

Cards

The Iranian version of the card “Major Expose” is incorrect as printed. It should have the Israeli flag in place of the U.N. flag (i.e. it can be used against the Israeli domestic opinion track rather than the U.N. track). It should be playable **only** if Israel has performed a Dirty action, not Covert or Dirty.

Map

The Israeli Center IP is in Western Command Sector II, not Sector I as the map seems to indicate.

2.3 Setting Up

Both players purchase their equipment upgrades in secret and then reveal them simultaneously.

If the Iranian player purchases GPS Jammers or Laser Decoys/Dazzlers, he must tell the Israeli player where he has deployed them.

2.3.1 SAM Reinforcements

Mobile SAM systems, whether the Iranians’ original Tor systems or reinforcements, can be repositioned once the Israelis make their first attack. To do this, treat them as a fighter squadron- take the system off the map for one Map Turn, then place it at its new location. Once placed the system is immediately ready for service.

If the Iranian player purchases a Long-Range SAM battery (S-300 or HQ-9) and sites it to protect an area with more than one installation, the Long-Range battery can protect every installation at that area. For example, an S-300 battery deployed at Isfahan could cover the Isfahan Uranium Conversion Facility, the Zirconium Production Plant, the Fuel Manufacturing Plant, and the Isfahan Oil Refinery.

Iranian Player Upgrades

Iran can purchase Chinese and Russian extranational reinforcements with either Military Points or points given by a card during the game. This requires that the supplying country (either Russia or China) be an Ally of Iran. The player is not limited to the number of counters provided in the game- if, for example, the Iranian player purchases 3 J-10 squadrons, use a proxy for the third squadron.

If no SAM systems are purchased as upgrades, the Iranian player still receives the six Tor-M1 batteries and the six S-200 Long-Range SAM batteries listed in the rules, as well as all of the Medium and Short-Range SAM batteries listed in the Target Folder for each target.

Israeli Player Upgrades

Of the available PGMs in the game only STAR-1, SPICE-2000 and Guilltone are Israeli-made. Of these, only SPICE-2000 has GPS guidance and receives the jam-resistant GPS upgrade when purchased for Israeli weapons.

All other PGMs are American-made, requiring the U.S. to be an Israeli Supporter at the start of the game to purchase upgrades to them- for example, the EGBU-28C penetrator bomb or the AGM-88 Block V HARM.

2.4 Turn Sequence

The only information the Israeli player must disclose on the Map Turn he orders an airstrike is that he has ordered one. When the strike launches he must reveal its target and composition to the Iranian player.

2.6.3 Changing the Opinion Tracks

When rolling dice against an Opinion Track, the target number is determined once, before rolling any of the dice. Any dice that beat that target number move the Track one space, even if the Track enters a new category midway through the move.

2.8.1 The Nuclear Strategy

When rolling on an opponent's Domestic Opinion Track, use the same target numbers as on the Third Party Opinion table in Section 2.6.3. The categories and target numbers are identical, with the result applied to the Israeli or Iranian Opinion Track as appropriate.

3.1.1 Passing Through Foreign Airspace

Israel may only use the special rules allowing them to overfly countries with Cordial relations at a diplomatic penalty with countries that are Cordial towards Israel. These rules cannot be used with countries that are Cordial towards Iran.

If, after the Israelis order an airstrike, the political situation changes such that the country the strike would have overflown is no longer an Israeli Supporter or Cordial towards Israel, the strike must be cancelled. It cannot be replotted. If a country that was an Israeli Supporter becomes Cordial towards Israel in the time between the strike being ordered and the strike launching, the Israeli player chooses whether he wishes to proceed with the strike and suffer the diplomatic penalty or abort the mission.

3.3.3 Ballistic Missile Defense

ABM systems can engage incoming missiles with either one or two interceptors. Use the column on the Ballistic Missile Defense Systems table labeled "per Msl" if firing one interceptor and the column labeled "per Salvo" when firing two at the same target.

The to-hit numbers for the Ballistic Missile Defense Systems table are all rolled on 1D10. If the D10 roll is less than or equal to the listed to-hit number, the incoming Iranian missile is eliminated.

3.5 Special Warfare and Terror Attacks

Any Israeli Special Warfare missions planned at the start of the game to occur during the first two turns are considered to occur during the day, and suffer the appropriate penalty.

3.5.2 Military Targets

If an Israeli Special Warfare attack on a SAM system fails, the Iranian player receives +2 on all rolls on the GCI Fighter Table, regardless of sector.

