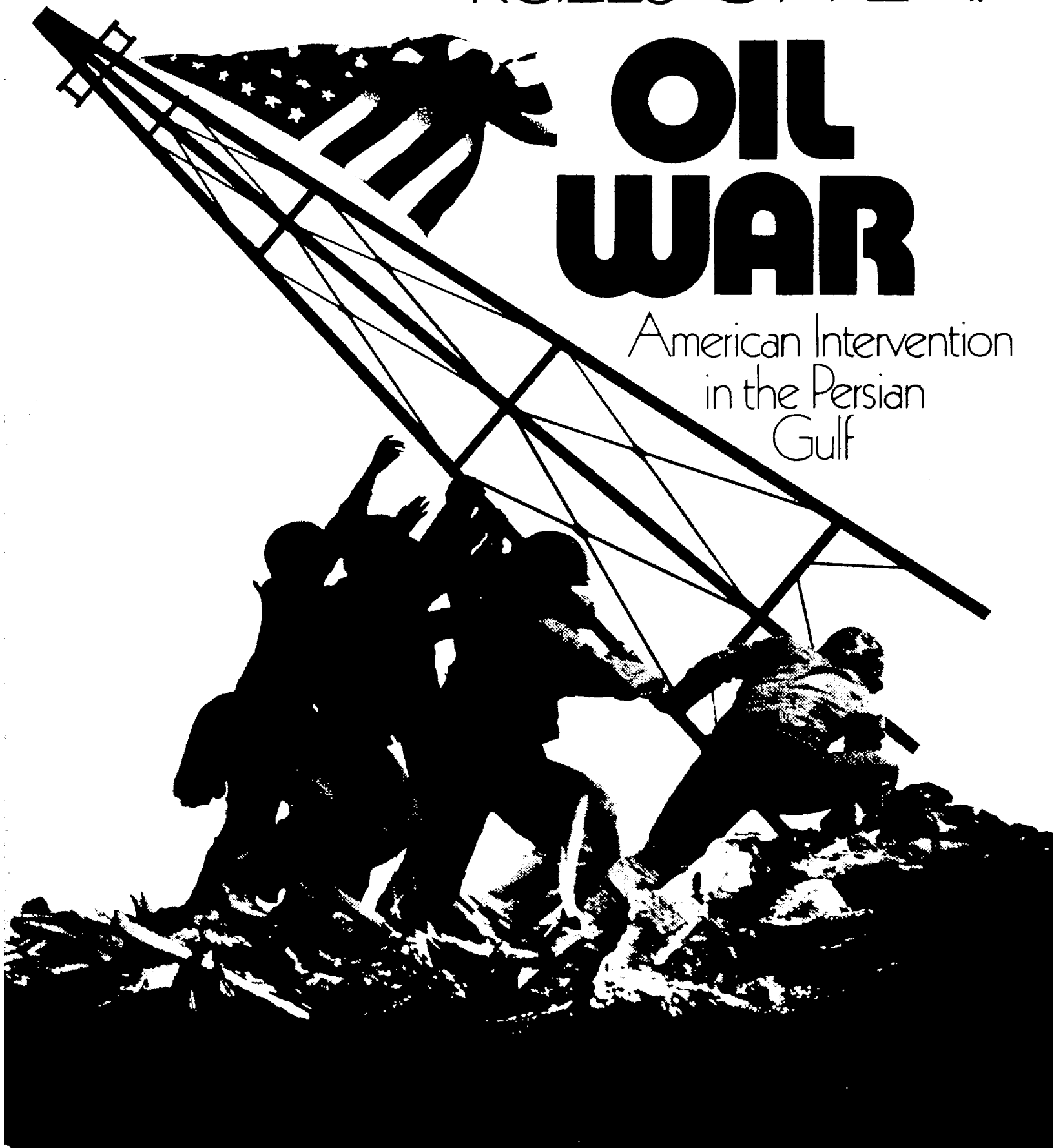


RULES OF PLAY

OIL WAR

American Intervention
in the Persian
Gulf



OIL WAR

American Intervention in the Persian Gulf

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[1.0] INTRODUCTION

Oil War is a simulation on a brigade/squadron level of a hypothetical attempt by the United States and various other nations to take over the oil-producing areas of the Middle East. The simulation is primarily of land and air conflict. The game covers an arbitrary period of conflict (sixteen days), in which the issue would be decided. A total of three scenarios are available from which the Players may choose.

[2.0] GENERAL COURSE OF PLAY

Oil War is basically a two-Player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one land hex to another, each ground unit expends a portion of its Movement Allowance; air units may move without restriction within their Range Allowance. Combat is resolved by comparing the total Combat Strength Points of the opposing units and expressing the comparison as a difference between attacker and defender. A die is rolled and the outcome indicated on the Combat Results Table is immediately applied before any other combat is resolved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 17" x 22" mapsheet portrays the area of the Persian Gulf where the hypothetical operations would take place. A hexagonal grid is superimposed upon the mapsheet to regularize movement and position of the playing pieces.

[3.2] THE PLAYING PIECES

The differently colored playing pieces (henceforth known as units) represent the units of the various armies that could be available during such a hypothetical conflict. The opposing forces in each of the varying scenarios are provided on the unit sheet. It is recommended that Players sort their units by type and color and keep them segregated. This greatly facilitates setting up and playing the game. The playing pieces are distinguish by nationality, type and Strength, as represented by various numbers and symbols printed on their faces.

[3.21] Sample Units

Ground Unit


Nationality

SA

Unit Type

Ground Combat Strength

4



Air Unit

Air Combat Strength

6

IS F4

Nationality


Aircraft Type

Ground Combat Strength

2

U

Range Allowance



[3.22] Summary of Unit Types

For each type of unit is listed the classification, the abbreviation (used in the scenarios and the Reinforcement Track), and the quantity of that unit type.

IRAN

IN

6

Infantry

IN

7

Armored

IN

8

Mechanized

IN

5

6

F4

U

Fighter Bomber Squadron

IN

4

3

24

F5

Fighter Bomber Squadron

Infantry Brigade [i] (4)
3 battalions, 700 men each trained by the United States, 105mm howitzers and 4.2" mtr.

Armored Brigade [a] (6)
Chieftan, M-47, and M-60 tanks, 3 battalions, 160 tanks, 1 mechanized infantry co.

Mechanized Brigade [m] (3)
M-113, BTR-50 and BTR-60 armored personnel carriers, 2 mechanized inf bn, 1 tank bn.

Fighter Bomber Squadron (3)
Sixteen McDonnell Douglas F-4 aircraft.

