

USSR Invasion of Iran (full)

Slow Mobilisation:

All forces (including USSR) start in peacetime positions, and must be deployed, reinforced and mobilised. The USSR player chooses when to declare war and launch attack against Iran (exception – political interference below). They can declare war immediately after the political event die rolls, including those specified below. E.g. if the USA detects the mobilisation then the USSR player could choose to declare war that same GT.

USA and USSR do not have weapons free against each other – this must be rolled for via Political Events. USSR has weapons free against Iran and can choose to attack any other forces at their own discretion, except for USA / NATO (incl. UK, France, Greece, Turkey) where political event die rolls, or Montreaux convention rules, or accidental fire will cause the war to expand.

Accidental Fire: After USA has begun mobilisation, the USSR can launch reconnaissance missions to detect USA forces (and vice versa). Each time a reconnaissance mission is within detection range of an opposing unit, and is detected normally, then roll a die to see if the reconnaissance unit is fired upon. There is a 5% chance that triggers are pulled (no losses incurred) and the USA and USSR immediately are weapons free against each other. The side that pulled the trigger is penalised and loses all political event die rolls for the next 6 game turns.

The USA does not automatically have basing, transit or overflight rights in Iran – even after the USSR invasion has begun. These can only be granted via Political Events. In this case, overflight does give the USA the ability to launch ground strikes against USSR forces and Interdiction attacks.

The USA player can at any time choose to force their way into Iran with ground forces if not previously granted Basing rights). This results in a messy three way fight. When this happens then Iranian forces in closer proximity to the USA units are controlled by the USSR player, and Iranian units closer to USSR forces are controlled by the USA player. It may be easier to swap units for the Islamic version in order to more easily keep track of which side controls a certain unit.

During mobilisation:

- USSR Political influence: The USSR player automatically receives 1 Political Event die roll per Game Turn while mobilising until war is declared.
- There is a chance of political interference and politicians order the attack to commence immediately. Starting on GT5 USSR player must roll a die at the start of each game turn with a 5% chance they must start invasion that turn.
- USA Detection: Starting on GT3, USA rolls 1 die roll per turn to attempt to detect the mobilisation. Each die roll = 10% chance of detection and increases by 5% per game turn.

Once the USA has detected the USSR mobilisation the following occurs:

- USA Mobilisation: The USA player, immediately upon detection (and each GT after until mobilisation starts), rolls a die to determine if mobilisation can start: 45% chance of mobilisation commencing. On map UK forces (bases, and Supplies) are also at the USA players disposal. On Map French Forces, and use of Djibouti, are subject to Political events –

any event the increases French intervention or allows USA use of Djibouti automatically activates on map forces as well (and use of Djibouti and French supplies)

- USA Political influence: The USA player automatically receives 1 Political Event die roll per Game Turn after detection until war is declared. They cannot roll for Political Events that result in increased US forces or supplies until they have succeeded in being granted mobilisation. USA cannot request any form of access into Iran until after the Iranians accept the warning the USA tries to deliver.
- USA warns Iran: The USA player on the game turn following detection (and each Game turn after) attempts to warn the Iranians. A 20% chance the Iranians believe the warning. Once believed the Iranians immediately begin mobilisation and their forces are activated. No surprise attack is possible on the Iranians.

On the game turn that the USSR invades Iran, if Iran has not yet mobilised, then the USSR player gets a chance to launch a surprise attack on Iran:

- USA had not detected the USSR mobilisation: 100% chance of surprise attack.
- USA had already detected the USSR mobilisation but had not yet attempted to warn Iran: 75% chance of surprise attack.
- USA had already detected the USSR mobilisation and had attempted (unsuccessfully) to warn Iran: 50% chance of surprise attack.

On the game turn that the USSR chooses to invade Iran:

- the USSR player automatically get 2 Political Event Die rolls that must be used immediately or lost.
- the USA player automatically gets 3 political event die rolls that must be used immediately or lost.
- the USA player automatically moves to Intervention Level 2 OR if already at intervention level 2 or higher, gets 2 Political event die rolls for activating further forces or supplies for any USA or allied nation.

On the game turn after the USSR invades Iran:

- the USSR player automatically get 1 Political Event Die rolls that must be used immediately or lost.
- the USA player automatically gets 2 political event die rolls that must be used immediately or lost.

