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INTRODUCTION
A LINE IN THE SAND™ is based on the board game from TSR Inc. simulating the crisis in the Persian Gulf. Included are six different scenarios ranging from fast-playing skirmishes based on Operation Desert Storm (Basic Games I and II) to multi-player confrontations between Israel and the Arab nations with many optional rules (Holy War and Israel Surrounded). Finally, there are full-blown military/diplomatic situations for five to six players (Diplomatic Games I and II).

Your Game Box Should Contain:
- Game Disk
- Rule Book
- Data Card

STARTUP
Backup Disks
Your game disk(s) have no physical copy protection, so please make a backup copy and put the originals away for safekeeping. Use the information that came with your computer to make the backup copy.

README File
Your game disk may come with a README file that contains rules updates and/or errors. Refer to the Data Card for more information on this file.

Installing the Game
Use the instructions on your data card to install and play A LINE IN THE SAND.

Documentation Check
To verify that you have a legitimate copy of the game you are asked to answer a question using information from this rule book. Note: do not count section headings as parts of paragraphs. See your data card for any further instructions.

GAME CONCEPTS
Game Scale and Turn Length
Each game turn represents one day of real time. Scenarios last from 5 turns in the Basic Games to 12 turns in the Diplomatic Games.

Game Abbreviations
A list of the Game Abbreviations appears on page 25.

The Map
The map is a representation of the probable combat zone in the Middle East. The countries are further divided into areas. The blue/grey areas on the map represent sea areas, which are only passable by Naval and Air units. Major cities in the region are represented, and the various airfields and oilfields are marked as well. All cities on the map (except Mecca) also double as airfields.

Some of the more distant countries involved in the game (Libya, Oman, Yemen, and the United Arab Emirates) must cross several special areas to enter the game map. These areas represent the long distances of open desert military units would have to cross to get to the action. A Land unit entering one of these areas must end its movement there.

Units
Land units represent divisions/corps of infantry, mechanized infantry, and armor. Air units represent 3 to 4 squadrons of aircraft. Naval units represent Battle and Carrier Groups of ships. A Carrier Group is able to carry Air units, while a Battle Group cannot. Each unit has an attack rating marked in the lower left hand corner. This number represents the relative strength of the unit, and determines how well the unit attacks and defends.

Some of theland units have a plus (+) after their attack rating. This means the unit is an Army Corps. This unit has several special abilities, explained on page 9.

Unit Map Symbols
Land units on the map are represented by a silhouette (infantry, tank, etc.) on the top half of the unit symbol. The unit's abbreviated nationality (two letters) followed by the unit's strength is on the bottom half of the unit. Two units in the same area on the map are represented with a stacking symbol: three rectangular boxes with only the top half showing.

Naval units are represented exactly like Land units except their silhouette is a ship symbol.

Air units are not placed on the map, but reside in airfields/cities. During combat an Air unit symbol is placed on the map showing where your planes are flying to.

SETTING UP THE GAME
New Game or Saved Game
At the start of the game, select a NEW GAME or a SAVED GAME.

Choosing a Scenario
After choosing the NEW GAME option, choose a scenario: Basic Game I, Basic Game II, Holy War, Israel Surrounded, Diplomatic Game I, or Diplomatic Game II. Select the scenario you wish to play, and then EXIT to continue.

For a complete description of each scenario's rules and War Aims see "Detailed Descriptions of Scenarios," starting on page 23.

Saved Game
Upon choosing the SAVED GAME option, type in the name of the saved game you wish to play. You can also get a directory of the files on the disk by typing "DIR" for directory. Press <ESC> to exit this option and return to the New Game/Saved Game menu.

Select Optional Rules
Playing a non-Basic Game scenario, you can select optional rules to use such as Naval Units, Reinforcements, Chemical, Nuclear, and Stealth. See page 10 for further details.

Select Player Type
Select whether each player is controlled by a human or by the computer. You will then be asked to confirm your selection.

Select Levels
The three game levels you can set are Level, Sound, and Delay. Level allows you to set the Level of Play (1-5) for each side where Level 1 is historical and Level 5 gives the player an attack rating boost of 1-2 ratings. Sound sets the sound on/off. Delay sets a timing delay from 1-8 where 1 is the shortest delay and 8 is the highest delay.
Deployment Phase
Each player now either deploys units automatically (by the computer) or deploys them one at a time under the player’s control. Normally a nation’s units must be set up within its borders. In Basic Games I and II, Iraqi forces can be set up in Kuwait, while U.S. and Allied forces can be set up in Saudi Arabia. If a nation does not have any units to deploy, that nation is considered impassable by all the players. For example, in Basic Game I, there are no Syrian units. Therefore, neither player may enter Syria during the game.

No more than 2 Land units can occupy any one area, and enemy units cannot share areas. Air units are based at airfields or cities (except Mecca) which can hold 3 Air units. Naval units are placed in sea areas.

Automatic Deployment
Select NO to deploy your units. In the text window at the bottom of the screen, select the unit type you wish to deploy. Next, select a friendly area. If you press the right mouse button (or ESC), you are asked if you wish to exit deployment.

Select YES to have the computer automatically deploy your units in random locations. Note: selecting this option speeds up your deployment. You can still modify your deployment later.

Deployment Modification
You now choose whether or not to modify your current deployment.

Select NO to continue without modifying.

Select YES to modify your deployment. Choose a friendly airfield, city, or area in the unit’s home country. Note: when placing the cursor over a friendly unit, be sure to put the cursor over the top half of the unit where the silhouette is.

After selecting the unit you wish to move, choose the target area. To move Air units, select an airfield or city. The Air units appear in the text window. Highlight the Air unit you wish to move. Next, select a target airfield or city to move to. Click the right mouse button (press ESC) to exit the phase.

SEQUENCE OF PLAY
If you are playing Diplomatic Games I or II, the computer initially assigns you your War Aim. You are allowed to perform various diplomatic functions (see “The Diplomatic Phase” on page 19) in each turn. Player with Army Corps units may build fortifications each turn. At the beginning of the turn, if the optional reinforcement rule is used, you are able to deploy your available reinforcements (see “Reinforcements” on page 11). Each player is allowed to deploy reinforcements. After this phase it is the first player’s turn to execute orders. At this point you must decide whether to move before attacking, or to attack before moving. Next, the second player is given the same options. This sequence continues until all players have executed their orders for the turn. The turn then ends.

ORDERS PHASE
Main Menu
MOVE ATTACK REPORT VIEW OPTS
MOVE allows you to move your available Air, Naval, and Land units on the map.
ATTACK allows you to attack with your Air, Naval, and Land units.
REPORT shows each player’s status on achieving his War Aims.
VIEW allows you to scroll around the map.
OPTS allows you to either save the game, start a new game, change levels of play, configure sound, or change the delay level.

Movement
Impassable Areas
For the purposes of Basic Games I and II, all countries other than Saudi Arabia, Iraq, and Kuwait are considered impassable. For other scenarios, only countries which cannot deploy any units on the map at the start of the game are considered impassable.

Units
There are three types of units used in the game: Land, Air, and Naval. The use of Naval units is an optional rule and is explained under “Naval Units” on page 10.

Land Units
Land units (tanks, mechanized infantry, and regular infantry) can move 2 areas per turn. They cannot move through areas that contain enemy land units.

You cannot move a unit into an area that already contains an enemy Land unit. You cannot move a unit off the map, or across the sea.

To access a friendly unit, place the map cursor over the top half of the unit and press the left button or Enter. The available movement areas will then be displayed in the adjacent areas. Move the cursor one of these target areas and click again or press Enter. All units that can move are shown by a gray color on the unit symbol. Once a unit has finished moving, it cannot be moved again that turn.