If a mission to sight for an airstrike succeeds, the Israeli player receives a bonus to hit all buildings at the selected installation, but not other installations at the same location. For example, a successful mission to spot at the Arak Heavy Water Plant would give a bonus to hit all buildings at the Heavy Water Plant but would not give any bonuses for a strike against the Arak Heavy Water Reactor.

4.1.4 Israeli Aircraft Tasking

Shavit special mission aircraft, Eitan UAVs, and tankers are not subject to the 24-hour cycle outlined here. They are available again for use on the Map Turn after the one they fly support for a strike, since their mission profiles do not require them to fly all the way to Iran and back.

If only part of an Israeli squadron flies on a mission, only that part is considered to be fragged and goes through the mission cycle. The rest of the squadron is available for assignment. Make a note on a sheet of paper or use substitute counters to reflect this, and make sure that you keep track of which aircraft are available for missions at any given time.

4.1.6 Changing Iranian Fighter Bases

When an Iranian fighter squadron changes bases, its status can also be changed “for free”. This is an exception to the rule that Iranian fighter squadron status can only be changed at the beginning of a day.

4.2.3 Iranian Damage and Breakdowns

Make a breakdown roll each Map Turn for every squadron on Ready, Alert, or Patrol status. Squadrons on Ready or Alert status may be “withheld” when they are rolled on the GCI Fighter table. If this happens, the squadron does not have to make a breakdown roll but may not take part in any combat that turn. Any intercept opportunities that indicate planes from that squadron making the intercept are wasted.

Any Iranian fighter squadron that drops to 25% or less of its original strength must go to Stand Down status until at least 75% of its aircraft are operational. Once 75% of the squadron’s aircraft are operational it may be reassigned as normal the following morning.

4.2.6 Aircraft Repairs

Iranian aircraft repair rolls are based on the squadron's status the previous day, since that's what affected their operations. If a squadron spends a day on Stand Down, they gain the repair bonus to the following morning's repair roll.

Chapter 5- General

There is a misprint in the node numbering in the text of Chapter 5, leaving a gap between 6) Air Strike/Air Defense Node" and "11) Departing Medium-Range SAM Attacks". "Departing Medium-Range SAM Attacks" should be numbered 7), and the rest in sequence accordingly. There are no missing sections in this chapter.

Chapter 5- Suter Attacks (2)

If the Suter attack knocks out a Long or Medium-Range SAM battery, the Israeli player may choose which battery is knocked out. If there is a SAM Suppression mission fraggged for that battery, do not roll for that mission- the mission controller on the Shavit tells the aircraft to abort their mission and return to Israel, and 4-8 Israeli Air Force pilots get an early Miller Time.

For Short-Range SAMs, "1/2 engage" means that the number of attacks per battery is halved. The to-hit chance for each individual attack is not affected.

Chapter 5- Fixed Long-Range SAM Node (3)

If the Iranian player wishes, a Long-Range SAM battery with the capacity to fire only once during the raid (a "No" in its "Outbound Attacks?" column on the SAM Combat Table) may hold fire on an inbound raid in order to target the planes while outbound. Any suppression missions fraggged for the battery still take place as normal.

Chapter 5- GCI Fighter Node (4)

If any squadrons on Alert or Patrol status must shift to Stand Down due to aircraft breakdown, they no longer give a bonus on the GCI Fighter Table. If a roll indicates a squadron making intercept with more aircraft than they have available, all of the squadron's available aircraft make the intercept. If a squadron "runs out" of aircraft in the middle of the GCI Fighter Node- for example, if it has four aircraft available and two pairs have already made intercept- then consider the squadron to be "ineligible" and move down to the next squadron on the Fighter Type Table.

Reinforcement squadrons are assigned to airbases that have room for them and are assigned a readiness status just like Iranian squadrons. The player can add them to the blank lines on the Fighter Type Table in the Air Defense Sector they're covering.

Chapter 5- Fixed Medium-Range SAM Defenses (5)

When a raid is attacked by Medium-Range SAM, randomize the hits among all aircraft performing Strike, Escort, or SEAD missions.

Chapter 5- Air Strike/Air Defense Node (6)

Short-range SAMs such as Pantsyr can engage any Strike aircraft attacking with PGMs having a range less than the SAM system's. Other Strike aircraft, as well as aircraft performing Escort or SEAD functions, may not be attacked. If the Short-Range SAM scores a hit randomize the hit only among those aircraft flying within its range.