Fighter Bomber Squadron (3)
Sixteen or seventeen Northrop F-5 aircraft.

IRAQ

IQ

3

Infantry

IQ

4

Mechanized

IQ

2

1

14

SU7

Fighter Bomber Squadron

IQ

5

0

18

M21

Interceptor Squadron

IQ

6

0

U

M23

Interceptor Squadron

Infantry Brigade [i] (4)
3 infantry battalions plus support bn. of field artillery.

Mechanized Brigade [m] (4)
BTR-60, BMP-76, BTR-152 armored personnel carriers, 3 bns mech inf, 1 bn tanks.

Fighter Bomber Squadron (3)
Twenty Sukhoi SU-7 aircraft.

Interceptor Squadron (3)
Twenty Mikoyan MiG 21 aircraft.

Interceptor Squadron (1)
Twenty Mikoyan MiG 23 aircraft.

KUWAIT

KW

1

Composite Infantry Brigade

KW

2

Armored Brigade

KW

3

0

18

Ling

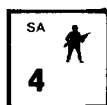
Interceptor Squadron

Composite Infantry Brigade [i] (2)
3 regiments infantry, 2 commando companies.

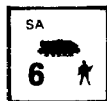
Armored Brigade [a] (1)
Vickers and Centurion medium tanks, 2 tank regts., 1 mech. inf. co., 1 armored car co.

Interceptor Squadron (1)
12 BAC "Lightning" F-53 aircraft.

SAUDI ARABIA



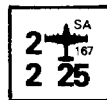
Infantry Brigade [i] (2)
3 bns infantry, 1 bn field artillery.



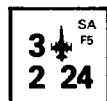
Mechanized Brigade [m] (1)
2 battalions infantry, 2 battalions tanks, 1 battalion artillery.



Interceptor Squadron (1)
Seventeen BAC "Lightning" F-53 aircraft.

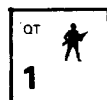


Ground Attack Squadron (1)
Ten BAC-167 "Strikemaster" aircraft.



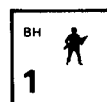
Fighter Bomber Squadron (1)
Fourteen Northrop F-5 aircraft.

QATAR



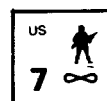
Infantry Brigade [i] (1)
2 battalions infantry, British trained and equipped.

BAHRAIN

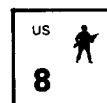


Infantry Brigade [i] (1)
2 battalions infantry, British trained and equipped.

UNITED STATES



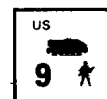
Air Landing Brigade [al] (3)
3 battalions paratroops, 1 battalion artillery.



Infantry Brigade [i] (2)
2 to 4 inf. bns., 700 men each, 1 to 2 tank bns., 54 tanks each, 1 bn. field artillery.



Marine Infantry Brigade [mi] (3)
LVTP-7 armored personnel carriers.



Mechanized Brigade [m] (1)
M-113 armored personnel carriers, 2 to 3 infantry bns., 1 to 2 tank bns., 1 to 2 SP artillery.



Armored Brigade [a] (1)
M60 tanks, 2 to 3 tank bns., 1 to 2 inf bns., 1 to 2 155mm and 175mm SP artillery bns.



Fighter Squadron (6)
Twelve McDonnell Douglas F-4 aircraft.



Fighter Squadron (2)
Twelve General Dynamics F-111 aircraft.



Navy Fighter Squadron (2)
Twelve Gummman F-14 aircraft.



Navy Fighter Squadron (2)
Twelve McDonnell Douglas F-4 aircraft.

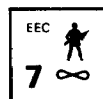


Navy Attack Squadron (3)
Nine to twelve Grumman A-6 aircraft.



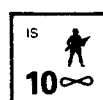
Navy Attack Squadron (7)
Twelve Vought A-7 aircraft.

EUROPEAN ECONOMIC COMMUNITY

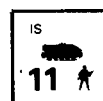


Air Landing Brigade [al] (2)
One each from Britain and France, each of three battalions paratroops, 1 battalion artillery.

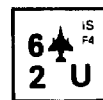
ISRAEL



Air Landing Brigade [al] (2)
Three battalions paratroops.



Mechanized Brigade [m] (1)
M-113 armored personnel carriers, 2 battalions infantry, 1 battalion tanks.

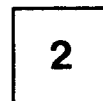


Interceptor Squadron (4)
Twelve McDonnell Douglas F-4 aircraft.

MARKERS



Air Transport Point Marker (2)
Used to record ATP's remaining; one marker indicates "ones," the other "tens" of ATP's.



Randomizer Chits (6)
May be used in place of a die; drawn randomly to determine Combat Results.



Game-Turn Marker (1)
This marker is moved through the spaces on the Turn Record Track as play progresses.

[3.23] Definition of Terms

Movement Allowance is the basic movement ability of a ground unit quantified in Movement Points. In most cases, a unit expends one Movement Point of its total Movement Allowance for each hex entered. **Movement Allowances are not printed on the units; every ground unit's Movement Allowance is ten Movement Points per Turn, regardless of type or nationality.**

Range Allowance is the radius from its Home Base [do not count the base hex] that an air unit may operate. An air unit may freely deploy anywhere within its Range Allowance; no Movement Points are required. Because the Range Allowance varies from unit to unit; it is printed on the counter.

Ground Combat Strength is the basic ground attacking and defending power of a unit quantified in terms of Ground Combat Strength Points. The Ground Combat Strength may **never** be used against air units or SAM sites.

Air Combat Strength is the basic air attacking and defending power of air units and SAM sites quantified in terms of Air Combat Strength Points. Air

Combat Strength Points may **never** be used against ground units. The Air Combat Strength of SAM sites are printed directly on the map.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Combat Results Table, Turn Record/Reinforcement Chart and Air Transport Point Track. All tables and charts are to be found on the mapsheet.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of **Oil War** should include the following parts:

- One Game Map
 - One set of Game rules
 - One set of die-cut counters (100)
 - One Folio (Folio edition only)
- If any of these parts are missing or damaged, write to:
- "Oil War Game"
Customer Service
Simulations Publications, Inc.
44 East 23rd St.,
New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope. Send rules questions to the above address and mark the envelope "Rules Questions: Oil War."

[3.5] GAME SCALE

Each Game-Turn represents two days of real time; each hex is equivalent to thirty kilometers in real distance.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Oil War is played in turns called "Game-Turns." Each Game-Turn is composed of two "Player-Turns," and each Player-Turn is composed of several "Phases." The Player whose Player-Turn is in progress is termed the "Phasing Player." The U.S. Player represents a coalition consisting of the United States, Israel and the European Economic Community (EEC). The Game-Turn proceeds as shown below; in Scenarios One and Two, the American Player-Turn is first in every Game-Turn. In Scenario three; the Iranian Player-Turn is first in every Game-Turn.