When two Land units share an area, one is placed on top of the other, shown by a stacking symbol. When the area is accessed you are given an option to SWITCH or MOVE.

Selecting SWITCH allows the top and bottom units to switch places, putting the bottom unit on top. Selecting MOVE allows you to move the top unit.

When two Land units share an area, one is placed on top of the other, shown by a stacking symbol. When the area is accessed you are given an option to SWITCH or MOVE.

Selecting SWITCH allows the top and bottom units to switch places, putting the bottom unit on top. Selecting MOVE allows you to move the top unit.

When attacking, only the top unit may fight, though the bottom unit may attack an adjacent enemy area if the top unit advances into an enemy cleared area.

A Land unit entering abstracted territory must stop upon entering the area. Abstracted territory exists by Libya, Yemen, Oman, and the U.A.E. and represents long distances that units must travel.

Air Units
Air units must be placed at an airfield, with a maximum of three Air units per airfield. (Note that every city on the map except Mecca is assumed to have an airport, and can accommodate three Air units.)

Air units have an unlimited range in the game. Therefore, Air units may move and attack from one area to any other area on the map. Each Air unit is moved individually in the Movement Phase. In the Combat Phase all the Air units at a single airfield or city are moved as a group to a target area.

Air units can share an area with friendly Land units. An area can still hold up to three Air units per airfield, no matter how many Land units are present, and the same area can still hold up to two Land units, no matter how many Air units are present.

To move Air units, select an airfield or city. The Air units appear in the text window. Highlight the Air unit you wish to move. Next select a target airfield or city.

Combat
The attack phase is broken down into the following steps:

1. The attacking player moves all his Air units to enemy targets, anti-aircraft fire (if any) is resolved.

2. The defending player decides which of his aircraft will intercept the attacking Air units. The attacking player may then designate counter-intercepting Air units, and so on (see “Interception” on page 6).
Color-Coded Attack Ratings

When an attack is successful, the attacker unit receives a hit, and the defender unit suffers damage. The damage is calculated based on the number of hits. The damage is subtracted from the defender's hit points, and if the hit points fall below zero, the defender is destroyed.

Selecting Targets

The player may select any target within range of his unit. The target may be another unit or a specific location on the map. The selection process involves determining the type of attack (air or ground) and selecting the appropriate unit or location to attack.

Air Combat

To attack in air combat, the attacking unit must be within range of the defending unit. The attack is successful if the attacker hits the defender. The damage is calculated based on the number of hits.

Air-Attack Rules

- Each player controls a set of air units.
- Units can only attack if they are in range of the target.
- Damage is calculated based on the number of hits.

About the Air Units

Air units are divided into two types: friendly and enemy. The player controls friendly units, while enemy units are controlled by the opponent.

Air-Unit Restrictions

A player may have a maximum of nine air units involved in air combat at any given time.

Highlight the aircraft you want to attack. When the attacker reaches the defender, the defender will either be destroyed or receive damage. The player can choose to attack one or more targets simultaneously.

3. Interception and Air Combat

If an aircraft is attacked by another aircraft, it may be interception or interception. An interception is a type of air combat in which both aircraft engage in a dogfight to determine which aircraft is the winner and which is the loser. An interception is scored when the attacking aircraft successfully destroys the defending aircraft.

4. Interception

An interception is scored when the attacking aircraft successfully destroys the defending aircraft. An interception is scored when the attacking aircraft successfully destroys the defending aircraft.
Counter-Interception

Once the defending player designates which of his Air units are to intercept (if any), the attacking player may commit additional Air units as counter-interceptors. The counter-interceptors must be Air units not already committed to other attacks, and they must be based within three areas of the area where the original interception takes place.

The defender then has an opportunity to commit further reserves to counter the attacker's counter-interception, and so on, going back and forth until both players elect to throw no more units into the fray, or all available units in range are already committed to the battle. Note: each player may only have a maximum of nine aircraft involved in the battle.

Air-To-Air Combat

The Air Attack Display appears, showing both sides' Air units lined up facing each other. Each Air unit attacks only once per turn (the unit gets one or two shots depending upon its color-coded attack rating). The percentage chance that a hit scores on an enemy plane is determined by the plane's adjusted attack rating (some planes have their attack rating reduced by hits and/or color coding). The computer selects a random number from 1-10. If the random number is equal to or less than the adjusted attack rating, it is a hit on the ground unit.

If an Air unit that gets two attacks succeeds with each attack, two possible hits are inflicted against the enemy. For example, an F-15 with an attack rating of 6 and a 30% chance (6/10) of scoring a hit. Since it is a ground attack aircraft, it gets to attack twice. If it had received one hit of damage, its rating would be 5 and would have a 40% chance (5/10) of scoring a hit.

Air-to-air combat is simultaneous; an Air unit that is shot down still gets its chance to attack. After the air-to-air combat is resolved, all surviving units return to their bases.

Note that if an attacking Air unit that planned to attack a Land unit gets intercepted, it must return home after the interception combat without carrying out the air-ground attack, even if it survived the interception attempt. This is because the interception attempt forces the attacking Air units to use up their fuel and ordnance fender off the interceptors, leaving none for the original mission.

Air-to-Ground Combat

After all air-to-air combat has been resolved, any Air units that did not participate (either because they were held out of combat or were simply not intercepted in the first place) may attack ground targets.

The percentage chance that a hit scores on an enemy Land unit is determined by the plane's adjusted attack rating (some planes have their attack rating reduced by hits and/or color coding). The computer selects a random number from 1-10. If the random number is equal to or less than the adjusted attack rating, it is a hit against the Land unit.

If an Air unit that gets two attacks succeeds with each attack, two possible hits are inflicted against the enemy (how many hits each Land unit can take is covered later). For example, an A-10 with an attack rating of 5 has a 60% chance (5/10) of scoring a hit. Since it is a ground attack aircraft, it gets to attack twice. If it had received one hit of damage, its rating would be 4 and would have a 40% chance (4/10) of scoring a hit.

Air units cannot completely destroy a Land unit; if a Land unit can take 2 hits, an air attack can cause one hit of damage but not the second. If a Land unit can only take one more hit, the attacking Air units cannot inflict "killing blow." Air attacks can soften up Land units, but it takes other Land units (infantry and armor) to clear, take, and hold territory.

Combat In Airfields

If Air units are caught on the ground by attacking Land units, they simply fly away to a friendly airfield that has room for them. If there are no such airfields, then the Air units are destroyed.

An airfield that is captured by enemy ground units can be used by the enemy's Air units.

Air units on the ground that are attacked by other Air units scramble to meet them, and standard air-to-air combat ensues.

It is not possible to bomb or otherwise destroy an enemy airfield.

Land Combat

Land attacks are made against enemy units in adjacent areas. The attacking player selects the top half of a friendly unit. Next, all possible target locations appear in every area which you can attack. Select an area to attack. You may launch your attacks in any order you wish.

The computer selects a random number from 1-10. If the random number is equal to or less than the Land unit's attack rating, the attack succeeds; otherwise, it fails and has no effect. For example, an infantry unit with an attack rating of 3 has a 30% chance (3/10) of the attack succeeding.

When an attacker has two Land units in the same area, only the top unit may attack. If the top unit advances into a cleaned enemy area, the bottom unit (which is now alone) may attack an enemy area.

Attack Again

A Land unit that fails its attack roll may not attack again and is done for the turn. Land units that successfully hit the enemy may attack again under certain circumstances as shown below.

