

# MODERN WAR

## #2: Oil War Iran Strikes

### Target Market

- Modern history buffs

### Up-Sells & Cross-Sells

- Anaconda (S&T #276)
- Decision: Iraq (Modern War #6)
- Lightning War on Terror (DG)

### Selling Points

- Ty Bomba design
- Great Value (boxed version would be \$50 or more)

### Stock no

- MW02

### MSRP

- \$29.99

### UPC Code

- 07148602334011

### Contents

- One 22 x 34 inch map
- 228 counters
- Magazine with historical background

This near-future what-if game, by Ty Bomba, is an update of the old-SPI Oil War from the 1970s. It examines an Iranian strategic alternative that's becoming plausible in light of the drawdown of US strength in the Middle East. That is, the prospect of opposing sides having nuclear weapons may work to create a deterrent umbrella that, at least for some time, could allow for a conventional war to go on underneath the threat of "mutually assured destruction."

Oil War: Iran Strikes (OW) is a low-intermediate complexity design set in the near future (2013-2017), when the Iranians may have developed nuclear capability. The possibility for a conventional military victory – aimed at establishing and certifying Tehran as the hegemon of the Gulf – moves to the fore. OW examines the possibilities inherent in the opening offensive of such a war. There are no rules for atomic bombs or other WMD. The situation is on such a hair trigger in that regard, if one such weapon were to go off, many more detonations would certainly follow. The idea is for Iran to gain a victory without resorting to "game changing" WMD.

Each hex on the map equals 18 miles from side to opposite side, and it stretches from Turkey in the north to the UAE in the south, and from the Iranian border and Persian Gulf on the east to Baghdad and Riyadh on the west. Each turn represents three days, with a full match covering the first month of fighting.

Units of maneuver are corps, divisions, brigades, and US brigade combat teams (BCT), each representing from about 5,000 to 15,000 men and/or 50 to 400 armored fighting vehicles or helicopters. Up-to-date data have been used to establish each country's order of battle, including the Iranian regular army, Basij martyr force and Revolutionary Guards, along with the ground forces of Iraq (loyalist and insurgent, Kurds, and the "elite" Quick Reaction Force). There are also the armies of Kuwait, Saudi Arabia, Qatar, Bahrain, the UAE, Syria and Turkey.

Special rules cover such things as: sudden death victory, variable phase sequence, US naval supremacy, Saudi combat characteristics, multi-national movement and combat restrictions, US locking zones of control, US bases, Kuwaiti border defenses, Iraqi defections, Al Qods terror attacks, Basij suicide attacks, Basra's critical logistical status, artillery, combat engineers, airpower, UN intervention, unique US BCT capabilities, the 12th Imam, Iranian airborne and marines, and much more.