Thereafter on every even numbered game turn the USSR player rolls a die: 50% chance of political events being allowed. If successful, both players immediately receive 1 Political Event Die roll that must be used immediately.

Variant 1: USSR had gone down a path of reorienting towards the South, away from Europe. USSR can choose to have deployed Expeditionary forces to any (or all) of Iraq, Yemen and Syria. The neutral Europe political event has also occurred.

Variant 2: Iraq still at war with Iran. Iranian forces are mobilised and individual units can be deployed in their peacetime position or within 10 hexes of Iraq.

Variante 3: Predetermined start date: USSR Attacks Iran on equivalent of GT10. Iran is not surprised and reinforcements are advanced by 1GT. USA can begin deployment at Intervention level 2 immediately.

USSR attempts to seize Konark (Iran)

USSR attempts to seize Gwador (Pakistan)

Islamic Forces vs all others

Politically incorrect, and I know of no reason to think this was ever, or ever will be, remotely possible. But it makes for an interesting What If scenario.

The Iran / Iraq war finished in a stalemate. Radical Islam is massively on the rise, in part due to perceived injustices by the USA / Western nations towards Gulf States. Syria, Iraq, Iran and Pakistan are all pursuing nuclear weapons with assistance from North Korea (and maybe China?). In order to safeguard oil supplies (“we will do whatever it takes to keep the oil flowing”) the west has deployed military forces to the region – which just adds fuel to the fire.

The West and Warsaw Pact will be on the same side, though they may have different objectives.

West and Warsaw pact could be played by different players. They accumulate victory points separately:

USSR:

- +1 VP per GT that the Afghan government or USSR units control at least 1 city in Afghanistan.
- +30 Victory Points if they control any of Karachi, Gwador, Konark or Bandar Abbas ports. Additional 20 points if they can trace an overland supply line to the USSR
- +20 Victory Points if they control any port on the Mediterranean / Aegean. Additional 20 points if they can trace an overland supply line to the USSR.
- +20 Victory Points if they control any port in the Persian Gulf or Red Sea. Additional 20 points if they can trace an overland supply line to the USSR.
- +40 Points if fully control Dardanelles (all hexes). +10 victory points if Dardanelles fully controlled by Global Forces (i.e. west and USSR)
- +30 Points if fully control Suez Canal. +10 victory points if Suez fully controlled by Global Forces (i.e. west and USSR)

Western Forces:

- +1 VP per tanker that completes an outward journey.
- +10 VP per refinery hex controlled by Western forces.
- +10 Victory Points if the USSR does not control any of Karachi, Gwador, Konark or Bandar Abbas ports.
- +10 Victory Points if the USSR does not control any port on the Mediterranean / Aegean.
- +10 Victory Points if the USSR does not control any port in the Persian Gulf or Red Sea.
- +20 Points if at least partially control Dardanelles (any controlling hex).
- +30 Points if fully control Suez Canal. +10 victory points if Suez fully controlled by Global Forces (i.e. west and USSR).

Islamic Forces:

- +1 VP per hit inflicted on a tanker.
- +1 VP per USA / NATO / UK / French / UN units destroyed.

- + 1VP per town or city hex in a non-Islamic country (e.g. USSR, Greece, Bulgaria, Israel, India) occupied by an Islamic forces unit (including Mujahidin) at the end of every GT.
- + 5VP per USA tanker units that is destroyed.
- Additional points for closure of Persian gulf
- Additional points for Nuclear warhead detonations

Islamic Forces Freight units can be supplied at North Korea or China.

Starting forces:

All Nations begin in normal peacetime starting positions with following exceptions:

- USA, UK, and France all at Intervention level 1 with units deployed freely on map. USA can deploy additional supply head(s), and supply points are increased by 40 plus 1x MCM that would otherwise be part of Intervention level 2 units.
- UK, and French Intervention level 2 Naval Units are deployed in Persian gulf / Straits of Aden area
- NATO Naval Units available via Political events (1x FF, 1x MCM) are deployed in Persian gulf area
- Iran, Iraq, Syria and Pakistan all have nuclear installations deployed. Iran gains an additional AA brigade (1-4-0) placed with the nuclear facility and can place a SF Brigade at that same location if desired.
- Bahrain is aligned with the West and USA forces can be setup at start in Bahrain.
- USA Forces can also set up on Masirah Island.
- USSR begins with a supply head and 1 Airbase (with Tu20) on Socotra (with 30 supply points). The USSR also deploys the Pacific Fleet MCM, Amphib (II) (and Marine Battalion) and CG that are scheduled as reinforcements.
- China can be aligned with Islamic forces or the UN – whoever gets in first. Their ground units can freely enter and cooperate with Pakistani units. Their air units can cooperate with any Islamic country that operates F6 or F7 aircraft (Iraq, Iran, Pakistan).