[4.2] SEQUENCE OUTLINE

A. U.S. PLAYER-TURN

1. **Air Unit Basing Phase.** All Phasing air units are returned to their respective bases. Any air units that are unable to base (through overstacking, Range, presence of Enemy air units, etc.) are considered out of supply and are **immediately** destroyed. All air units that successfully base are available for use in the Movement and Combat Phases of this Player-Turn.

2. **Air Transport Point Allocation Phase.** The Phasing Player adjusts the Air Transport Point Track to reflect the number of Air Transport Points available to him this Game-Turn as per the Turn Record Track.

3. **Supply Phase.** The Phasing Player must allocate Air Transport Points for each of his units based on the mapsheet. Units that are supplied through an air base cost one Air Transport Point each; units that are supplied through air drop cost three Air Transport Points each. Once supplied during this Phase, the units are considered supplied for the entire Game-Turn.

4. Air Transport Phase. The Phasing Player may now bring units onto the mapsheet through Air Transport, deducting the appropriate number of Air Transport Points from the Air Transport Points Track. Note that units brought onto the mapsheet during this Phase are considered in supply for the entire Game-Turn even though no Air Transport Points were expended for them during that Supply Phase.

5. Movement Phase. The Phasing Player may move all of his units in any direction up to the limit of the ground unit Movement Allowance. Air units may be placed anywhere within their Range Allowance. All ground movement must be within the restrictions outlined in the movement rules as well as the Zone of Control rules.

6. Air Combat Phase. The Phasing Player may attack Enemy air units and SAM sites adjacent to Friendly air units at his option. Combat is resolved as outlined in the air combat rules. [Air units are defined as any aircraft counter or SAM site.]

7. Ground Combat Phase. The Phasing Player may now attack Enemy ground units that are adjacent to Friendly ground units and/or are in the same hex as Friendly air units. Combat is resolved as outlined in the ground combat rules. [Ground units are defined as air landing, infantry (regular and marine), mechanized and armor.]

B. ARAB PLAYER-TURN

(The Iranian Player-Turn in Scenario Three is identical.)

1. Air Unit Basing Phase. All Arab units are returned to their respective bases.

2. Reinforcement Phase. The Phasing Player consults the Turn/Record Track and places any reinforcements due him on the mapsheet within the appropriate countries. Reinforcements may move and attack in this Player-Turn.

3. Movement Phase. The Phasing Player may move all of his units and place his air units.

4. Air Combat Phase. The Phasing Player may attack Enemy air units, and combat is resolved.

5. Ground Combat Phase. The Phasing Player may now attack Enemy ground units, and combat is resolved.

C. GAME-TURN INDICATION. The Game-Turn Marker is advanced on the Turn Record/Reinforcement Track, signaling the start of a new Game-Turn.

[4.3] GAME LENGTH

Repeat steps A through C for eight Game-Turns, at which time the game is over and Players' performances are evaluated in terms of the Victory Conditions (see 10.0).

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. Ground units may move as many hexes as desired within the limits of the Movement Allowance, the Movement Point cost of the terrain being moved through, and the restrictions of Enemy Zones of Control. Air units may operate freely anywhere within the restriction of their range. Movement Allowances and Range Allowances may neither be accumulated from Phase to Phase nor transferred from unit to unit.

PROCEDURE:

Move each ground unit individually, tracing the path of its movement through the hex grid, hex by contiguous hex. Once a unit has been moved, and

the Player's hand withdrawn, the unit may not move again, nor may its path be retraced and/or changed during that Phase. Do not trace a path for air unit movement. Simply place the air unit in any desired hex within its range from its Air Base. (For A-6 and A-7 air units based in the Gulf of Oman, their area of operation is limited by the line on the map.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Movement Phase, only the Phasing Player's units (those which are Friendly to the Phasing Player) are moved. All, some or none of the Phasing Player's units may be moved. No Enemy movement and no combat may occur during the Movement Phase.

[5.12] Ground unit movement is calculated in terms of Movement Points. Basically, each ground unit expends one Movement Point of its total Movement Allowance for each hex it enters. This may vary with the terrain type.

[5.13] Air unit movement does not require the expenditure of Movement Points. Simply place the air unit anywhere on the playing area of the map within its range.

[5.14] Ground units may ignore the presence of Enemy air units, and air units may ignore Enemy ground units. Opposing ground units and air units may end the Movement Phase stacked in the same hex.

[5.15] All ground units, regardless of nationality or type, have a Movement Allowance of ten Movement Points.

[5.16] Air units with unlimited range are identified by the letter "u." These units can reach any hex on the map.

[5.17] The following unit types are ground units: Air Landing, Marine Infantry, Mechanized, Infantry and Armored. All others are air units.

[5.2] INHIBITIONS AND PROHIBITIONS

[5.21] When ground units enter certain types of terrain, additional Movement Point costs will be incurred (see the Terrain Key). Terrain never affects air units.

[5.22] Isolated (unsupplied) ground units have their Movement Allowance reduced to five Movement Points.

[5.23] Under no circumstances may a ground unit move directly from one Enemy controlled hex to another. It must first leave all Enemy controlled hexes before entering another (see 6.13). Air units may ignore Zones of Control.

[5.24] Units may freely move through hexes containing Friendly units, regardless of stacking restrictions. There is no additional Movement Point cost for stacking or unstacking with Friendly units.

[5.25] Ground units may freely enter hexes containing only Enemy air units or SAM sites. Air units may not end the Movement Phase in a hex occupied by Enemy air units or SAM sites. If, because of the advance or retreat of a Friendly ground unit, an air unit occupies an unneutralized Enemy SAM site at the end of the Combat Phase, the Owning Player displaces the air unit one hex. An air unit may not use an air base that is occupied by an Enemy air unit during the Basing Phase.

[5.26] A Friendly ground unit may never enter a hex containing an Enemy ground unit. Friendly air units may stack with Enemy ground units at the end of the Movement Phase.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] During the Movement Phase, any number of ground units may move through any given hex regardless of the number of Friendly units in that hex.

[5.32] A maximum of two Friendly ground units and two Friendly air units may be stacked in a single hex. The stacking limitation applies only at the end of the Movement Phase and during the entirety of the Air and Ground Combat Phases, and the Basing Phase.

[5.33] If, at the end of the Movement Phase or during any other Phase, a unit is moved into a hex in excess of the stacking limitation, that unit is eliminated.

[5.34] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.35] SAM sites never count against stacking limitations.