Effects of a Successful Attack

Unlike air attacks, attacks by Land units have a variety of results. The specific effect of the attack depends on the random number generated by the computer which is from 1-10:

<table>
<thead>
<tr>
<th>Attack Rating</th>
<th>Max # Attacks</th>
<th>% Change in Attack Again</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>3</td>
<td>80%</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
<td>60%</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
<td>40%</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>20%</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>0%</td>
</tr>
</tbody>
</table>

If a unit has suffered at least 1 hit, then the percentage chance to be able to attack again is reduced by 10%. Example: an armored unit with a 6 attack rating (no damage) makes a successful attack. The unit has an 80% chance of being able to attack again. The unit can make a total of only 3 attacks in any one turn.

Marking Hits

When a unit takes a hit, a small vertical red line appears on the bottom of the unit symbol.

Hits

The number of hits a unit can take before it is destroyed depends on its attack rating.
A unit with an attack rating of 2 can only take one hit before it is destroyed and removed from play. Army Corps units are the only exception to this rule (see "Army Corps," right).

A unit with an attack rating of 3 can take two hits before it is destroyed. The first hit is represented by placing one red line at the bottom of the unit symbol. When the second hit is taken, the unit is destroyed.

A unit with an attack rating of 4, 5 or 6 can take three hits before it is destroyed. These units have either 2 red lines at the bottom of the unit displaying the number of hits taken. When the third hit is taken, the unit is destroyed.

Damaged Land units do not move or fight any less effectively; a Land unit can continue to move two areas per turn and attack at its original attack rating until it is destroyed.

Attacking an Area Containing Two Enemy Units
When a Land unit attacks an area containing two enemy Land units, the top unit must be attacked first. If that unit is destroyed or forced to retreat as a result, a second attack can be launched against the bottom unit (which is now the only one left in the defending area).

Retreats
All retreats are handled automatically by the computer. When a Land unit is forced to retreat (or chooses to in order to avoid taking a hit), the computer decides which area to retreat into. Basically, a unit usually retreats in a direction away from the attacking enemy units, with an emphasis on moving toward friendly forces. If a unit has no place to retreat, it is destroyed.

Army Corps
Some of the Land units are marked with a plus next to their attack rating. This means the unit is an Army Corps, equivalent to three divisions of infantry. These units are not particularly well-trained or well equipped, so their attack ratings are relatively low, but there are so many soldiers in the unit, it is very tough to destroy.

Each Army Corps can take three times the hits a regular unit has the same attack rating can. The Army Corps units that have attack ratings of 2 can therefore take 3 hits before they are destroyed. One of Iran's Revolutionary Guard Corps and certain Turkish units have attack ratings of 3; therefore they can take 6 hits before they are destroyed.

Because Army Corps units are so big, they get to attack twice. If both attacks are successful, the unit has hit twice. A unit hit by an Army Corps can only be forced to retreat once, even if two retreat results are inflicted.

When an Army Corps with an attack rating of 2 takes two hits of damage, or one with an attack rating of 3 takes three hits of damage, it no longer gets to attack twice.

FORTIFICATIONS
In Basic Games I and II, fortifications are placed in the two Kuwaiti areas that border Saudi Arabia. They are represented by a small square attached to the left side of the top half of the flag or unit.

When attacking the two southernmost Kuwaiti areas or any other fortification areas, the attack rating of all units (Land, Naval, and Air) is reduced by one. This is to simulate the dug-in fortifications of the Iraqis.

Any country with Army Corps (Iraq, Iran, and Turkey) may construct fortifications in any non-basic game. Each country may build one fortification per turn. If a player builds a fortification, he must take one less military unit as a reinforcement that turn.

Instead of getting three units, a player would get two units and a fortification. If a country has run out of reinforcements, or if the reinforcement is not used, it may still place one fortification per turn.

Fortifications may be placed in any area that contains an Army Corps. Only large concentrations of infantry have the manpower to dig the massive trenches and earthworks that fortifications represent. There can be no more than one fortification marker in any one area.

Fortifications cannot be destroyed, but they can be captured. If one side builds fortifications in an area and then loses that area to an enemy, the enemy gets the benefit of the fortifications when facing any counterattack.

CONQUERING A COUNTRY
A country is considered conquered when all of the cities, airfields, and oilfields in it (called sites) have been captured. Sites destroyed by nuclear weapons (see the "Optional Rules," below) do not have to be captured, but sites destroyed by Air units still must be occupied by Land units to be considered captured.

Units do not have to occupy a country for the entire game for it to remain conquered. If an enemy captures an area and then leaves, that area remains "captured" until the original owning country (or an ally) moves a unit of its own in to liberate it. Also, a country is considered to be conquered in the event that all of its sites are destroyed by nuclear weapons — no occupying force is necessary, because there is nothing left to occupy.

Every turn a country is considered to be conquered, the country may not receive any reinforcements. The units that are on the map can move and fight normally. If a conquered country's Land units are attacked by enemy land units, the attacking units have one added to their ratings.

OPTIONAL RULES
The following rules do not come into play in the Basic Games, but can be used to play any of the other scenarios that follow. They add additional elements of realism (and complexity) to A LINE IN THE SAND.

Beginning game players may want to play just the Basic Games several times before taking on these additional rules, while experienced wargamers may want to incorporate these from the very beginning.

Each of these rules is optional — you can take them or leave them. You can also incorporate them in any combination you like, including some and leaving out others. It is entirely up to you!

Naval Units
The Naval units in this game represent large task forces, not single ships. There are two types of units: Battle Groups, made up of battleships, missile frigates, destroyers, and other smaller ships; and Carrier Groups, made up of aircraft carriers and their protective screens of escorts.

Movement
Naval units can move 8 areas a turn, and only (obviously) through sea areas. They cannot move across land areas under any circumstances. Unlike Land units, there is no stacking; therefore only one Naval unit can exist in a sea area.

To move a Naval unit place the map cursor over the Naval unit and click the left button (press <Enter>). All available sea areas then appear on the map. Place the map cursor in one of the target areas and again click the button (press <Enter>). Once moved, the Naval unit cannot move again in that turn.

Carrier Groups
Carrier Groups can carry up to two Air units. A Carrier Group is considered the same as an airfield in all respects.
Naval Combat
Naval attacks/retreats are made at the same time and in the same way as those of Land units. Attacking Naval units do damage just like Land units (see "Land Combat" on page 8, above).

Naval units take the same number of hits as Land units; a unit with an attack rating of 1 or 2 can only take one hit before it is destroyed and removed from play; a unit with an attack rating of 3 can take two hits before it is destroyed; and a unit with an attack rating of 4 or 5 can take three hits before it is destroyed.

Damaged Naval units do not move or fight any less effectively; a Naval unit can continue to move eight areas per turn and attack at its original attack rating until it is destroyed. A Naval unit with no place to retreat to is destroyed.

Air Attacks on Naval Units
Air units may attack Naval units using the same rules as air-to-ground attacks (see "Air-to-Ground Combat" on page 7, above) with two exceptions. First, ground attack fighters (with the green attack rating) do not get to attack twice when attacking Naval units, but only attack once. Second, Air units may inflict the final hit on a Naval unit and destroy it (there's no place to hide on the open sea).

When Air units attack a Carrier Group, any defending Air units on the carriers may scramble to intercept the attackers.

Naval Bombardment
Naval units can bombard Land units from the sea. Naval bombardment can only be made into an adjacent land area. The computer selects a random number from 1-10. If the random number is equal to or less than the Naval unit's attack rating, one hit of damage is done to the Land unit. If more than one Land unit is in the target area, the computer chooses which unit to attack.