Afghanistan:

The USSR is inclined to leave Afghanistan but maintain their proxy government. While any USSR ground units are in Afghanistan, or air units based there, the Afghan Partisans receive 2 partisan points per GT and the Afghan Mujahidin can conduct operations inside the USSR anywhere within 10 hexes of the Afghan / USSR Border (or if the USSR Islamic uprising has occurred – anywhere covered by the Islamic uprising rules). These additional allowances end the first GT that no USSR forces are in Afghanistan. They resume if USSR units re-enter Afghanistan. USSR units can fly over Afghanistan with no restrictions.

Pakistan forces deployed near the Afghan border can redeploy if all USSR forces have left Afghanistan.

Afghan mujahidin only receive 1 partisan point per GT that USSR units are not inside Afghanistan.

The USSR can support the Afghan Government with air strikes and supplies (up to 10 per GT) as long as the Afghan government controls at least 1 city. If the Afghan Government falls (controls no cities

at the end of a Game Turn) the Islamic forces receive 20 victory points and all Afghan government forces are withdrawn.

USSR Islamic Uprising:

This is triggered by political events and details are included. This can only be ended by USSR capture and ongoing occupation of both Tehran and Qom. If either of these locations is not occupied then the USSR uprising rules are still in effect (or come back into effect).

Mujahidin:

In this scenario the Islamic player can generate additional Mujahidin forces via use of partisan points. These units and points can only be used within the borders of aligned countries. They can be used to generate additional military units to supplement national forces. Each Game Turn receive 1 Partisan point and additional partisan points are earned by:

- Any game turn that a strike occurs against the Mecca or Medina hexes: + 5 Partisan points (one-off)
- 1 partisan point per game turn for each of Iran / Iraq / Syria / Pakistan / Egypt that are activated
- 1 partisan point per game turn after tensions increase, or war breaks out, between Pakistan and India
- Each nuclear weapon detonated on Islamic territory: +1 partisan point per game turn per nuclear detonation
- Israel fully intervened: +1 Partisan point per GT

Tanker war:

Refer to Gulf Strike Scenario 6 for basic rules. In addition (or instead if these contradict original rules). The Global player wants to keep oil flowing to keep western economies operating. The Islamic player also wants oil to keep flowing to fund arms purchases, but they benefit from chaos caused along the way.

- Outward journey destination hexes are:
 - Naples (European bound)
 - Eastern entry hex (Asian bound)
 - When a tanker on an outward journey departs the straits of Hormuz, roll a die: 65% chance its destination is Naples, otherwise its destination is the Pacific (eastern entry hex).
 - Only one tanker can enter a destination hex at a time. It re-enters on the inwards journey the next GT.
- Each Islamic country receives a chance, per GT, to place mines in a strategic hex that has a port of that country. This chance is 10% x # of ports. E.g. Iran has 5 ports (anchor symbols) meaning they have a 50% chance per GT of placing 1 level of mines in 1 of the strategic hexes that holds one of those 5 ports. All naval units and tankers are subject to the effect of those mines. This happens as part of the global reinforcement phase and is additional to normal mine laying rules.