Any aircraft hit by Short-Range SAM batteries are assumed to be eliminated before they drop their weapons. We'll give the poor Iranians that much of a break, at least.

Radiating Short-Range SAMs with PGM attack capability may attack incoming ARMs, and then EITHER incoming Israeli aircraft or incoming PGMs. They may only target Israeli aircraft that come within their range envelope.

When using the Quick Strike rules, if a SAM manages to knock down one PGM or otherwise leave an odd number of PGMs attacking a building, roll on the higher of the two applicable columns but subtract one (1) from the D10 to-hit roll. For example, if 4 PGMs are dropped at a building but one is shot down, roll on the 4 Weapons attack table but subtract one from the D10 roll to see how many weapons hit.

If a weapon cannot penetrate a target's armor and suffers damage reduction, "fractional" hits can still occur. A weapon doing two half-hits on a target does one whole hit, for example.

Very resilient targets (Armor Class 10+) are an exception to this rule. If a weapon cannot penetrate the Armor Class of a target with Armor Class 10+, the attack does no damage. So, non-penetrating bombs can be used for a semi-hard target such as an aircraft shelter, but targets such as the tunnels at Natanz and Qom are going to require specialized ordnance to affect.

Appendix 2- Mission Planning

Aircraft carrying out SAM or Fighter Suppression missions are considered to have a SEAD loadout for range purposes. If F-16Is loaded for SEAD cannot reach a given target no such missions may be fragged for that target.

If using fractions of a squadron against a target, if sending half a squadron (12 planes) or less you may use half the number of tankers required to send a full squadron of that loadout over the squadron's route to the target. If sending 13 planes or more, use the number of tankers required to send a full squadron. If you have "half" tankers left over from different squadrons you may combine them, but otherwise round up. You want those planes back.

For example, sending a full squadron of F-15Is over the Southern route normally requires 3 tankers. Sending 12 or fewer F-15Is over that route thus requires 1.5 tankers. If the Israeli player were also sending a half squadron of F-16Is loaded for Escort over that route (normally 1 tanker, halved to 0.5) the half tankers could be combined for a total requirement of 2 tankers. If the Israeli player were sending a full squadron of F-16Is for escort instead, the squadron would require 1.5 tankers for the F-15Is and 1 for the F-16Is.

The total of 2.5 would then round up, for a total of 3 tankers required to support the strike.

For the Permissible Targets by Mission Plan Matrix:

- TABs 10 and 14 should not have been included in the matrix. They may not be struck by Israeli aircraft.
- The missing entry for TAB 9 is a mistake. Use the line for the oil refinery at Bandar Abbas to determine which Israeli aircraft may strike the airbase.
- The blank line for TAB 7 is likewise a mistake. Use the line for the oil refinery at Shiraz to determine which Israeli aircraft may strike the airbase.

Appendix 3- Iranian Card List

- Appeal to Radical Elements: there are 3 of these cards in the Iranian deck, not 1 as indicated here.
- Major Expose: As noted above, delete “UN” from the effects and add “Israel”.

Appendix 4- Israeli Card List

- Firm Commitment: Add “Requires USA, SA, or T to be an Israeli Supporter or Ally” to the Requirements entry, to match the printed card.
- Major Expose: Remove “UN” from the countries affected by this card, change “Is Domestic” to “Ir Domestic” to match printed card.
- Overzealous Pasdaran: The card list has 3I as a Requirement for the card. This should be under Cost instead.
- Technology Transfer: Change number of dice from 3 to 4 to match printed card.

Target Folders- Introduction

If a range is shown on the list of targets for a given installation, such as A1-A4 at the Abadan Oil Refinery, it indicates multiple buildings with the listed characteristics. For example, at Abadan there are four atmospheric distillers, each with one Damage and one Destroyed box. They must be targeted separately, and all four must be Damaged or Destroyed as appropriate to score a Tactical or Decisive victory.

Even if not specifically stated in the description of a target, all Primary targets must be damaged for the Israelis to score a Tactical victory, and all Primary and Secondary targets must be destroyed for the Israelis to score a Decisive victory.

Target Folders- Abadan Refinery

Under “Defenses”, change the “Long-Range SAMs” entry to “None”.

Target Folders- Generic Oil Terminal

Under “Defenses”, change the S-200 Long-Range SAM site covering Neka from Tehran West to Tehran East.