As in air-to-ground attacks, Naval bombardment cannot inflict the last hit that destroys a Land unit - it can only soften Land units up.

Reinforcements
Reinforcements are not part of the Basic Games (the two players must slug it out with the units they start with), but they do come into play in all multi-player scenarios.

Reinforcements come in for all players at the end of the turn. All of your units that are not placed on the map in a scenario's initial set-up are considered reinforcements. Every turn, you can get three units of your choice (Land, Air or Naval) as reinforcements for each country you control. Some countries have more reinforcements than others - sometimes, many more. Once you place all of a country's reinforcements on the map, you get no more. Units destroyed in combat are eliminated from play - they are not eligible to come back as reinforcements.

Chemical Weapons
Over the course of the game, the Iraqi player may choose to deploy chemical and biological agents in his quest for victory. Chemical weapons are not deployed against specific units, but rather against a specific area on the map. The target area has to be within 15 areas of an Iraqi city that has not been captured. The Iraqi player may launch one chemical weapon attack each turn (though there are penalties to pay for such drastic actions, as detailed below). The Iraqi player designates which area is his target, and then the computer generates a random number from 1-10. The effect is shown below:

1: Sabotage: all units (if any) in the launching area are destroyed.
2-3: Severe Storm in target area, missile has no effect.
4-8: Minor Storm: all units in target area take one hit.
9: Success: one unit in target area is destroyed, and the other unit takes one hit.
10: Incredible Success: all units in the target area are destroyed.

In the three- and four-player scenarios, the Iraqi player loses two victory points from his final total each time he uses chemical weapons (even if they backfire on him). In the Diplomatic Game, there are other penalties to pay for using chemical weapons.

If the Chemical Weapons optional rule is used, it is strongly recommended that the Nuclear Weapons optional rule also be used.

Nuclear Weapons
Nuclear weapons are, obviously, very devastating, and their use should not be considered lightly. The U.S. and Israeli players each have five nuclear payloads they can deliver over the course of the game, no more than one each in any given turn. (If the U.S. and Israeli forces are controlled by the same player, he gets a total of 7 nukes, which can be used at the rate of one per turn.)

ICBM's and the extremely large warheads in the U.S. arsenal are beyond the scope of this game. The use of such weapons has never been considered by the United States, and the global political repercussions make their use untenable. The nuclear-capable players are limited to small "battlefield" nukes. The effects of even these "small" weapons are incredible, and the table below reflects this.

A nuclear weapon can be reliably delivered to any area on the map the attacking player chooses. Once the area has been chosen, the computer generates a random number from 1 to 10. The effect is shown below:

1: Duct: the warhead did not go off; no effect.
2: Minor Success: one unit in the target area takes one hit.
4-6: Success: all units in the target area take one hit.
7-9: Major Success: all units in the target area take two hits.
10: Incredible Success: all units in the target area are destroyed.

Any unit that survives a nuclear attack automatically retreats. If it cannot retreat, it is destroyed.

A nuclear marker is placed in the area that has been attacked; it remains on the map until the end of the game. An area with a nuclear marker is unusable for the rest of the game. Units may not move through, and units forced to retreat in combat may not retreat into an area with a nuclear marker.

In the three- and four-player scenarios, a player loses two victory points from his final total each time he uses nuclear weapons (even if it's a dud). In the Diplomatic Game, there are other penalties to pay for using nuclear weapons.

If the Nuclear Weapons optional rule is used, it is strongly recommended that the Chemical Weapons optional rule also be used.

Stealth Fighters
The U.S.'s F-117A fighters have special capabilities:

The Stealth fighters cannot be hit by anti-aircraft fire.

If an F-117A is used in air-to-air combat, any Air units attacking it have their attack rating reduced by 2. If this drops the attacking Air unit's rating to less than 1, it does not attack the F-117 at all.

DIplomatic Game Rules
The Middle East is a land of mystery and intrigue. It is a land where the fuel of the 20th Century bleeds from the sands of the prophets, where greed walks hand in hand with religious fanaticism, where alliances rest on ancient enmity as well as present need. A world of conflicting impulses, where true intentions wear veils and nobody can really be sure what anybody else wants.
Diplomatic Games in A LINE IN THE SAND are not about world domination. Any player who tries to dominate the entire Middle East is almost certainly doomed to failure. Instead, these games are about accomplishing your goals while depriving your enemies of the ability to accomplish theirs, through a variety of means including negotiation, duplicity, and even cooperation. It is possible for more than one player to win, and it is possible for nobody to win. Unlike the Basic Games and the multi-player military scenarios, the goals, motives, and agendas of the different players are not readily apparent. Your goals are hidden from the other players, and their goals are hidden from you. If you have any hope of winning, you need allies, or at least several nonaggression pacts.

A great deal of traditional and back-channel diplomacy is going on in the Persian Gulf. Secret deals are struck, and, almost certainly, broken on a regular basis. Secret communications are simulated using the Diplomatic Pouch which players use to send and receive messages.

Most military scenarios start with the premise that war is a strictly military affair, with no political consequences. This is not true. War is always a political affair, with every military action affecting the political climate, and the political climate determining what military options are available. Diplomatic Games in A LINE IN THE SAND keep track of the level of Arab fervor (Jihad) and the resolve of the folks "back home" to support U.S. policy (War Fever) every step of the way. Understanding — and controlling — these two factors are crucial to victory.

War Aims
The key to victory in the Diplomatic Game is each player's true goal for the game (not necessarily what he tells the other players), and what he needs to do to win. At the beginning of the game, each player receives his War Aims. At the end of the game a display appears showing each player's War Aims.

Islamic Jihad
The goal is to unite the Arabs against the Western powers.

War Aims are secret. You are not required to reveal them to anyone until the end of the game. Of course, you can send a message through the Diplomatic Pouch revealing your War Aim to another player or you may ask another player to reveal his War Aim to you.

When you receive your War Aim, refer to the section below explaining exactly what you need to do to win. The various War Aims are:

A. Revenge Against Iraq
The goal is to get even with Iraq for eight years of war.

B. Islamic Jihad
The goal is to unite the Arabs against the Western powers.

C. Reconciliation With the West
The goal is to have normal (pre-revolution) relations with the Western Powers.

Iraq & Yemen
A. The 19th Province
The goal is to capture and control Kuwaiti resources.

B. Islamic Jihad
The goal is to unite the Arabs against the Western powers.

C. Oil Domination
The goal is to gain control of a greater share of Middle East oil reserves.

Israel
A. Ancient Israel
The goal is to restore what was once Ancient Israel — if not a bit more!

B. Status Quo
The goal is to ensure that the current balance of power in the Middle East remains unchanged.

U.S. & Allies
A. New Order
The goal is to eliminate the destabilizing influence of Iraq on the Middle East.

B. Global Policeman
The goal is to protect the free flow of oil at market prices to the West by protecting the oilfields from radical elements and keeping Israel's ambitions in check.

C. The Last Crusade
The goal is to establish a strong permanent U.S. position of strength in the Middle East.
Victory is achieved if: Iraq holds no foreign territory, Iran holds no foreign territory other than Iraqi areas and U.S. forces hold four oilfields at the end of the game.

**Volatile Arabs**

**A. Islamic Jihad**
The goal is to unite the Arabs against the Western powers.

Victory is achieved if: the Jihad Track has reached 10 anytime during the game, and 10 non-Muslim Land units (US, UK, FR, IS, or UN) have been destroyed by the end of the game.