- The Global player controls USA and Neutral tankers. Every tanker that docks at a terminal provides 5 supply points to the side that owns the terminal (including the Global player). Iranian tankers always dock at Kharg Island. USA and Neutral Tankers docking is determined when they enter the Straits of Hormuz (change the supply depot carried to reflect destination): must dock at: Kharg Island, Iran: 1%-5%; Al Faw, Iraq: 6%-25%; Kuwait City: 26%-40%; Ras Tanura, Saudi Arabia: 41%-60%; Al Manamah, Bahrain: 61%-75%; Doha, Qatar: 76%-85%; Dubai, UAE: 86%-100%. If the destination Port is inactive – roll again. Iranian tankers can dock at a destination of their choice if Kharg Island is inactive.
- Every time a tanker is hit via Tanker war rules the Islamic player receives 1 victory Point.
- USA Tankers can be eliminated and can never be repaired. Elimination of one of these units results in 5 victory points to the Islamic player in addition to the victory points they earned for progressively damaging the tanker.
- Every time a tanker reaches a destination on the outward journey, without a hit being suffered, the Global player receives 1 victory point.
- Tankers can still journey for countries that have fully intervened. Ironically this means they may be attacked by their allies.
- Tankers must be moved their full movement allowance, towards their destination, every game turn in the first action stage by the global player (they cannot be 'paused' except by the Persian Gulf Closed rule below). They do not count towards the number of naval units activated by the naval activation rules. The Global player may choose to convoy tankers by holding them (for up to 3 game turns maximum) at a hex containing a Global naval surface combat unit. That surface combat unit(s) must accompany the stack of Tankers from then one (until reaching destination (outwards bound) or a safe Persian Gulf hex (inwards bound)).
- Tankers destined to/from Europe must use the Suez Canal, unless the Suez Canal has been closed. If the Suez Canal is closed then tankers can still travel to Europe but via the Southern map edge exist. Destination becomes any European strategic port (Portsmouth / Brest / Marseilles)
- The Global Player can declare, at any time, that the Persian Gulf is closed. This causes severe economic hardship. In this case:
 - The global player does not receive any new supply points, via any means (excluding POMCUS), for the next 5 game turns.
 - The Islamic player receives 25 victory points.
 - All tankers are removed from the map (wherever they were)
 - All GCC countries, Iraq and Iran roll die for full intervention (if not already intervened). Add die roll modifier of +15% for each country in addition to any other modifiers that may apply.
- The Global player can declare, at any time, that the Persian Gulf is open. Tankers units enter the game, 1 per game turn per destination hex (randomly choose a tanker unit). The Global player receives 10 Victory points and doubles their allowed supply points (for all aligned countries) for the next 2 game turns.

Cooperation:

Stacking together, using supply lines, basing at same airbase / port etc., attacking same target hex.

- Western Forces (NATO, USA, UK, France, ANZAC, UN, Bahrain (and Oman if allied)) can cooperate with each other but cannot cooperate in any way with USSR / Warsaw pact forces (including Cuba and India). USSR / Warsaw pact forces (including Cuba and India) can cooperate with each other.
- GCC Nations can cooperate with each other. No other Islamic nations may cooperate.

Nuclear Weapon generation:

- Each country attempting Nuclear weapons gets a die roll per GT: 5% chance they develop the technology (but not yet a warhead)
- Once technology developed, each GT there is a 10% chance they add a nuclear warhead to their national stockpile.
- If the Nuclear Facility in that country is destroyed then that country cannot generate any (further) warheads. A nuclear facility can withstand 5 hits and can be destroyed via bombardment.
- Pakistan: Can only deliver using air units. The second warhead developed must be used, within 2GT, against an Indian hex. This will fully activate India who will also have weapons release against Pakistan.
- Syria: Can be delivered using Air Units or Rocket forces. The second warhead developed must be used against Israel the same GT.
- Iraq: Can be delivered using Air Units or Rocket forces. The second warhead developed must be used against Israel the same GT.
- Iran: Can be delivered using Air Units or Special forces. The first warhead developed must be used against Israel within 2GT (or 3 if using Special Forces). To be deployed using special forces costs 1 SF unit from Al Quds force (permanently lost). There is a 20% chance the weapon and SF unit are intercepted and destroyed. If not destroyed the Iranians can deploy against a city or town hex (100% chance of success) OR a military base (35% chance of success – failure is detected). If Israel is already at war (not including expeditionary forces involvement) then SF units cannot be used to deploy a nuclear warhead to Israel.
- Turkey: Can be delivered using Air Units. A warhead must be used against Greece within 3GT and thereafter 1 warhead per GT until all consumed. Turkey gains nuclear weapons by attempting to seize USA warheads stored at Incirlik airbase (Adana) – if Turkish forces destroy the P2 unit by ground combat they immediately gain 5 warheads. Additionally if Turkish units force USA forces to retreat from Incirlik via Ground Combat (or overrun / destroy all USA forces at Incirlik) then roll a 10 sided die – they have a 50% chance of seizing one or more warheads (roll a die, halve the total rounding up for # of warheads seized). This attempt at seizure happens via Political event or if Turkey fully intervenes (via Full Intervention Political Event or Closing the Dardanelles). The USA can decide (or can be forced via Political event) to evacuate Incirlik – the P2 unit can only be evacuated from Turkey by sea and requires 1 battalion of sealift capability. The USA player must declare this prior to moving the P2 unit – the Turkish player is immediately fully activated and can resist and try to prevent its removal and cause its destruction. All Western forces (and Israeli units, if active) can assist with evacuation of the P2 unit and other USA units at Incirlik.