[5.4] AIR TRANSPORT

Air Transport is the act of bringing units onto the map from the Israel or Germany boxes. In order to air transport a unit, simply remove the unit from the box and place it on the map; each box specifies which type of units may be air transported from that box, and the type of terrain hex which the unit may be air transported to. Also specified is the cost in Air Transport Points (ATP's) when a unit is air transported; the cost in ATP's must be deducted from the current Turn total on the ATP Track, by moving the ATP Markers. ATP's may also be used to pay supply costs (see 8.21).

[5.41] All American, Israeli and EEC ground units, and specified American air units, may be air transported. They may be air transported onto the map during any Game-Turn or Turns.

[5.42] Units which are being air transported may not be placed on the map in the same hex as Enemy ground or air units. They may be placed in Enemy Zones of Control.

[5.43] Air transport may not be used to move units already on the map to different positions. Units are never air transported from one box to another. Air transport is used only to place units on the map from the Israel or Germany boxes.

[5.44] Air Transport Points are recorded on the ATP Track. The number of ATP's available in each Game-Turn is listed on the Turn Record Track. During each ATP Allocation Phase, the American Player adjusts the marker on the ATP Track to correspond to this amount. ATP's are **not** cumulative; unused ATP's may not be added to the following Game-Turn's total.

[5.45] Most units may only be air transported to garrisoned air bases, and others require fewer ATP's when air transported to garrisoned air bases. A garrisoned air base is considered one which is presently, and was in the previous Game-Turn, occupied by a Friendly ground unit.

[5.46] Israeli, and American Naval, air units may not use air transport, and may never be based on the map.

[5.47] Ground units that used air transport during the Air Transport Phase may move one and only one hex during the Movement Phase of that Game-Turn, within the restrictions of the Zone of Control rules, and may participate in combat during the Ground Combat Phase. Air units that used air transport may **not** move in the ensuing Movement Phase nor attack in the ensuing Air Combat Phase. It is recommended that Players invert air unit counters during the Game-Turn that they are air transported to indicate their status.

[5.48] Units which are air transported are in supply for that entire Game-Turn.

[5.49] Amphibious Transport

American Marine Infantry units may be moved from the Gulf of Oman Box to any sand or clear terrain coastal hex (see the Terrain Key) during the

Air Transport Phase. Amphibious landing does not require the expenditure of Air Transport Points, but in all other ways is identical to air transport. Marine units may not be placed in all-sea hexes.

[5.5] AIR UNIT BASING

The basing of air units is performed during the Air Unit Basing Phase. All air units must return to base during this Phase. Any air unit which is unable to find an air base during that Air Unit Basing Phase is eliminated.

[5.51] The only American air units which may be based on the map are those which began the game in the Germany Box. Once moved onto the map, these units must be based on Friendly-garrisoned air bases on the map (see 5.45). They may never return to the Germany, Israel or Gulf of Oman Boxes.

[5.52] Air units which began the game in the Germany Box may not enter the map area until they have been air transported to a garrisoned air base on the map.

[5.53] All air units which began the game in the Israel Box may operate on the map, returning during each Air Unit Basing Phase to the Israel Box. These are the only air units which may be based in Israel.

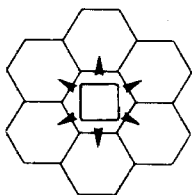
[5.54] All air units which began the game in the Gulf of Oman Box, or arrive as reinforcements during the course of the game, may operate on the map, returning during each Air Unit Basing Phase to the Gulf of Oman Box.

[5.55] Arab and Iranian air units must be based on any air base within their respective home countries. The air base need not be garrisoned by a ground unit. It must not be occupied by Enemy units. Arab and Iranian units may never leave the map (i.e., enter the Israel, Germany or Gulf of Oman Boxes).

[5.56] During the Air Unit Basing Phase, all units must be placed in an air base, as specified above, within their range. If no such base exists within an air unit's range, it is eliminated, and removed from play.

[5.57] Air units (except SAM sites) are never considered to be "on the ground." Thus, even if an air unit is not moved after the Air Unit Basing Phase, it is immune from attacks by Enemy ground units. (SAM sites may be neutralized; see 7.53).

[6.0] ZONES OF CONTROL



GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any ground unit in that hex. Hexes upon which a ground unit exerts a Zone of Control are called "controlled hexes," and inhibit the movement of Enemy ground units and the tracing of supply lines. Enemy air units are never affected by Friendly Zones of Control and may ignore all controlled hexes. All ground units must cease movement when they enter an Enemy controlled hex. Although ground units must stop when they first enter the Enemy Zone of Control, they may leave on their next Game-Turn. The presence of more than one adjacent Enemy ground unit has no additional effect.

CASES:

[6.1] MOVEMENT EFFECTS

[6.11] Ground units must cease movement upon entering an Enemy controlled hex. They may exit a controlled hex which they began the Movement Phase in.

[6.12] There is no additional Movement Point cost for entering or leaving an Enemy controlled hex beyond the normal terrain cost of entering that given hex.

[6.13] Ground units may never move directly from one Enemy controlled hex to another. They always must first move entirely out of all Enemy Zones of Control before they are allowed to reenter an Enemy controlled hex.

[6.14] Air units and SAM sites have no Zones of Control and in no way hinder the movement of ground units, nor are they affected by Enemy Zones of Control.

[6.2] COMBAT EFFECTS

Zones of Control do not affect combat; attacking is completely voluntary, and the presence of an Enemy unit's Zone of Control in a Friendly occupied hex does not force combat. However, the presence of Enemy controlled hexes may affect Combat Strengths (see 8.0).

[6.3] SUPPLY EFFECTS

[6.31] Supply lines may not be traced through Enemy Zones of Control. Note, however, that Arab units are always in supply in their Home Country and that American units may be supplied through air drop regardless of Zones of Control.

[6.32] The occupation of a hex by a Friendly ground unit negates the Enemy Zone of Control for purposes of tracing a supply line. Therefore, a supply line may be traced through a string of Friendly ground units even if Enemy Zones of Control overlap.

[7.0] COMBAT

GENERAL RULE:

Ground units may attack Enemy ground units and ground units supported by Enemy air units; air units may attack Enemy ground and air units, but ground units may never attack air units. Ground Combat Results have no effect on air units. The SAM sites printed on the map are considered air units. Attacks upon ground units occur during the Ground Combat Phase, and attacks upon air units occur during the Air Combat Phase. The Phasing Player is the attacker during his own Ground and Air Combat Phases.

