

terrain, but this may be modified by target movement considerations.

We have to face the problem of what happens to the horses when the troopers dismount. We can ignore it for the sake of playability and assume that the horses hide someplace out of the line of fire and somehow reappear when the men wish to remount. Or we can leave the poor beasts on the map, subject to the dangers of enemy fire. If unattended horses are fired upon, but not eliminated, we may assume they panic on the next Turn. Or we can allow them to move at the Owing Players option at a reduced Movement Allowance of two or three (usually one rider would be left behind to look after every four or five horses when the unit dismounted). In addition to the ubiquitous Cossacks, cavalry units may be simulated for the French and Belgians in 1940, and the Poles in 1939.

As in **PanzerBlitz**, we may replace one of the player's motor transport with horse-drawn wagons and harness teams to move the guns. These will have the same Defense Strength (or non-strength) as trucks, and a uniform Movement Allowance of 2 or 3. Wagons and gun teams **do** pay normal terrain costs in movement. While the horse has an excellent suspension system and transmission, we should note that it has a truly terrible horse-power-to-weight ratio (less than 0.5!). For the heavier pieces, it seems reasonable to allow a movement of only ".2" — **Mike Markowitz**

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OIL WAR EXPANDED

An important factor in Middle Eastern politics (and military considerations) is the Soviet Union. It is almost a foregone conclusion that the Soviets would not risk Armageddon by fighting U.S. troops over Kuwait or Bahrain. They **might** send a force to defend Iraq, because they have a mutual defense pact which must be honored to maintain credibility. (The Soviet government doesn't have to worry about student dissent, due to their standard practice of handing out 20-year sentences for minor offenses.) But it is **possible** that we might become entangled in a limited war with them in the Persian Gulf region. The following scenarios present situations considerably different from those in the game as it stands. And you'll have to make a few new counters; I'm sure you have some blanks languishing somewhere.

[11.4] SCENARIO FOUR

[11.41] Historical Notes. The Sixth Arab-Israeli war has resulted in another OAPEC oil embargo being launched against the U.S. and the EEC. The USSR, declaring their right to station troops in their allies of the OAPEC, shifts troops into the Persian Gulf. The U.S. goes ahead with its impromptu invasion. At the same time, conflict breaks out between Iraq and Iran.

[11.42] Arab and Iranian units are set-up in their home countries. Soviet initial forces set-up in Iraq, Kuwait, Saudi Arabia and Qatar. Arab/Soviet Player deploys first.

Arab/Soviet Player:

In Kuwait: two i, one a, one Lightning (Ltng)
Qatar: one 1

Bahrain: one 1i

Saudi Arabia: two i, one m, one Lightning (Ltng), one 176, one F5

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

Soviet: three a1, two MiG (M)23, two SU7

Soviet Units in Caucasus: three i, one m, two a, four MiG (M)21, three SU7.

U.S. Player:

In Israel: two Israeli a1, one Israeli m, four Israeli F4, two US F-111

In Germany: two US i, one US m, one US a, three US a1, six US F4

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

Iranian Forces:

two m, four a, one i, 2 F4, 2 F5.

[11.43] Special Rules. American F-111's may not be used on Turn One. Iran is neutral at start. Each Turn a die is rolled; if the result is a "1" or "2," Iran joins the U.S. If Iran is invaded while neutral, it joins the non-invading side. Soviet units in Caucasus may land at ungarrisoned Arab airfields, as U.S. units may land at ungarrisoned Iranian airfields (if Iran is on the U.S. side). U.S., Israeli and Soviet F4's and MiG21's may be permanently withheld from the game and be declared on Interception. Each Turn, the number of squadrons on Interception is compared; the side with more is the Intercept-Superior Player. The Intercept-Superior Player's units arrive on the map normally. The other Player must roll a die for each unit which attempts to fly to the map; if the result is **less** than the Intercept-Superior number, the unit does not enter the map; it remains at its starting point. Note that the die roll must be **less**, not equal. These rules apply only to ground unit transfers; air unit transfers are not subject to Intercept. U.S. Navy F4's may not Intercept.

Reinforcement Track

Turn Two:

U.S.: one A6, one A7, one F14.

Iran: One F5, one m.

Iraq: one SU7.

USSR: 2 MiG21.

Turn Three:

U.S.: two A7.

Iran: One F4, one a.

Iraq: One SU7.

USSR: Two T16.

Turn Four:

U.S.: One A6, one A7, one F14.

Iran: One a, one i.

Iraq: One MiG21.

USSR: One MiG23.

Turn Five:

U.S.: One A7.

Iran: One i.

Iraq: One MiG21.

USSR: Two SU7.

Turn Six:

U.S.: Three r.

Iran: One i.

Iraq: One MiG23.

USSR: Two a1.

Turn Seven:

U.S.: One A7.

USSR: One A1.

All Soviet units arrive in Caucasus. Soviet MiG23's and T16's (only) may operate from Caucasus; others must transfer to map.

Soviet Unit Strengths:

Airlanding Brigade: 6, Infantry Brigade: 7, Mechanized Brigade: 8, Armored Brigade: 9, T16: 1/8/U.

U.S. and Soviet Air Transport Points arrive according to Scenario One. Soviet units expend the same ATP's as U.S. units, with MiG's costing 6 ATP's and SU7's, 8 ATP's.

[11.5] SCENARIO FIVE

[11.51] Historical Notes. Iran and Iraq have been at war for three days, and most of the OAPEC have declared war on Iran. Israel and the USSR have so far stayed out of the conflict, but the U.S., claiming the CENTO Treaty as grounds, has prepared an invasion of the Persian Gulf OAPEC countries, assisting Iran and picking up some oil on the side. The Soviets, reacting to Iraq's miserable showing (not to mention their desire to keep the U.S. oil-poor) sends in a task force to bail out their Arab allies.

[11.52] Initial Deployment: Arab units set up in their home countries or Iraq. Iranian units set up in Iran (or hexes 0706, 0707, 0708, conquered Iraq). Soviet and U.S. units set up in their respective boxes. Arab Player sets up first.

Arab Player:

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

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

Soviets in Caucasus: three a1, three i, one m, two a, four MiG21, five SU7, two MiG23.

U.S. Player:

Iran: three m, four i, one a, three F5, two F4

In Germany: two U.S. i, one U.S. m, one U.S. a, three U.A. a1, six F4, two F-111

In Gulf of Oman: one U.S. A6, one U.S. A7, one U.S. F4.

[11.53] Special Rules: U.S. is first Player. Israel is out of play. Reinforcements and ATP's as in Scenario Four, minus Iran and Iraq Turn Two Reinforcements. Intercept rules are in effect.

—Phil Kosnet

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