Repercussions:

- Warhead detonated in Israel: Islamic forces gain 50 victory points for each detonation. Immediate loss of 50 Supply Points, and all supply points gained each GT are halved. Israel immediately gets nuclear release vs the attacking country and must retaliate with 3 warheads. NATO, French, UK and USA Mediterranean and Centcom forces immediately go to intervention level 3. For each GT that passes where Israel has not yet fully retaliated, the Islamic forces receive 10 victory points. As soon as Israel retaliates all remaining Islamic countries are fully activated, the Suez, Aden, and Bosphorous / Dardanelles straits are closed.
- Warhead detonated in Greece: Islamic forces gain 30 victory points for the first detonation. Political events for intervention by Albania and Yugoslavia are enabled – they invade Greece. NATO, UK, France, and USA Mediterranean and Centcom forces immediately go to intervention level 3 and all UK, French and NATO political event based additional forces are activated. If 5 warheads are detonated in Greece then all Greek units are removed from play.
- Warhead detonated in India: India has full weapons release and must retaliate with 3 warheads. Islamic forces gain 30 victory points for the first detonation. For each GT that passes where India has not yet fully retaliated, the Islamic forces receive 10 victory points. India and Pakistan are at war and the USSR expeditionary forces can be deployed to assist India.
- The first nuclear detonation results in full UN intervention. Europe is declared a peace zone which frees up and increases probability of additional USA, NATO, and Warsaw pact forces.

Activation and Political Events

All Islamic countries can sortie their freight units (and build up supplies) the game turn after the first Islamic country activates.

Islamic countries can initiate hostilities. The Tanker war rules are in effect for temporary activation of USA / Western / USSR units.

- Western Forces (including Israel) may attack against a nuclear facility in Syria, Iraq or Iran at any time. This includes Israel units. Any nation that Israeli units transit through immediately go to full intervention.
- USA / NATO / UK / France may not attempt to increase intervention level until hostilities breakout.
- Indian Forces may attack the nuclear facility in Pakistan at any time once tensions have increased.
- USSR Forces may attack nuclear facilities in Iran or Pakistan at any time.
- As soon as USSR uprising occurs, any mujahidin unit (including Afghan) or Partisan event occurs in USSR then add 10% die roll modifier for all events that increase USSR (only) forces or intervention.

The Table below provides updated die roll chances for selected Political events (intervention of Islamic forces – on Islamic side unless specified). Other political events remain the same.

- Every GT the Global player gets to roll 1 die against an event on the political events table (except for increased USSR / Warsaw Pact / Cuban units or intervention). Every even

numbered GT the USA player gets a second die roll and can roll against USSR / Warsaw Pact / Cuban units or intervention

- Every even-numbered GT the Islamic player gets to roll against the political events table.

| Event | Description | Chance | Modifiers |
|------------|--|--------|--|
| Turkey04 | Turkey – Full Intervention | 30% | Israel has intervened at all on USA side: +5% |
| Syria04 | Syria – Full Intervention | 25% | Israel has intervened at all on USA side: +20% |
| Israel07 | Israeli expeditionary force | 30% | |
| USSR01 | USSR Islamic uprising | 15% | USSR has forces still in Afghanistan: +10% USSR has attacked any Islamic country (exception tanker war): +10% |
| Egypt05 | Egypt – Full Intervention | 15% | Israel has intervened at all on USA side: +10% |
| Jordan04 | Jordan – Full Intervention | 20% | Israel has intervened at all on USA side: +5% |
| Saudi04 | Saudi Arabia – Full Intervention | 25% | Israel has intervened at all on USA side: +10% |
| Kuwait02 | Kuwait – Full Intervention | 25% | Israel has intervened at all on USA side: +10% |
| UAE02 | UAE – Full Intervention | 20% | Israel has intervened at all on USA side: +10% |
| Oman05 | Oman – Full Intervention (on Islamic side) | 15% | Israel has intervened at all on USA side: +10% |
| Oman05 | Oman – Full Intervention (on USA side) | 10% | Israel has intervened at all on USA side: -100% |
| Qatar02 | Qatar – Full Intervention | 15% | Israel has intervened at all on USA side: +10% |
| Yemen04 | Yemen (combined) - Full Intervention | 35% | Israel has intervened at all on USA side: +15% |
| Pakistan04 | Pakistan – Full Intervention | 15% | Israel has intervened at all on USA side: +5% |
| Iraq04 | Iraq – Full Intervention | 25% | Israel has intervened at all on USA side: +15% |
| Iran04 | Iran – Full Intervention | 75% | Israel has intervened at all on USA side: +20% |