**B. Neutralize Israel**
The goal is to eliminate the threat of Israeli expansion.

Victory is achieved if: Israel holds fewer areas at the end of the game than they started with.

Note: this War Aim is not applicable in Diplomatic Game 1.

**C. Arab Unity**
The goal is to become the dominant faction in the Middle East by destabilizing Moderate Arab countries.

Victory is achieved if: at least one Moderate Arab country is in revolution status. If any Volatile Arab countries are in revolution status, the Volatile Arab can still win if one more Moderate Arab country is in revolution status than Volatile countries.

**Notes on the War Aims**

Any area containing a city or site attacked by nuclear weapons is considered to be captured by any player that needs to claim it for victory. In addition, the area is also considered captured for purposes of conquering a country.

Frequently, whether or not one player wins depends on another player also winning. It is entirely possible for more than one player to win the Diplomatic Game — and it is also possible for nobody to win! (Just like real life.)

One more important note: regardless of a faction's War Aim, a faction cannot win if half or more of its original countries are either conquered or have fallen to revolution at the end of the game. For example, the Volatile Arab faction controls four countries. If two of them are conquered or in revolution at the end of the game, the Volatile Arab player cannot win — no matter what his War Aim may have been.

**Sequence of Play**

When playing the Diplomatic Game, the following turn sequence is used:

1. All players read their messages from the Diplomatic Pouch. The messages are then placed in the Espionage Pouch (see page 19).
2. A Random Incident (see page 16) is determined.
3. Individual Player Turns — at the beginning of each player turn, the Israeli and Saudi players are asked if they give permission for U.S. and Allied units to enter their respective countries. Each player may either:
   A. Move.
   B. Make a Diplomatic Gesture or enter Combat (only one).
   or
   A. Make a Diplomatic Gesture or enter Combat (only one).
   or
   B. Move.
4. All players place reinforcements on the map.
5. End of turn.
The game ends after 12 turns.

**Permission to Enter Israel and Saudi Arabia**

At the beginning of the turn, the players who control Israel and Saudi Arabia are given an opportunity to allow the U.S. and Allied units to enter their countries in the Reinforcement Phase. These units are allowed to enter any area within the countries’ borders as long as the area has a friendly flag in it.

**Combat and Reinforcements**

All rules for Combat in the Diplomatic Games are the same as for the Basic Games with one exception: units belonging to different factions may not share areas, even if those factions are allied.

All reinforcements are placed in their home countries, or in the case of Naval units, in any sea area. If there is no place for a reinforcement to enter, it cannot come on the map. The U.S. player may deploy reinforcements as follows:

The U.S. player can place Land units on the western map edge of Turkey or in a friendly area in a country that has given permission to enter. The entered area must be controlled by the U.S. player or the player giving permission. The player can give permission to U.S. units to enter his country at the beginning of his player turn. The U.S. player may land in more than one country as long as the above conditions are met.

U.S. player: Air units may enter in Diego Garcia, at any Turkish designated U.S. airfield, or in any city or airfield controlled by the U.S. player.

U.S. player Naval units can be deployed in any sea area adjacent to Diego Garcia or in the Mediterranean along the western map edge.

**War Fever and Jihad**

War fever and Jihad are our names for two political barometers — one Western, the other Arab — that are affected by, and have an effect on, nearly every move made in the Diplomatic Game. Learning how to manipulate and respond to these two factors is crucial to success.

**War Fever** represents the U.S. government's willingness to fight, and the support Congress and the “folks back home” have for the war effort. The War Fever gauge begins the game at 0. When War Fever reaches 2, the U.S. player can do nothing but make Diplomatic Gestures. In addition, the U.S. player may not attack until War Fever reaches 10. After that, the U.S. player may continue to attack as long as War Fever remains at 6 or higher — if it drops below 6, the U.S. must stop attacking until War Fever reaches 6, or more, again. War Fever is affected in many ways, which are detailed later in this section.

**Jihad** is a more complex concept. It represents an intricate mix of political and religious passions, including ethnic identity, cultural isolationism, Islamic Fervor, and an enmity with Israel nearly as old as history. The Jihad gauge begins the game at 5, in the middle. The higher it goes, the closer the Arab world is toward embracing fundamentalist, anti-Western policies; the lower it goes, the closer they are to more conciliatory and even-tempered policies. Jihad is affected by many things, which are detailed later in this section.

**Random Incidents**

At the beginning of each turn, the computer generates a random number from 1-10 and determines a Random Incident as shown below:

1-2: No Event

3-4: Israeli Army uses force to put down Palestinian incident — Jihad goes up 1.

5-6: Terrorists attack Israeli civilians — War Fever goes up 1.

7: Prominent Iraqis question Saddam Hussein’s policies — Jihad goes down 2.
8: The United Nations offers to send a mediation force — War Fever goes down 2 and Jihad goes down 1.

9: Incident at sea involving U.S. and Arab ships in Persian Gulf — War Fever and Jihad go up 2.

10: Inflammatory rhetoric exchanged between Muslim clerics and Western politicians — War Fever and Jihad go up 2.

### Raising and Lowering War Fever

There are three ways to affect War Fever. One is by Random Incidents (detailed above). The second is through Diplomatic Gestures (detailed in the next section). The third is by movement of military units and combat. Here is a list of incidents and their effects: "+" numbers raise War Fever, and "-" numbers lower it.

<table>
<thead>
<tr>
<th>SITUATION</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>If IRAQ:</strong></td>
<td></td>
</tr>
<tr>
<td>Attacks or Invades a Moderate Arab</td>
<td>+5</td>
</tr>
<tr>
<td>Attacks or Invades Israel</td>
<td>+5</td>
</tr>
<tr>
<td>Attacks or Invades Iran or a Volatile Arab</td>
<td>+1</td>
</tr>
<tr>
<td>Captures one or more oilfields in a turn</td>
<td>+1</td>
</tr>
<tr>
<td><strong>If IRAQ:</strong></td>
<td></td>
</tr>
<tr>
<td>Attacks or Invades a Moderate Arab</td>
<td>+5</td>
</tr>
<tr>
<td>Attacks or Invades Israel</td>
<td>+5</td>
</tr>
<tr>
<td>Attacks or Invades Iran or a Volatile Arab</td>
<td>+1</td>
</tr>
<tr>
<td>Captures one or more oilfields in a turn</td>
<td>+1</td>
</tr>
<tr>
<td><strong>If ISRAEL:</strong></td>
<td></td>
</tr>
<tr>
<td>Invades or attacks any country</td>
<td>0</td>
</tr>
<tr>
<td>Abandons the West Bank</td>
<td>-2</td>
</tr>
<tr>
<td>Uses Nuclear Weapons</td>
<td>-4</td>
</tr>
<tr>
<td><strong>If MODERATE ARABS:</strong></td>
<td></td>
</tr>
<tr>
<td>Attack or invade Israel</td>
<td>+5</td>
</tr>
<tr>
<td>Invade or attack any other country</td>
<td>0</td>
</tr>
<tr>
<td><strong>If the U.S.:</strong></td>
<td></td>
</tr>
<tr>
<td>Invades or attacks any country</td>
<td>0</td>
</tr>
<tr>
<td>Uses Nuclear Weapons</td>
<td>-4</td>
</tr>
<tr>
<td>Destroys one or more enemy Land units in a turn</td>
<td>+1</td>
</tr>
<tr>
<td><strong>If VOLATILE ARABS:</strong></td>
<td></td>
</tr>
<tr>
<td>Attack or Invades a Moderate Arab</td>
<td>+5</td>
</tr>
<tr>
<td>Attack or Invades Israel</td>
<td>+5</td>
</tr>
<tr>
<td>Attack or Invades Iran or Iraq</td>
<td>+1</td>
</tr>
<tr>
<td>Capture one or more oilfields in a turn</td>
<td>+1</td>
</tr>
<tr>
<td><strong>If:</strong></td>
<td></td>
</tr>
<tr>
<td>The Jihad Track reaches 10</td>
<td>+1</td>
</tr>
<tr>
<td>U.S. land units are destroyed (per unit)</td>
<td>-1</td>
</tr>
</tbody>
</table>

Some definitions are in order to help make things clear:

Whenever a country is attacked or invaded the first time by an enemy player, War Fever increases according to the table above. Any subsequent attacks or invasions do not further increase War Fever.

