

A Line In The Sand

DESERT STORM UPDATE

February 15, 1991

"The liberation of Kuwait has begun."

—George Bush, January 16, 1991

A Line In The Sand is TSR's effort at simulating conflict in the modern Middle East. Every effort has been made to design a game that reflected reality as closely as possible, without sacrificing playability. The bulk of the game was designed during the fall of 1990, when it was thought the war might start as early as December.

Now that the conflict has actually begun, some developments have occurred that no one predicted; this is not surprising. In the interests of making the game as up-to-the-minute as possible, we have included some new rules and additions to take these developments into account. The rules presented here are considered optional—whether you use them or not is entirely up to you.

Cruise Missiles

U.S. Naval units have the ability to launch Tomahawk cruise missiles as their naval bombardment attack. This takes the place of the normal attack for the naval unit. A cruise missile bombardment can target any space on the entire map. Other than that, the normal rules for naval bombardment apply, i.e., it cannot inflict the last point of damage on an enemy unit, but it can destroy a site. Cruise missiles are not subject to anti-aircraft fire.

Command & Control

A primary target of the U.S. & Allies air force in the opening days of the war has been what the military experts call "Command & Control"—military headquarters and communications facilities—to make it more difficult for Iraq to coordinate a military response.

There are five sites in Iraq with Command & Control capabilities—the cities of Baghdad and Basra, and the three major airfields shown on the map. When any three of these five sites have been damaged or destroyed, Iraq's military

capability suffers. For the rest of the game, the Iraq player may only move or attack with half of the units on the board. At the beginning of each turn, count the number of units on the board and divide by 2 (round up if the number is odd). That is how many units may move and/or attack. The Iraq player gets to choose which units he uses. The remaining units can do nothing, with one exception: Air units attacked by enemy air units may always defend themselves, even if they weren't actively used in the previous turn.

Assassinating Hussein

Attempts may be made to find and assassinate Saddam Hussein. This can be attempted by any player other than Iraq. An assassination attempt is treated like a Diplomatic Gesture.

To determine if the attempt succeeds, roll one die. On a roll of 10, the assassin has gotten close to Saddam. Roll again. On an 8, 9, or 10 on the second roll, Saddam has been assassinated, and Iraq is paralyzed for one turn. The Jihad Gauge is also moved down 3 points. All other rolls mean the attempt was unsuccessful. Once Saddam has been assassinated, obviously, this can no longer be attempted.

SCUD Missile Attacks

While they have been hogging the vast majority of news coverage, Iraq's SCUD missiles have had no military effect. They seem to be intended as political weapons of terror and psychology. To simulate this, the Iraq player may fire SCUD missiles at Israel and Saudi Arabia as a Diplomatic Gesture. Unlike the other Diplomatic Gestures, this one can be made along with a military attack.

After announcing the firing of SCUD missiles, the Iraq player should roll one die and consult the table below:

1-5: No effect. The missiles explode harmlessly in the desert or are intercepted by Patriot anti-missiles.

6-8: Some missiles hit populated areas, with a few minor injuries. America is incensed—raise the War Fever Gauge by 1.

9-10: The missiles do severe damage and/or cause fatalities. Saber rattling by U.S., Israel, and coalition forces incites the Arab people. Raise the War Fever and Jihad Gauges by 1 each.

SCUD Hunting

This optional rule is only for use if the "SCUD Missile Attacks" optional rule is also in use. Every time the Iraqi player fires a SCUD, the U.S. player must allocate three Air Units on his next turn to hunt the mobile SCUD launchers. It's not militarily important where these Air Units go—what's important is that by spending the time tracking down the missile launchers, the Air Units are unable to fulfill other, more useful missions. Simply leave the "SCUD Hunter" Air Units at their bases for the turn, and assume they flew into Iraq without incident.

Air Units belonging to other players may hunt the SCUDs in place of the U.S. units, but only if the U.S. player can convince them to do so. If no one else can be persuaded, the U.S. player must do the job. Note that if another ally goes after the SCUDs (particularly Israel), there may be other political ramifications—War Fever and Jihad will be affected for flying into Iraqi airspace (and over other hostile countries to get to Iraq).

B-52s

Four B-52 bomber counters have been added to the counter sheet to reflect their increasing importance in the conduct of the air war against Iraq. While most Air Unit counters represent 60-80 aircraft, the B-52 counters represent a smaller number of planes—but they pack the same wallop as four squadrons of other aircraft!

B-52s have an unlimited range—they can attack any unit or space on the map.

B-52s cannot be launched from a Carrier Group Naval Unit, of course. B-52s must still trace their line of flight during an attack, and are vulnerable to anti-aircraft fire and interception, just like other Air Units.

In addition, two of the four B-52 counters may be stationed off the map; these counters represent bombers making runs from U.S. bases in Germany and England. These units may enter the map from any point the U.S. player wishes, but must still trace a path from that point to the target.