- Every GT roll a die to determine if the Special Political Event table (below) is rolled against - there is a 10% chance of a political event. If that 10% chance is achieved then roll a second die to determine which political event occurs. If the rolled event has already occurred then roll again for a new event.
- Note: Some of the below events duplicate ones found in the normal political events

| Die roll | Event | Description |
|----------|-------------------------|-------------------------|
| 1 | Egypt closes Suez canal | Egypt fully intervenes. |

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| | | <p>The Suez is closed to all traffic of all nations for the remainder of the game.</p> <p>NATO, UK, French and USA Mediterranean and Centcom forces are immediately placed at Intervention level 3.</p> <p>All Warsaw pact Naval units are immediately activated.</p> <p>USSR Expeditionary (pol. event USSR07) forces are activated.</p> |
| 2 | Yemen closes Straits of Aden | <p>Yemen fully intervenes.</p> <p>Yemen must attempt to attack any Western, Warsaw Pact or Neutral traffic for the remainder of the game.</p> <p>NATO, UK, French and USA Mediterranean and Centcom forces are immediately placed at Intervention level 3.</p> <p>All Warsaw pact Naval units are immediately activated.</p> <p>USSR Expeditionary (pol. event USSR07) forces are activated.</p> |
| 3 | Turkey closes Dardanelles | <p>War erupts between Warsaw pact and Turkey: USSR Turkish front forces are immediately mobilised.</p> <p>Bulgarian and Romanian forces are immediately mobilised.</p> |
| 4 | Turkey attempts to seize USA nuclear warheads | <p>Turkey fully intervenes and attempts to seize the P2 unit and Incirlik airbase.</p> |
| 5 | USA must destroy Syrian Nuclear facility | <p>USA (and allies) must completely destroy the Syrian Nuclear facility by end of the next GT.</p> <p>If unsuccessful then Syria immediately receives 2 warheads.</p> <p>Syria immediately fully intervenes.</p> <p>If Israeli units involved immediately roll once for each Islamic country on the Islamic activation table to see if they intervene.</p> |
| 6 | USA must destroy Iranian Nuclear facility | <p>USA (and allies) must completely destroy the Iranian Nuclear facility by end of the next GT.</p> <p>If unsuccessful then Iran immediately receives 2 warheads.</p> <p>Iran immediately fully intervenes.</p> <p>If Israeli units involved immediately roll once for each Islamic country on the Islamic activation table to see if they intervene.</p> |
| 7 | USA must destroy Iraqi Nuclear facility | <p>USA (and allies) must completely destroy the Iraqi Nuclear facility by end of the next GT.</p> <p>If unsuccessful then Iraq immediately receives 2 warheads.</p> <p>Iraq immediately fully intervenes.</p> <p>If Israeli units involved immediately roll once for each Islamic country on the Islamic activation table to see if they intervene.</p> |
| 8 | India must destroy Pakistani Nuclear facility | <p>India (and USSR) must completely destroy the Pakistani Nuclear facility by end of the next GT.</p> <p>If unsuccessful then Pakistan immediately receives 2 warheads.</p> <p>Pakistan immediately fully intervenes.</p> |

| | | |
|----|---|---|
| | | If USSR units involved immediately roll once for each Islamic country on the Islamic activation table to see if they intervene. |
| 9 | USA must immediately evacuate their Nuclear warheads from Incirlik. | USA (and allies – including Israeli units if already intervened) can immediately attack Turkey and attempt to withdraw the P2 unit. Turkish units can defend themselves and intercept air / naval units once the first shots are fired. The next Game Turn Turkey fully intervenes and attempts to seize the P2 unit and Incirlik airbase. |
| 10 | Islamic uprising in USSR | USA (and allies – including Israeli units if already intervened) can immediately attack Turkey and attempt to withdraw the P2 unit. Turkish units can defend themselves and intercept air / naval units once the first shots are fired. The next Game Turn Turkey fully intervenes and attempts to seize the P2 unit and Incirlik airbase. |

Iranian Shah variants...