An attack is considered as a turn in which any Land, Air, or Naval units attack another player’s units or sites, whether the attack is successful or not. The enemy units must not be within the borders of the attacking unit’s home country. Otherwise, the attacking unit is simply helping to defend his own land.

An invasion occurs when any Land, Air, or Naval unit controlled by one player enters territory owned by another player without the owning player’s permission. When the owning player gives permission, the unit is not invading, but entering foreign territory.

Capturing a foreign city, airfield, or oilfield must occur in an enemy country in which friendly units did not have permission to enter.

Conquering is defined in the Basic Rules.

### War Fever

In addition, several military incidents automatically send War Fever all the way to 10 instantly. These "tripwires" are:

- Any U.S. units (including UK, FR and UN) are attacked.
- Any Turkish units are attacked.
- Turkey is invaded.

These three conditions only send War Fever to 10 the first time they happen. The second and subsequent times they occur, War Fever is raised to 6. If War Fever is already at 6 or higher, then it is not affected.

There is a fourth condition that raises War Fever to 10 every time it happens: if U.S. units are attacked with nuclear or chemical weapons.

The U.S. response to direct attacks on its troops should be self-explanatory. In the case of Turkey, that country is a member of NATO, and the U.S. would be treaty-bound to respond to an attack.

### Raising and Lowering Jihad

As with War Fever, there are three ways to affect Jihad. One is by Random Incidents (detailed above); the second is through making Diplomatic Gestures (detailed in the next section); and the third is through movement of military units and combat. Here is a list of incidents and their effects: "+" numbers raise Jihad and "-" numbers lower it.

<table>
<thead>
<tr>
<th>SITUATION</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>If IRAQ:</strong></td>
<td></td>
</tr>
<tr>
<td>Attacks or Invades Iraq, Moderate Arabs, or Volatile Arabs (once per country)</td>
<td>-3</td>
</tr>
<tr>
<td>Attacks or Invades Israel or U.S.</td>
<td>0</td>
</tr>
<tr>
<td><strong>If IRAQ:</strong></td>
<td></td>
</tr>
<tr>
<td>Attacks or Invades Iraq, Moderate Arabs, or Volatile Arabs (once per country)</td>
<td>-3</td>
</tr>
<tr>
<td>Attacks or Invades Israel or attacks the U.S.</td>
<td>0</td>
</tr>
<tr>
<td><strong>If ISRAEL:</strong></td>
<td></td>
</tr>
<tr>
<td>Attacks or Invades any country with Air units (first time only)</td>
<td>+2</td>
</tr>
<tr>
<td>Attacks or Invades any country with Land units (first time only)</td>
<td>+3</td>
</tr>
<tr>
<td>Captures any foreign city or airfield</td>
<td>+1</td>
</tr>
<tr>
<td>Uses a Nuclear Weapon</td>
<td>+5</td>
</tr>
<tr>
<td><strong>If MODERATE ARABS:</strong></td>
<td></td>
</tr>
<tr>
<td>Attack or Invades Iran, Iraq, or Volatile Arabs (once per country)</td>
<td>-2</td>
</tr>
<tr>
<td>Attack or Invades Israel or attack the U.S.</td>
<td>0</td>
</tr>
</tbody>
</table>

The same definitions listed earlier apply.

The U.S. units that begin the game in Turkey do not affect Jihad. Any additional units brought in, however, raise it by 1.

As with War Fever, incidents that affect Jihad the "first time only" do not ever affect Jihad again. The first time U.S. units deploy in Saudi Arabia, for example, there will be shock and outrage (and a +1 to Jihad), but after that, the U.S. may enter any country without penalty — people become used to the idea.

### Rebellions and Revolutions

When the Jihad level hits 0 or 10, rebellions and revolutions may occur. If Jihad reaches 0, all Volatile Arab countries, as well as Iraq and Yemen, must consult the table below. If Jihad reaches 10, all Moderate Arab countries (except Turkey) must consult the same table. The Jihad Level is then reset to 5. For each country the computer generates a random number from 1-10 and applies the results immediately.

#### Rebellion/Revolution Results Table

| 3 or less: No effect. | 4-6 (Rebellion level 1): The government is paralyzed before ultimately regaining control. No units of the country may move or attack for one turn, though a Diplomatic Gesture may still be made. |
The Diplomatic Phase
There are two separate types of diplomacy that take place in the Diplomatic Game — the Diplomatic Pouch and Diplomatic Gestures. The Diplomatic Pouch is how players can negotiate in private and send secret messages to each other; Diplomatic Gestures are official public announcements.

The Diplomatic Pouch
The Diplomatic Pouch adds a certain mantic element to the Diplomatic Game. After choosing which player to send your message to, you must select one of several messages. You may select NEXT MENU or PRIOR MENU to see the other menu of messages. Players may only read their messages at the beginning of the turn.

The Diplomatic Pouch is the only way to communicate secretly with another player. Talking another player off to the side and talking in private is not allowed, because there is no way for the message to be intercepted by Espionage. Talking out loud so everyone can hear, of course, is always legal.

After you have read your messages, they are stored in the Espionage Pouch. Any player succeeding at Espionage can read these messages — so be careful what messages you send!

Select Player to Receive Message
Highlight one of the players to receive the message by placing the pointer over the menu item and click the left button. Click the right button (press <ESC>) to exit to the prior menu.

M. ARABS IRAQ ISRAEL IRAN V. ARABS U.S.

Select Message
Select a message from one of these two menus. You may go between the menus by selecting NEXT MENU or PRIOR MENU. The player receiving the message can read it at the beginning of the next turn. The computer player randomly decides based on its War

Aim and game situation how to react to your message.

FIRST MENU
1. REVEAL OUR WAR AIM
2. REVEAL YOUR WAR AIM
3. JOIN OUR SIDE
4. JOIN YOUR SIDE
5. BE NEUTRAL

SECOND MENU
1. ATTACK IRAQ
2. USE CHEMICAL WEAPONS
3. ATTACK M. ARABS
4. ATTACK V. ARABS
5. ATTACK U.S.

Diplomatic Gestures
Diplomatic Gestures are very useful for accomplishing things without the risk of military action. Of course, Diplomatic Gestures have risks of their own.

Each turn, players can either attack (Combat, covered in detail in the Basic Rules) or make a Diplomatic Gesture. Each player has three Diplomatic Gestures that are unique to his faction; however, there are two gestures, detailed below, that all players may make: Espionage and an Appeal to the U.N. Select one of the menu items below:

1. ESPIONAGE
2. APPEAL TO THE U.N.
3. GESTURE 1
4. GESTURE 2
5. GESTURE 3
6. EXIT

Espionage
If you choose Espionage, the computer generates a number from 1-10 and displays that number or randomly chosen messages from the Espionage Pouch. In this random selection, you may very well see some messages you have already received or sent legitimately — this is the chance you take when dabbling in espionage.