PROCEDURE:

Total the proper Combat Strength, either ground or air (depending upon the type of defending unit), of all the attacking units in a specific attack, and compare it to the total defending Combat Strength of all the defending units in the hex under attack. State the comparison as the difference between the attacker's total Combat Strength and the defender's total Combat Strength. Consult the Combat Results Table, roll the die and read the result on the line corresponding to the die roll in the column with the proper differential heading. Apply the result immediately before resolving any other attacks.

CASES:

[7.1] WHICH UNITS MAY ATTACK

[7.11] During the Ground Combat Phase, the Phasing Player's ground units may attack any and all Enemy ground units to which they are adjacent. In addition, the Phasing Player's air units may attack any and all Enemy ground units with which they occupy a hex in common. Air and ground units may make combined attacks upon the same Enemy occupied hex.

[7.12] During the Air Combat Phase, the Phasing Player's air units may attack any and all Enemy air units to which they are adjacent. SAM sites are

considered air units; ground units may never attack air units.

[7.13] Attacking is completely voluntary; units are never compelled to attack and not every unit in position to attack an Enemy unit need participate in any given attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of that attack.

[7.14] An Enemy unit may be attacked by as many units as can be brought to bear against that Enemy unit.

[7.15] No unit may attack more than once per Phase and no unit may be attacked more than once per Phase. Air units may attack twice per Game-Turn, against ground units in the Ground Combat Phase, and against air units in the Air Combat Phase.

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a single Combat Strength. The defender may not voluntarily withhold units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Combat Strengths of all the units in a hex are totaled and this total Strength is attacked. Different units in a given hex may not, therefore, be attacked separately. Note that ground units may not be attacked during the Air Combat Phase, nor may air units be attacked during the Ground Combat Phase.

[7.22] Units in a hex that contains an attacking unit need not participate in that same attack or in any attack. Thus, when one unit in a stack of two is attacking a given hex, the other could attack a different hex or not attack at all.

[7.23] If a unit is adjacent to more than one Enemy occupied hex, it could attack all of them in a single combat, some of them or none at all. Thus, units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units.

[7.3] AIR ATTACKS AGAINST GROUND UNITS

[7.31] Air units may participate in combat in both the Air Combat and Ground Combat Phases of the same Player-Turn. The Air Combat Strength is used only in attacks against air units, and only during the Air Combat Phase. The Ground Combat Strength is used only in attacks against ground units, and only during the Ground Combat Phase.

[7.32] An air unit may not attack an Enemy ground unit from an adjacent hex. It must be placed in the hex occupied by the Enemy ground unit it is to attack.

[7.33] An air unit may attack an Enemy ground unit in concert with other air and/or ground units, or independently.

[7.34] If Enemy ground units in more than one hex are being attacked by Friendly ground units in a single combat, Friendly air units which occupy one of the Enemy ground unit's hexes may add their Ground Combat Strength to the attack.

[7.35] A Friendly air unit stacked in a hex with Friendly ground units under attack adds its Combat Strength to the total of the Ground Combat Strength of the hex. However, the air unit is not being "attacked" and does not suffer the results of the combat.

[7.36] As a consequence of rule 5.25, an air unit may not attack an Enemy ground unit which is in the same hex as an Enemy air unit.

[7.37] Attacking and defending air units are never affected as a result of combat during the Ground Combat Phase.

[7.4] COMBAT DIFFERENTIAL CALCULATION

Combat situations are expressed as a difference of the attacker's total Combat Strength minus the defender's total Combat Strength. For instance, if twelve Combat Strength Points were to attack eight Combat Strength Points, the combat differential would be expressed as "plus four" and the appropriate column on the Combat Results Table would be consulted. However, note that it is impossible to attack if the combat differential (attacker's Strength minus defender's Strength) is not at least "minus one." Attacks at a differential of less than "minus one" are not permitted.

[7.5] SAM SITES

[7.51] SAM sites have an intrinsic Air Combat Strength (printed on the mapsheet). However, they have no Ground Combat Strength and are neutralized when occupied. Note that SAM sites are not represented by actual unit counters.

[7.52] SAM sites differ from other air units in that they can **never** be neutralized by an air combat result; "Ae" and "De" have no effect on SAM sites.

[7.53] SAM sites are neutralized only when garrisoned by an Enemy ground unit. If the Enemy ground unit should move away, leaving the SAM site unoccupied, it becomes active again automatically.

[7.54] SAM sites function like air units for all other purposes of attack and defense.

[7.55] All SAM sites are located in air base hexes. Air base hexes which have no printed Air Combat Strength have no SAM sites.

[7.6] RETREAT AND ADVANCE AFTER GROUND COMBAT

[7.61] A unit may not retreat into a hex in excess of the stacking restrictions; it is destroyed instead (there is no displacement of units).

[7.62] A unit which retreats onto another defending unit which itself is the object of a subsequent attack, suffers the combat result, although it does **not** contribute its Ground Combat Strength to the defense of that hex.

[7.63] If a hex has been vacated by defending ground units, the attacking Player may advance a maximum of two ground units into the vacated hex. These two ground units must have participated in the attack; they may ignore the presence of any air units in the vacated hex.

[7.64] The attacker's ground units advancing after combat may do so even in a situation where they are moving from one Enemy controlled hex to another. The option to advance supercedes normal movement and Zone of Control rules.

[7.65] Advancing after combat requires no expenditure of Movement Points. The option to advance after combat must be exercised before any other combats are resolved.

[7.66] Units may not retreat as a result of combat into or through an Enemy controlled hex, even if Friendly units' Zones of Control overlap Enemy Zones of Control along the retreat route.

[7.67] Units **may** retreat into Enemy Zones of Control if occupied by a Friendly ground unit. Friendly ground units negate Enemy Zones of Control for purposes of retreat.

[7.68] Units may retreat into hexes containing only Enemy air units.

[7.69] Units that are forced to retreat off the map, into all-sea hexes or through blocked hexsides are eliminated instead.

[7.7] TERRAIN EFFECTS

There are **no** terrain effects on combat. A unit's Combat Strength is never affected because of the terrain it occupies.

[8.0] SUPPLY

GENERAL RULE:

All units, both ground and air, must be supplied. A unit may be supplied through a supply path, traced from the unit to a transportation line, and thence to a supply source. Arab and Iranian units which cannot trace such a supply path are unsupplied; units of the American Player which cannot trace such a path must be supplied through air drop. The American Player must expend 1 ATP per unit supplied through a supply path, and 3 ATP's per unit supplied through air drop.

PROCEDURE:

Supply for the American Player's units is determined during his Supply Phase. He determines the ATP cost for supplying each unit on the map, and deducts this amount from his total on the ATP Track. The Arab Player must determine which units are unsupplied at the beginning of his Movement Phase, and again (for the supply status of units may change) at the beginning of his Combat Phase.