Iraq + GCC vs Iran, US, USSR expeditionary

Shiite vs Sunni.

Iraq battles Iran for regional hegemony. Iraq starts chemical weapon use.

GCC support Iraq due religious fundamentalism and provocation of Iran

US support Iran due Iraqi use chemical weapons, Iranian rapprochement

USSR supports Iran due ceasing support for Afghan Mujahedeen, Iran purchased weapons from USSR, maintain influence, Iraqi use chemical weapons.

Iraq + GCC + US vs Iran, USSR expeditionary

Iraq launches invasion of Iran, supported by GCC & US. Final solution of Iranian problem.

USSR supports Iran due improved relationship, weapons purchases, influence, cold war antagonism etc.

US begins build-up to open straits of Hormuz. Starts air intervention.

After US ground intervention in Iran USSR sends expeditionary force. Begins ground force buildup.

USSR sends full force after ...

Full conflict after USSR vs US ground battles?

USSR / Iran cannot cooperate. Iran militia always attacks USSR neighbouring forces.

Iraq + Iran + Turkey + Pakistan vs all others

Iraq: Invade Kuwait, push on to Saudi/GCC

Iran: Occupy Ashkabad,

Invade UAE to hold straits

Invade Afghanistan

Pakistan: Invade Afghanistan

Turkey: Occupy Cyprus

Invade Greece

Occupy Burgas

USSR/WP: Capture Dardanelles. Take northern Turkey. Invade Iran. Defend Afghanistan. Support US to defend gulf.

NATO/Greece: Capture Cyprus. Invade southern Turkey. Invade northern Iraq.

US / GCC: Defend GCC. Capture straits of Hormuz. Take Iran coast. Invade southern Iraq.

India: Invade Pakistan.

Iran + Turkey + GCC + Pakistan vs Iraq + USSR + US + NATO + WP

Turkey turns religious. All turn on Iraq due to secular society. Attempt to start WW3. Terrorist attacks.

Turkey attacks Cyprus -> Greece / NATO involvement

Iran + GCC amp up support for Afghan Mujahedeen + Stans -> USSR / WP involvement

Oil embargo -> US involvement

Iran: Occupy Ashkabad,

 Invade Iraq

 Invade Afghanistan

Pakistan: Invade Afghanistan

Turkey: Occupy Cyprus

 Invade Iraq

GCC: Invade Iraq

 Hold Straits of Hormuz.

USSR/WP: Capture Dardanelles. Drive to northern Iraq. Take northern Turkey. Invade Iran. Defend Afghanistan. Support US to take gulf (navy, 1 Airborne div?). Support Iraq.

NATO/Greece: Capture Cyprus. Invade southern Turkey. Support Iraq.

US: Capture straits of Hormuz. Take Iran coast. Invade GCC. Support Iraq.

India: Invade Pakistan.

Iraq: Try to stay alive.

Iraq vs NATO

Iraq invades southern Turkey. NATO / US come to Turkish assistance.

US can base in Oman.

Limited Greek involvement.

Iraq may provoke Israel to expand war.

US 7th corp + marines + 18th corps to Turkey

US 18th corps + marines + BEF + 3rd corps invade southern Iraq (Basra, An Nas Riyan, Threaten Baghdad)

France invade Western Iraq (Syria / Jordan border)

NATO invade Western Iraq (threaten Baghdad)

US 3rd Corps invade Northern Iraq (Mosul, threaten Baghdad)

Turk & Greek invade Northern Iraq (Mosul + Kirkuk)

Defend Turkey, build up forces.

Secret build up in Oman

Gain air superiority

General logistical plastering

Northern plastering

Launch northern counterattack

Southern plastering

Launch southern invasion

Iraq & Syria vs NATO

Iraq vs Syria / USSR

Iraq invades Syria. USSR come to Syrian assistance.

USA may do limited precautionary build up

USSR / Syria expand war?