If your number is 9 or 10, you may elect, instead, to choose to look at one of the players' War Aims. Note that there is a chance you may be given your own War Aim — again, the risks of espionage.

Appeal to the United Nations
This is a sort of generic attempt to influence world opinion; exactly what is said is not as important as the effect you are trying to obtain. An appeal to the United Nations is not always as effective as some other Diplomatic Gestures, but there is little risk, either. You select the gauge (War Fever or Jihad) you are trying to influence, the direction you want it to move (up or down), and the computer generates a random number from 1-10:

1: Your speech is poorly received. The gauge goes 1 in the opposite direction of that intended.
2-7: The U.N. delegates are indifferent to your plight. The gauge does not move.
8-10: The delegates are moved by your plight. The gauge goes 1 in the direction intended.

Unique Diplomatic Gestures
In addition to the two Diplomatic Gestures above, which any player may make, each faction has a choice of three other Diplomatic Gestures, each with unique results. Choose the gesture you wish to make. The computer generates a random number from 1-10. The result is shown in the table below:

- IRAN:
  1. Denounce Israel
  2. "...Israel, the enemy of Islam and Muslims... the aggressor." (Ayatollah Ali Khomeini)
  3-10: Jihad goes down 1.
- ISRAEL:
  1-5: No effect.
  6-7: Jihad and War Fever go up 1.
  8-9: Jihad goes up 2, War Fever goes up 1.
  10: Jihad goes up 2, War Fever goes up 2.
2. Denounce Iraq

"... We hold on to our view that Iraq must evacuate from Kuwaiti territory so as to create the necessary conditions for re-establishment of peace and tranquility." (President Ali Akbar Hashemi Rafsanjani)
1-2: No effect.
3-7: Jihad and War Fever go down 1.
8-10: Jihad and War Fever go down 2.

3. Mobilize

"Anyone who fights America's aggression has engaged in a Holy War in the cause of Allah, and anyone who is killed on the path is a martyr." (Ayatollah Ali Khomeini)

You are allowed to place four reinforcements (instead of three) on the map in the Reinforcement Phase. You can move the Jihad gauge 1 in the direction of your choice.

- IRAQ:
1. Denounce Arab World

"They have never recognized our right to exist. They use the coward's tool of terrorism against innocents. A dialogue with such criminals is unthinkable." (Anonymous)
1-2: No effect.
3-6: War Fever goes up 1.
7-10: War Fever goes up 2, Jihad goes up 1.

2. Mobilize

"We offer this as a sign of good faith. We are ready to talk with any neighbor that recognizes our basic rights, including the right to exist." (Unidentified Speaker)

Four Israeli units chosen at random by the computer from anywhere in Israeli territory are removed from the map and placed in the reinforcement pile.
1-2: No effect.
3-5: Jihad goes down 1.
6-8: Jihad and War Fever go down 1.
9-10: Jihad and War Fever go down 2.

3. Emergency Call Up

"The intent of our Arab neighbors is clear. We must be ready to defend our legal borders to the last man — and we shall." (Speaker Unknown)

You are allowed to place four reinforcements (instead of three) on the map in the Reinforcement Phase.
1-5: Jihad goes up 1.
6-8: Jihad goes up 1, War Fever goes down 1.
9-10: Jihad goes up 2, War Fever goes down 1.

- MODERATE ARABS:
1. Mobilize

"Saddam Hussein has made no secret of his ambitions. We hope to find a peaceful Arab solution, but we must be ready if Iraq turns its back on a negotiated solution." (Speaker Unknown)
1-2: No effect.
3-6: War Fever goes up 1.
7-10: War Fever goes up 2, Jihad goes up 1.

2. Conciliatory Speech

"I'm not trying to sound the tocsin of war ... I want to have a peaceful resolution to the question." (President George Bush)
1-2: Jihad goes up 1.
3-5: No effect.
6-10: War Fever and Jihad go down 1.

3. Saber Rattling

"Iraq will be permitted to annex Kuwait. That's not a threat, but a boast. That's just the way it's going to be." (President George Bush)
1-4: No effect.
5-7: Jihad and War Fever go down 1.
8-10: Jihad goes down 1 and War Fever goes down 2.

- VOLATILE ARABS:
1. Mobilize

"Our enemies surround us. By Allah, they shall not prevail as long as we draw breath." (Anonymous)

You are allowed to place four reinforcements (instead of three) on the map in the Reinforcement Phase.
1-4: No effect.
5-8: War Fever goes up 1.
9-10: War Fever goes up 2, Jihad goes up 1.

- U.S.:
1. Inflammatory Speech

"We're dealing with a Hitler revisited, a totalitarianism and brutality that is naked and unprecedented in modern times. And that must not stand. We cannot talk about compromise when you have that kind of behavior going on this very minute. Embassies being stoned, people being shot, women being raped — it is brutal. And I will continue to remind the rest of the world that this must not stand." (President George Bush)
1-5: No effect.
6-10: War Fever goes up 1.

2. Conciliatory Speech

"I want to have a peaceful resolution to the question." (President George Bush)
1-2: Jihad goes up 1.
3-5: No effect.
6-10: War Fever and Jihad go down 1.

3. Saber Rattling

"Iraq will be permitted to annex Kuwait. That's not a threat, but a boast. That's just the way it's going to be." (President George Bush)
1-4: No effect.
5-8: Jihad and War Fever go up 1.
9-10: Jihad and War Fever go up 2.

4. Emergency Call Up

"The intent of our Arab neighbors is clear. We must be ready to defend our legal borders to the last man — and we shall." (Speaker Unknown)

You are allowed to place four reinforcements (instead of three) on the map in the Reinforcement Phase.
1-4: No effect.
5-8: War Fever goes up 1.
9-10: War Fever goes up 2, Jihad goes up 1.
2. Conciliatory Speech

"We have always stood against the occupation of territories by war, and certainly against annexations." (King Hussein of Jordan)

1-4: No effect.
5-7: Jihad and War Fever go down 1.
8-10: Jihad goes down 1, War Fever goes down 2.

3. Denounce Israel

"Israel is the only country in the world without a map. They are constantly expanding their borders. They think they have the right to use force. Then I also have the right to defend myself." (Party chief Ali Jaber of Lebanon)

1-3: Jihad goes down 1.
4-5: No effect.
6-7: Jihad and War Fever go up 1.
8-9: Jihad goes up 2, War Fever goes up 1.
10: Jihad and War Fever go up 2.

DETAILED DESCRIPTIONS OF SCENARIOS

Basic Game I

Basic Game I is the introductory scenario designed to play very quickly (from 1-2 hours) with no optional rules and only two players. It simulates Operation: Desert Storm.

Basic Game I War Aims

The object of the game, for the U.S. & Allies, is to capture Kuwait City, Basra, and Baghdad within the six turns the game takes. If they can capture any two of those three, they have won. The Iraqi player wins by preventing the U.S. from succeeding within the time limit — after the six turns, support "back home" for the U.S. effort wanes, and they call off the military attack. Each airfield and city in Saudi Arabia captured by the Iraqis "cancels out" a lost city.

So if the Iraqis capture one Saudi airfield or city, the U.S. player would have to capture all three of the cities listed earlier to win.

And if the Iraqis get two Saudi airfields or cities, the U.S. player cannot win.

Basic Game II

Basic Game II is also an introductory level scenario slightly more complicated due to all the objectives that the Allied player must capture or destroy. There are no optional rules so game play still moves very quickly.

The reason behind the War Aims is explained below.