Anti-Aircraft Rule Revision

This rule is an official change of the rule on page 6 of the Basic Game Rulebook. Instead of each Land Unit, city, and airfield getting an anti-aircraft attack at each enemy Air Unit passing overhead, each space containing those elements gets one anti-aircraft attack, no matter how many of those elements the space contains, at each enemy Air Unit passing overhead. Therefore, a space containing a single Land Unit gets one anti-aircraft shot; a space containing a city, an airfield and two Land Units still gets only one anti-aircraft shot. It still takes a roll of "1" on a ten-sided die to hit, just as before, and the effects of an anti-aircraft hit are still the same.

Oil Spill

This is an optional Diplomatic Gesture. The Iraqi player may open the taps at an undestroyed oilfield in any space occupied by his land units (including captured territory) and let the crude oil flow. To determine the diplomatic effects, roll one die:

1-7: Arabs are shocked and sickened by the fouling of their home region; Americans are incensed. Jihad goes down by 2, and War Fever goes up 2.

8-10: Americans re-evaluate the high price of war and Arabs applaud the act of defiance. Jihad goes up 2 and War Fever goes down 1.

Change Of War Aims

As Saddam Hussein gets more and more desperate, and as he commits greater and greater atrocities (indiscriminate attacks on civilian populations, mistreatment of prisoners, environmental terrorism, etc.), the forces allied against him may rethink their goals and decide that more drastic measures are called for.

If War Fever is at 10 at the end of Iraq's turn for two turns in a row, any other player may declare that he is abandoning his secret War Aims and instead intends to conquer Iraq. Obviously, if a player's secret War Aim already includes conquering Iraq, he need not make the proclamation. This declaration is public, and can only be made at the end of Iraq's turn when the conditions listed above are met—a player can't wait a turn or two and declare later.

At the end of the game, all players who made this declaration ignore the War Aims chit in the War Aims envelope. Instead, they win only if Iraq has been conquered.

Future Developments

War is, by its very nature, unpredictable. If you would like to receive additional Desert Storm updates as events unfold, or if you have any comments or questions about the game, drop us a line at:

Desert Storm Update
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Designer's Notes

While a number of different factors were taken into account in the design of this game, several particular considerations were emphasized. First, we decided that it was important to make the game compatible with TSR's *Red Storm Rising*™ and *The Hunt For Red October*™ games. This would allow people who had played those games to be up and running in a matter of minutes.

One of the most important aspects to us was making sure we treated the situation with the seriousness it deserves. One of our goals was to promote understanding of a very difficult and complex situation, giving players a "hands on" look at the war and the entire region.

We also wanted to provide as much detail as possible, without making a map the size of a tennis court and covering that map with thousands of pieces. We decided that the game would be done at an operational level, with land units representing divisions (approximately 15,000 men each), and air units representing 2 to 4 squadrons. The naval units represent entire battle groups, since it was unreasonable to try to provide a piece for each ship in the conflict.

The United Nations unit represents all of the smaller countries' forces. At the time of design, the forces included 2,000 Bangladeshis, 1,200 Moroccans, 200 Poles, and several other nationalities. Since each of these forces is too small to have a counter of its own with a significant attack value, we decided to combine them into one unit.

This game includes simulations of nuclear and chemical weapons. This was not done lightly, but was intended to make the simulation as accurate as possible. As has been shown on the evening news, these weapons are taken quite seriously by all involved. Watching a reporter talk about the threat of a chemical weapon attack while wearing a gas mask is quite sobering.

One of the aims of this design was to produce a game that would be interesting to (and played by) people who do not normally play games. Our hope was, and is, that understanding of this difficult situation would be improved by our efforts. But this is still a game—we also hope that you will be entertained and challenged.

—Paul Arden Lidberg

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Desert Storm Update

February 28, 1991

VICTORY EDITION!

United States President George Bush declared a cease-fire on February 27, 1991, effectively ending the military phase of coalition operations in the Persian Gulf. While months of clean-up and delicate diplomatic negotiations still lie ahead, the book is closed on the military chapter.

For military simulation fans who would like to replay the brief conflict with a greater degree of historical accuracy, we offer a few modifications to the two-player Basic Game. We warn you: These rule modifications will make the game as one-sided as the war was. Finding a friend who actually wishes to be the Iraqi player under these circumstances may be a difficult task.

Only two changes are required to the Basic Game. One, instead of ending the game after six turns, the game lasts until one side or the other gives up. Without the pressure of a time limit, the U.S. player can use his forces to do exactly what the coalition actually did in the Persian Gulf—knock out the Iraqi Air Units and then bomb their Land Units until there is practically no more damage to do.

Secondly, we present the Iraqi Morale Factor Rule: Every time a U.S. Land Unit prepares to attack an Iraqi Land Unit, roll a die for the Iraqi unit's morale *before* rolling the U.S. attack, and consult the table below:

- 1-7: The Iraqis stand firm; proceed with the attack.
- 8-10: The Iraqi unit retreats immediately, before the attacking unit initiates its attack roll.
- 10+: The Iraqi unit surrenders to its attacker, and the unit is removed from play.

The die roll is modified as follows:

Iraqi unit has taken one hit:	+2
Iraqi unit has taken two hits:	+4
Any Iraqi unit surrenders this turn:	+1 each
Iraqi unit in its own country:	-2
Iraqi unit is Republican Guard:	-1

All other combat rules are followed as per the Basic Game.