CASES:

[8.1] ARAB AND IRANIAN SUPPLY

[8.11] To be considered in supply, Arab and Iranian units must be able to trace a supply path to a supply source. A supply source is any hex in their Home Country which is free of Enemy ground units or their Zones of Control. (Note that Arab and Iranian units in their Home Countries are automatically in supply.)

[8.12] There is no Arab or Iranian supply phase. Rather, supply for these units is determined, for movement purposes, at the beginning of the Friendly Movement Phase (before any Friendly units have been moved), and for combat purposes, at the beginning of the Friendly Combat Phase (before any Friendly units have made any attacks).

[8.2] AMERICAN, ISRAELI AND EEC SUPPLY

There are two different ways in which the American Player's units may be supplied; either through tracing a supply path to a supply source, or by air drop.

[8.21] Supply Sources

Every air base on the map which is garrisoned (see 5.45) by at least one Friendly ground unit may be used as a supply source. However, no more than six units may be supplied through air bases which had SAM sites, and no more than three units may be supplied through air bases which had no SAM sites.

[8.22] In order to supply a unit through a supply source, the American Player must expend 1 ATP. Each unit supplied through a supply source costs 1 ATP. This ATP cost must be deducted from the ATP Track during the Supply Phase.

[8.23] If a unit cannot be supplied through a supply source, it must be supplied through air drop. In order to supply a unit through air drop, simply expend 3 ATP's, deducting 3 ATP's from the ATP Track for each unit supplied through air drop.

[8.24] Units must be supplied each Game-Turn, during the Supply Phase; at least one ATP must be expended for each unit every turn. The American Player may not voluntarily withhold supply from his units.

[8.25] In addition to the ATP's expended to supply ground units, 1 ATP must be expended for each air unit on the map each Game-Turn. Units in the Germany, Israel, and Gulf of Oman Boxes need **not** be supplied, and require no ATP's for supply purposes.

[8.26] Units may not be supplied via coastal or port hexes; there is no "sea supply." Units may only be supplied through air bases and the "air drop" methods described above.

[8.3] TRACING SUPPLY PATHS

A supply path is a line of contiguous hexes, unblocked by Enemy units or Zones of Control, leading from a unit, traversing no more than three hexes to a transportation line (which may be of any length), which leads to a supply source.

[8.31] The first three hexes of the supply path may be traced through any type of terrain hex, and any type of terrain hexside, except those prohibited or blocked.

[8.32] The remainder of the supply line must be traced through contiguous transportation hexes which are connected by transportation hexsides to a supply source. This portion of the supply line may be of any length.

[8.33] The supply line may not be traced through Enemy occupied hexes. Nor may it be traced through an Enemy controlled hex which is not occupied by a Friendly unit. The supply line may be traced through Friendly-occupied, Enemy controlled hexes.

[8.34] All Enemy air units are ignored for purposes of tracing a supply path. A supply path may be traced through a hex occupied by an Enemy air unit.

[8.4] EFFECTS OF SUPPLY

[8.41] All American ground units will always be in supply. The American Player may not leave units unsupplied. The only question is the number of ATP's which will be required to supply his units.

[8.42] Arab ground units that are out of supply have their Movement Allowance reduced to five Movement Points. Their Combat Strength is reduced by half (rounding fractions down) when attacking; when defending, their Combat Strength is unaffected.

[8.43] Although air units must be supplied, no air unit will ever be eliminated due to supply effects, in practice. This is because the air unit would **already** have been eliminated in the Air Unit Basing Phase (see 5.5).

[9.0] REINFORCEMENTS

GENERAL RULE:

Reinforcements are units that become available to the Players during the course of the game. Reinforcement units are listed on the Turn Record/Reinforcement Track on a Turn-by-Turn basis by quantity and type.

CASES:

[9.1] ARAB AND IRANIAN REINFORCEMENTS

[9.11] Arab and Iranian reinforcements become available during the Reinforcement Phase of the Arab Player-Turn. Reinforcements may move and engage in combat the Game-Turn they appear.

[9.12] Arab and Iranian ground reinforcements are placed anywhere within their Home Country free of Enemy Zones of Control. Air reinforcements are placed on any Friendly air bases, garrisoned and

ungarrisoned, within the Home Country, free of Enemy units and Zones of Control.

[9.13] The initial placement of reinforcements does not require the expenditure of any Movement Points.

[9.14] Reinforcements may not be initially deployed in Enemy Zones of Control. However, the presence of Friendly ground units negates Enemy Zones of Control for this purpose.

[9.15] Reinforcements do not have to be placed on the mapsheet the Game-Turn they become available. They may be held off the map and placed at a later Game-Turn at the Owning Player's discretion.

[9.16] Reinforcements may not be placed in violation of the stacking rules.

[9.2] AMERICAN REINFORCEMENTS

[9.21] American reinforcements become available at the beginning of the American Player-Turn. There is no separate Reinforcement Phase for the American Player.

[9.22] American reinforcements are placed in the Gulf of Oman Box. There are no Israeli or EEC reinforcements. American reinforcements may be used during the same Game-Turn that they appear on the Turn Record/Reinforcement Track.

[9.23] American, Israeli or EEC units initially placed in the Israel and Germany Boxes are not considered reinforcements. They are initially available for placement on the playing area of the mapsheet subject to the Air Transport rules (5.4).

[10.0] VICTORY CONDITIONS

GENERAL RULE:

Victory in **Oil War** is dependent upon the capture and control of oil facilities and ports. For the oil facility or port to be "controlled," it must be physically occupied by a ground unit, in an uncontested Zone of Control of a Friendly ground unit, or it must be in a Friendly country, with no Enemy ground units adjacent. Note that for the purpose of Victory Conditions, Enemy air units **do** negate Friendly Zones of Control. In other words, a port or oil facility would not count towards Victory Condition fulfillment if an Enemy air unit were in it, even if it were in a Friendly Zone of Control. Note also that Enemy Zones of Control negate Friendly Zones of Control for victory purposes. Victory Conditions for all scenarios are the same.

CASES:

[10.1] SUPPLY PATH

In order to count toward the fulfillment of Victory Conditions, oil fields and ports must be connected by supply paths. This supply path is identical to that described in Case 8.3, with the exception that it may not be traced through a hex occupied by an Enemy air unit.

[10.2] AMERICAN (OR IRANIAN) VICTORY LEVELS

[10.21] **Decisive Victory.** Control of at least 25 oil facilities and three ports.

[10.22] **Substantive Victory.** Control of at least twenty oil facilities and two ports.