"We must disassociate Saddam Hussein from his weapons of mass destruction." (U.S. Defense Secretary Richard Cheney)

Some experts have contended that the goal of the U.S. forces should not be the invasion or conquest of Iraq, but the elimination of Saddam Hussein's capability to use tools of mass destruction — chemical and (possibly) nuclear weapons.

Basic Game II War Aims

The main goal of the U.S. player in this scenario is to liberate Kuwait and to destroy Iraq's war machine. Invading Iraq territory (or taking Baghdad or Basra) is not important. There are four Chemical Weapons and two Nuclear Weapons Production Facilities marked on the map in Iraq, and the U.S. player must destroy them all in order to win.

Destroying Chemical/Nuclear Weapon Sites

Weapon sites are destroyed after only one hit. Land units must be in the same area to be able to attack the site. Air units must target the site by placing the cursor over the site itself. The computer selects a random number from 1-10. If the random number is equal to or less than the unit's attack rating, then the site is destroyed. Ground superiority Air units are allowed to make two attacks. They can only be attacked by the following units:

1. Ground Attack Air units
2. Multi-purpose fighter/bomber Air units
3. Armor Land units (not infantry or mechanized infantry)

This scenario is also six turns long. For the U.S. player to win, he must capture Kuwait City and destroy all Iraqi weapons production facilities (both chemical and nuclear). If the U.S. player wins, the Iraqi player wins no matter what the U.S. player has accomplished.

Holy War Scenario

This scenario is designed for three players. It pits two Arab players against Israel. The four players are:

- Israel
- Iraq, Yemen, Jordan
- Saudi Arabia, Egypt, U.A.E., Kuwait
- Iran, Syria, Libya, Lebanon

This scenario ends after 10 turns.

Israel Surrounded Scenario

This scenario is designed for four players. It pits three Arab players against Israel. The four players are:

- Israel
- Iraq, Yemen, Jordan
- Saudi Arabia, Egypt, U.A.E., Kuwait
- Iran, Syria, Libya, Lebanon

This scenario ends after 10 turns.

Holy War Scenario War Aims

All Arab sites (cities, airfields, and oilfields) are worth one victory point to Arab players and two victory points to the Israeli player. All Israeli sites are worth two victory points to the Arab players and one victory point to the Israeli player. The player with the most victory points at the end of the game wins.

Israel Surrounded Scenario War Aims

All Arab sites (cities, airfields, and oilfields) are worth one victory point to Arab players and two victory points to the Israeli player. All Israeli sites are worth two victory points to the Arab players and one victory point to the Israeli player. The player with the most victory points at the end of the game wins.
the Israeli player. The player with the most victory points at the end of the game is the winner.

**Diplomatic Game I**
The five factions in Diplomatic Game I are:
- Iran
- Iraq & Yemen
- Moderate Arabs & Turkey (Egypt, Kuwait, Oman, Saudi Arabia, Turkey, and the U.A.E.)
- U.S. & Allies (France, the U.K., the U.N., and the U.S.)
- Volatile Arabs (Jordan, Lebanon, Libya and Syria)

All optional rules are available. All diplomatic rules must be used. The Jihad Level starts out at 5; the War Fever Level is at 0.

**Diplomatic Game II War Aims**
After selecting the human/computer players, each player is secretly given his War Aims. It is very important to understand your War Aims and keep them in mind from the very beginning of the game — even during set-up. See page 13 for descriptions of the various War Aims.

**APPENDICES**

**Country Codes**
Each country in the region, as well as the others involved in the action, are represented in this game. Here’s a list of the codes used on the units and the countries they refer to:

<table>
<thead>
<tr>
<th>Code</th>
<th>Country</th>
</tr>
</thead>
<tbody>
<tr>
<td>EG</td>
<td>Egypt</td>
</tr>
<tr>
<td>FR</td>
<td>France</td>
</tr>
<tr>
<td>IQ</td>
<td>Iraq</td>
</tr>
<tr>
<td>IR</td>
<td>Iran</td>
</tr>
<tr>
<td>IS</td>
<td>Israel</td>
</tr>
<tr>
<td>JOR</td>
<td>Jordan</td>
</tr>
<tr>
<td>KU</td>
<td>Kuwait</td>
</tr>
<tr>
<td>LEB</td>
<td>Lebanon</td>
</tr>
<tr>
<td>LII</td>
<td>Libya</td>
</tr>
<tr>
<td>OM</td>
<td>Oman</td>
</tr>
<tr>
<td>SA</td>
<td>Saudi Arabia</td>
</tr>
<tr>
<td>SY</td>
<td>Syria</td>
</tr>
<tr>
<td>TUR</td>
<td>Turkey</td>
</tr>
<tr>
<td>UA</td>
<td>United Arab Emirates</td>
</tr>
<tr>
<td>UK</td>
<td>Britain</td>
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<td>UN</td>
<td>United Nations</td>
</tr>
<tr>
<td>US</td>
<td>United States</td>
</tr>
<tr>
<td>YE</td>
<td>Yemen</td>
</tr>
</tbody>
</table>

**Air Units Tables**

<table>
<thead>
<tr>
<th>AIR UNITS THAT CAN TAKE 1 HIT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NATION/CITY</strong></td>
</tr>
<tr>
<td>EG Hel</td>
</tr>
<tr>
<td>EG J6</td>
</tr>
<tr>
<td>EG MIG 17</td>
</tr>
<tr>
<td>EG MIG 21</td>
</tr>
<tr>
<td>EG Mirage</td>
</tr>
<tr>
<td>ER-10</td>
</tr>
<tr>
<td>IO J6</td>
</tr>
<tr>
<td>IO J7</td>
</tr>
<tr>
<td>IO MIG 21</td>
</tr>
<tr>
<td>IO MIG 23</td>
</tr>
<tr>
<td>IO MIG 25</td>
</tr>
<tr>
<td>IO SU-20</td>
</tr>
<tr>
<td>IO SU-26</td>
</tr>
<tr>
<td>JR Hel</td>
</tr>
<tr>
<td>JR A-10 Hel</td>
</tr>
<tr>
<td>JR F-5</td>
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<tr>
<td>KU A-4</td>
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<tr>
<td>KU Mirage</td>
</tr>
<tr>
<td>LII MIG 25</td>
</tr>
<tr>
<td>LII Mirage</td>
</tr>
<tr>
<td>OM Jaguar</td>
</tr>
<tr>
<td>SA Tornado</td>
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<tr>
<td>SY SU-20</td>
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<tr>
<td>SY MIG 21</td>
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<tr>
<td>SY MIG 23</td>
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<tr>
<td>SY MIG 25</td>
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<tr>
<td>TU F-5</td>
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<td>TU F-104</td>
</tr>
<tr>
<td>UA Mirage</td>
</tr>
<tr>
<td>YE MIG 17</td>
</tr>
<tr>
<td>YE MIG 23</td>
</tr>
</tbody>
</table>

In the above table, the rating is the attack rating of the aircraft. For Air units that can take two hits of damage, the rating has two numbers. The first number is the attack rating when the aircraft is undamaged; the second number is used when the aircraft has suffered one hit. The plane type abbreviations are listed below:

**AS** AIR SUPERIORITY
**FB** FIGHTER BOMBER
**GA** GROUND ATTACK

**Land Units Elimination Table**

### DIVISION-SIZED UNITS

<table>
<thead>
<tr>
<th>ATTACK RATING</th>
<th># HITS TO ELIMINATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
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<tr>
<td>4</td>
<td>4</td>
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<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

### CORPS-SIZED UNITS

<table>
<thead>
<tr>
<th>ATTACK RATING</th>
<th># HITS TO ELIMINATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>
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