's domestic opinion track to +10. Iran can win by lowering Israel's track to -10. If this happens, the game ends.

Israel can also win by achieving either of the two victory conditions described below.

If Israel fails to meet any victory condition after seven days (21 Map Turns) have passed, then the game ends and Iran wins (exception: the Real World scenario lasts fourteen days).

2.8.1 The Nuclear Strategy. This strategy attempts to convince the Iranian leadership that they will never be able to develop a weapon, because Israel can not only impose crippling delays on the existing program, but can come back any time it wants to and do it again.

Each time the Israeli player achieves a Tactical or Decisive victory (defined in the target folder for each target) in an airstrike on an Iranian nuclear facility, the Israeli and Iranian player each roll a D6 and add them. Compare the result to the following table:

Nuclear Infrastructure Attack Table

<i>2D6 Roll</i>	<i>Israel</i>	<i>Iran</i>
2 - 3	--	3● Dom
4 - 5	1● Isr. Dom	1● Dom
6 - 7	1● Isr. Dom, +2 PP	-2PP
8 - 9	2● Isr. Dom, +3 PP	-4PP
10 - 11	2● Isr. Dom, +4 PP	-6PP
12 - 13	3● Isr. Dom, + 5 PP	-8PP
14+	Victory	Sues for Terms

If the result shows rolling dice on the domestic opinion track, they are rolled by the owning player.

Modifiers to the combined 2D6 roll:

Iran's Domestic Track:

+1 to +2: Add 1 to the dice

+3 to +4: Add 2 to the dice

+5 or more: Add 4 to the dice

+2 for the second and later Iranian nuclear sites destroyed (decisive victory, cumulative)

-1 for every four Israeli aircraft lost in the game

-2 for a Tactical Victory

2.8.2 The Oil Strategy. Iran's only meaningful export is oil. It pays for the machinery and equipment from abroad that Iran needs to modernize its economy, it buys weapons from China, Russia, and North Korea, and Iran uses it to bribe other countries for nuclear technology and materials.

Hitting Iran's refineries and terminals may cripple Iran's already rickety economy. It may also make Iran's oil customers reevaluate their priorities. China, for instance, needs oil from Iran, and tolerates Iran's nuclear program because it ties the Western countries up in knots. There is evidence that China has even assisted Iran in acquiring nuclear technology. But what if the price of that assistance was losing Iranian oil?

Oil exporting countries like Saudi Arabia/GCC and Russia would benefit from this strategy, since any disruption of Iranian oil supplies would increase prices and demand for their product.

To succeed with an oil strategy, Israel must reduce total Iranian oil refinery capacity by 50% and total crude oil terminal capacity by 85%. The requirement for the destruction of crude oil terminal capacity is so high because Iran has much more terminal capacity than they need, so a large amount must be destroyed before it will have any effect.

In addition, each time Israel strikes an oil refinery or terminal and achieves a Decisive victory, the Israeli player rolls 2● on the Iranian domestic, Chinese, Russian, and Saudi/GCC opinion tracks. If the Israeli player achieves a Tactical victory, he rolls 1● on Iranian domestic, Chinese, Russian, and Saudi/GCC opinion tracks.

Refer to the table on page 13 in Chapter Two of the Briefing Package. It shows refinery and terminal capacities in thousands of barrels a day. If a facility is damaged in a strike, its output is halved. If it is crippled, its output is effectively reduced to zero.

If total refinery capacity is reduced to 50% and crude oil terminal capacity to 15% of their original levels, the Iranian leadership, facing economic collapse, will agree to Israeli terms.

Target folders for the Iran's petroleum refineries and terminals are provided in a separate booklet. Only Abadan and Kharg Island are described in detail. Generic target lists are provided for the other facilities.

2.9 The Orders Log. Many of the orders given by the players in *Persian Incursion* do not take effect immediately, or take place over several turns. Israeli airstrikes, Iranian ballistic missile attacks, and moving mobile SAM batteries are all examples.

Players should record the order, what Map Turn the order was given in, and when it will take effect. There is no required format for these records, but writing stuff down is definitely a good idea.