[10.23] **Marginal Victory.** Control of at least fifteen oil facilities and one port.

[10.3] ARAB VICTORY LEVELS

[10.31] **Decisive Victory.** The Enemy Player controls zero to four oil facilities **or** controls no ports regardless of the number of oil facilities under his control.

[10.32] **Substantive Victory.** The Enemy player controls five to nine oil facilities and one or more ports.

[10.33] **Marginal Victory.** The Enemy Player controls ten to fourteen oil facilities and one or more ports.

[11.0] SCENARIOS

GENERAL RULE:

Each scenario is a complete game in itself. Each of the scenarios gives the necessary information to set up and play. This information is presented in the following format:

Historical Notes: A brief description of the action covered in the scenario.

Initial Deployment: Gives the starting location of each unit by country and unit type.

Special Rules: The Special Rules are to be used only in the scenario with which they are listed.

Reinforcement Track: Printed on the mapsheet, gives the reinforcements due each country Game-Turn by Game-Turn, as well as the number of Air Transport Points due the American Player. Note the different reinforcement rates for Scenario Three. All Arab reinforcements are placed anywhere in the appropriate home country; all American reinforcements are placed in the Gulf of Oman Box.

[11.1] SCENARIO ONE

[11.11] **Historical Notes.** This scenario assumes that another Arab-Israeli War has broken out in the Middle East. The oil-producing nations of the Persian Gulf, in support of the Arab cause, have placed an oil embargo on all nations supporting Israel, namely the United States and the EEC. The nations suffering from the embargo, with Israeli help, attempt to capture the oil fields in the area in an effort to end the oil embargo.

[11.12] **Initial Deployment.** All Arab units are set up within their Home Countries; all American units are set up in the appropriate boxes.

ARAB PLAYER:

Kuwait: two i, one a, one Lightning (Ltng)

Qatar: one i

Bahrain: one i

Saudi Arabia: two i, one m, one Lightning (Ltng), one 167, one F5

Iraq: three m, two i, one MiG(M)21, one SU7

Iran: two m, four a, one i, two F5's, two F4's

AMERICAN PLAYER:

In Israel: two Israeli al, one Israeli m, four Israeli F4's, two US F-111's

(F-111's may not be used on Game-Turn One.)

In Germany: three US al, two US i, one US m, one US a, six US F4's, two EEC al

In Gulf of Oman: one US A6, one US A7, one US F4.

[11.13] **Special Rules.** American F-111's may not be used on Game-Turn One, and may not be based on the playing area of the mapsheet; they may only be based in Israel. The **American** Player is the First Player. His Player-Turn is first in every Game-Turn.

[11.2] SCENARIO TWO

[11.21] **Historical Notes.** This scenario has as its premise an oil embargo placed on the United States and the EEC for reasons of international politics. The nations being blackmailed by the

Persian Gulf states respond with military force. Israel, in an attempt to stave off another Arab-Israeli war, declares neutrality and refuses to even allow American aircraft to base out of Israel.

[11.22] **Initial Deployment.** Same as 11.12 minus the units in Israel (the 2 F-111's are deployed in Germany).

[11.23] **Special Rules.** The **American** Player is the First Player. His Player-Turn is the first in every Game-Turn.

[11.3] SCENARIO THREE

[11.31] **Historical Notes.** Continuing border disputes between Iraq and Iran, plus Iranian interference with the Kurdish minority in Iraq, has led Iraq to mobilize and mass troops on the Iranian border. Iran, with dreams of Empire, attacks first without mobilizing, to obtain surprise. The U.S., fearing that all Persian Gulf oil reserves will fall under control of the Iranians, intervenes on the side of Iraq as do all the other Persian Gulf states.

[11.32] **Initial Deployment.** All units are set up in their Home Countries. The **Arab** Player deploys first.

IRANIAN PLAYER:

In Iran: two m, four a, one i, two F5's, two F4's

ARAB PLAYER:

In Kuwait: two i, one a, one Lightning (Ltng)

Qatar: one i

In Bahrain: one i

In Saudi Arabia: two i, one m, one Lightning (Ltng), one 167, one F5

In Iraq: four m, four i, one MiG(M)21, one SU7

[11.33] **Special Rules.** American marine units are always in supply. The Arab Player controls all American units. There is no U.S. Initial Deployment in this scenario; no units are placed in Germany or Israel; there is no air transport; there are no ATP's. The Arab Player receives U.S. Scenario Three reinforcements. Zones of Control do not extend across borders during the First Game-Turn until the Iranians cross a border or attack an Arab unit. The **Iranian** Player is the First Player. His Player-Turn is first in every Game-Turn. Both Players use an identical Sequence of Play (i.e., the Arab Sequence of Play).

[12.0] PLAYERS' NOTES

Oil War is an easy game to learn and play, yet one with a lot of possibilities for variations of play and tactics. The game proved enjoyable. Given two equal Players, it is also quite balanced.

But one mistake will cost a Player the game. An experienced Player or an exceptionally good Player will defeat the novice or indifferent Player every time. One will quickly learn that a single mistake at the beginning of the game will cost him victory.

The American Player must exploit his advantages to the fullest while protecting his weaknesses (and they are serious). His advantages are three-fold. First is mobility. The air landing units enable him to hit the Arabs virtually anywhere on the map. It is a good idea to keep one or two of the air landing units in reserve to keep the Arab Player off balance. The Arab Player may even delay committing the Iranians, fearing an end run. The second advantage is air superiority. This enables the American Player to protect his own forces while taking the conflict directly to Arab units that are not even in contact with American ground units. The American F-111's are especially important in this respect. They are quite capable of killing any stack of Arab ground units on the map. It is important for the first few turns to wipe out Arab air units; they can be a problem. The

third advantage is that, unit for unit, the Americans are stronger. In any equal battle, the Americans should win, especially if ground support from aircraft is available.

The American has two serious weaknesses. First is numerical inferiority. This is particularly true in the first few Game-Turns. It is here that the American units are most vulnerable to counter-attack. The American Player must be very careful where he first lands on the map. All it takes is a +4 surrounded attack to eliminate a ground unit. The American Player cannot afford any losses at all. Every ground unit lost means fewer oil facilities and ports that can be controlled for Victory Conditions. The second disadvantage that the Americans have is time. As the game is only eight Game-Turns long, the American Player must actually come out of his enclaves and defeat the Arab armies in the field and then seize oil facilities and ports. This means that the American Player must take chances by coming out before he is really ready. This can prove disastrous.

Tactically, on the First Game-Turn, the American Player should seize the island of Bahrain with one air landing unit. Israeli air landing units should be committed to the mainland also on the first Game-Turn, but be sure to commit them where they are safe from a counterattack. Often Qatar will be the place to land. It is away from ports and oil facilities, but is relatively immune to counter-attack. Until Game-Turn Six, the American Player should concentrate on consolidating his position on land while gaining air superiority. Captured air bases **must** be protected. It is embarrassing to discover during the Air Unit Basing Phase that all of his air bases are covered by Arab units. Also, ground support should be loaned to ground units to protect them from Arab attack. With the air units left over, the Arab air forces should be attacked and destroyed. About the only offensive action that should be taken at this stage is ground attacks made by F-111's. Be careful, however, not to lose them to Arab air units. On Game-Turn Six, the time comes for the offensive. The American Player should break out of his enclave and go after the oil facilities and ports. The marine units should make an amphibious landing, generally in northern Saudi Arabia or in Kuwait. This will seize ports and also may cut off the Iraqi and Iranian units from supply. From Game-Turn Six through Eight, all possible Victory Conditions should be met.

The Arab Player, like the American Player, is operating under certain advantages and disadvantages. The first advantage is numerical superiority. To a large extent, this offsets the advantages of the Americans. Oftentimes, numerical superiority will offset the inferiority of the individual units. The second advantage of the Arabs is in the Victory Conditions. They merely have to contest the oil facilities in order to prevent their use by the Americans. The third advantage is time. The Americans are going to have to move quickly and take chances. It is here that casualties can be inflicted upon the Enemy.

Air power is a severe disadvantage for the Arabs. There is virtually no way that they can gain air superiority. This means that American ground units can be supported, and Arab ground units attacked with impunity. There is very little that the Arab Player can do to offset this; he will just have to live with it.

Tactically, the Arab Player can win or lose the game in the first couple of Game-Turns. He must react quickly to the American landings. If at all possible, the Enemy ground units must be attacked and destroyed.

Failing at that, they must be contained. In these first few critical Game-Turns, the Arab Player will have an air force of sorts. American air units can be destroyed at this stage, but resist the temptation; the American Player can well afford the losses. Instead, Arab air units should be placed over captured American air bases. This will prevent the American Player from bringing on reinforcements, particularly the F-4's. Also, the Iranian F-4's have good ground support capability if the Arab Player is able to attack any American ground units. The only time the Arab Player should attack American air units is if there is a chance to eliminate the F-111's. If this can be accomplished, do it regardless of losses to oneself. Eventually (around Game-Turn Three or Four), the Americans will gain air superiority. At this time, Arab air units should be used exclusively to protect Arab ground units. The SU-7's are valuable in protecting reinforcements. Always remember that you are going to lose your air force. The secret is to use it as best you can while you still have it. Should the American succeed in establishing an enclave, he will attempt to break out of it around Game-Turn Six. He must fight tooth-and-nail. Inflict casualties at all cost; even if it means losing units of your own. It is also a good idea to keep several Iranian units in reserve around Kuwait. It is here that the American marines will most likely land. Remember, it takes only a +4 surrounded attack to destroy an American unit. You have a chance here to inflict losses on the American Player. Should the American succeed in breaking out of his enclave, you still have one chance. With your remaining forces, contest as many oil facilities and ports as possible — remember at all times what the Victory Conditions are. It is not necessary to defeat the Americans; it is necessary to survive.

Generally speaking, the main Arab tactic is to inflict ground losses on the American. He simply cannot afford any. **Never** miss an opportunity to kill an American unit. If he leaves an air base uncovered, send an air unit; you just might kill something during the Air Unit Basing Phase, and it will prevent him from bringing in reinforcements. If he sends out a ground unit, attack it. Ignore your own losses. You can afford them; the Americans cannot.

[13.0] DEVELOPER'S NOTES

The role played by the air units in **Oil War** is unique. They not only function as distinct entities (different movement rules and a separate combat phase), but in certain ways they function as ground units. In the original rules, air units were handled as dual-function ground units. This did not work out in playtesting. In fact, the manuscript had to be scratched and we started over from the beginning. Eventually, a whole new system was invented specifically for **Oil War**. If playtesting is any guide, it works well. The only major change in the air rules from that point was the addition of the Air Unit Basing Phase.

The air units had to trace an imaginary line to an air base at the beginning of the Movement Phase a-la **World War Three** and **Global War**. This had two drawbacks. First, it was complicated to keep track of which air units were tracing to which air base. Secondly, in the middle portions of the game particularly, the mapsheet became very cluttered. Playtesters solved this problem themselves by simply clearing the map of air units at the beginning of each Game-Turn and placing them where they wanted during the Movement Phase. Hence, the Air unit Basing Phase came into being.

Another major problem that arose was the question of victory conditions. Basically, the United States would have to seize oil facilities **intact**, and then gain sufficient ports to ship the oil out. At first, the Victory Points for seizure of the oil facilities varied from Game-Turn to Game-Turn. This was based on the assumption that the Arab nations would attempt to destroy the facilities rather than let them fall into western hands. The game problems that this posed were simply too much for the scope of the game. A second problem relating to this was gathering information on just how much difficulty there is in destroying oil facilities. Frank Davis, Jim Dunnigan and the developer researched this problem, but never really came up with satisfactory answers. It's amazing how skittish oil companies are when it comes to telling people how to blow up refineries.

A system based on a ratio of seized oil facilities to ports was used for Victory Conditions. The question of sabotage was built in by limiting the game length to sixteen days of real time. It is assumed that if the oil facilities were not seized within this period of time, they would be rendered useless to the Western Powers.

Originally, there were various conditions that had to be met for Iranian entry. However, it simply did not work out in game terms. No Iran, no hope for Arab victory. So, Iran automatically allies itself to its hereditary enemy, Iraq. The fact is, that none of the Arab countries in the game really get along too well with each other. It is perhaps stretching a point to assume that they will all jump to each other's aid and present a unified front in the event of an American invasion.

SPI was able to get quite accurate information on the forces available to both the Arabs and the Western Powers. We did assume, however, that the Arab nations mobilized because of an "Arab-Israeli war" that is assumed to be in progress, and that the Western nations did not so as to achieve surprise against the Persian Gulf nations.

The concept of Air Transport is also quite accurate. This is based upon air transport that would be available to the United States, and includes military aircraft as well as civilian aircraft (such as Boeing 707's and 747's) that could be brought in to use in the event of need.

Guerrilla warfare is also built into the system. This is the reason for garrisoning captured air bases and oil facilities. The logic is that if Western military patrols are not actually present on the spot, the local Arab population, understandably hostile, would come in and reoccupy the area. They would also be capable of a good deal of sabotage.

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