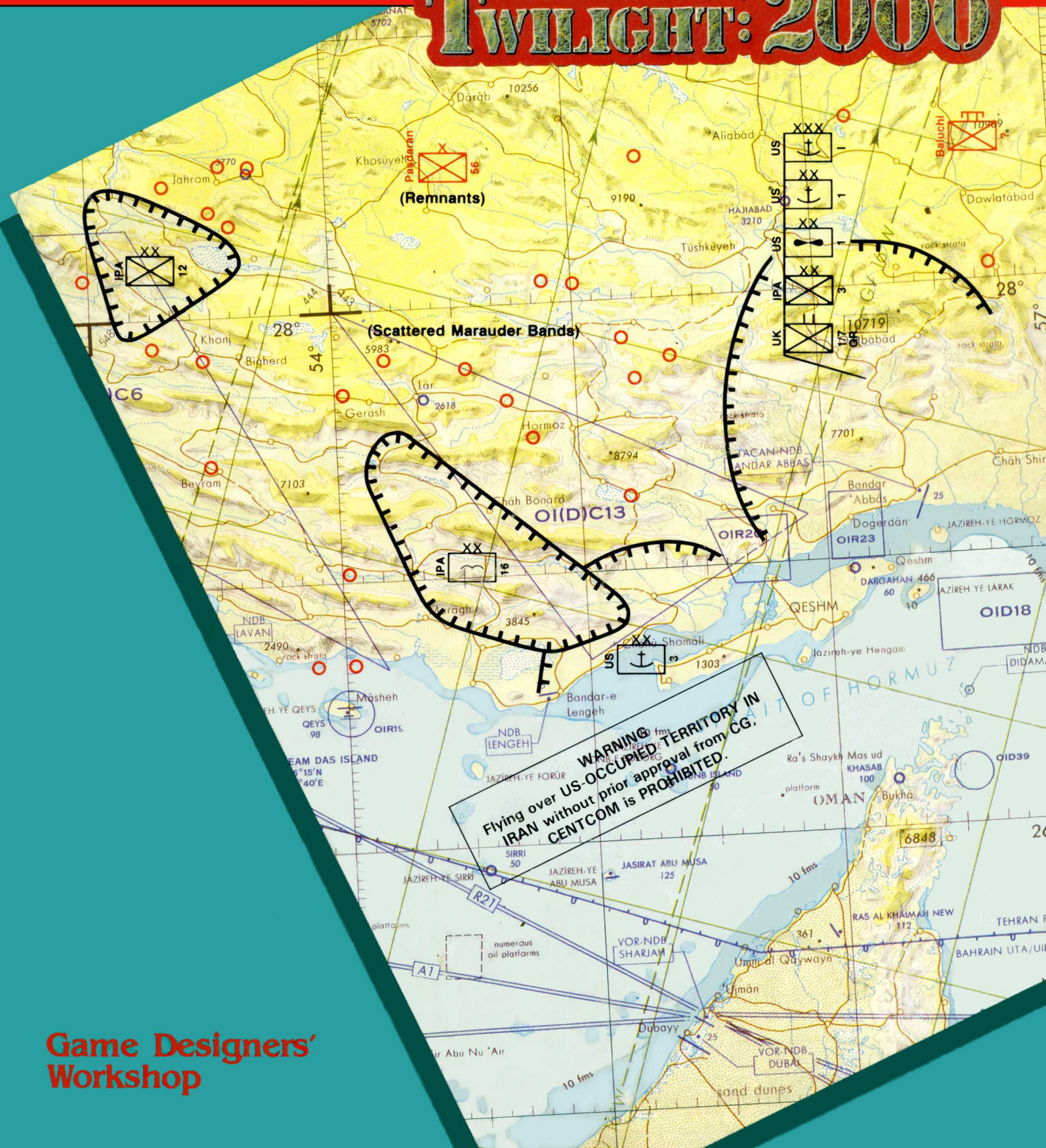


# RDF Sourcebook

Series Module

## Twilight: 2000™



Game Designers'  
Workshop

# RDF Sourcebook

## Contents

|                                                |           |                                                    |           |
|------------------------------------------------|-----------|----------------------------------------------------|-----------|
| <b>Introduction.....</b>                       | <b>2</b>  | Getting There.....                                 | 30        |
| 1988-1990.....                                 | 2         | Primary Groups.....                                | 30        |
| 1991.....                                      | 2         | Mission Assignments.....                           | 31        |
| 1992-1994.....                                 | 2         | Types of Missions.....                             | 31        |
| 1995.....                                      | 3         | Resolving Missions.....                            | 32        |
| 1996.....                                      | 3         | <b>Character Generation.....</b>                   | <b>33</b> |
| 1997.....                                      | 4         | U.S. Marine Corps.....                             | 33        |
| 1998.....                                      | 7         | U.S. Navy.....                                     | 33        |
| 1999.....                                      | 8         | U.S. Air Force.....                                | 33        |
| 2000.....                                      | 9         | Other Nationalities.....                           | 33        |
| <b>The Land.....</b>                           | <b>10</b> | Iranian People's Army.....                         | 33        |
| Islam.....                                     | 11        | Iraqi Liberation Army.....                         | 34        |
| Oil.....                                       | 12        | Other Arab Forces.....                             | 34        |
| Maps.....                                      | 12        | Indigenous Irregular Forces.....                   | 34        |
| Mountains.....                                 | 12        | Israel.....                                        | 35        |
| <b>Political Organizations.....</b>            | <b>13</b> | France.....                                        | 35        |
| Iran Nowin National Emergency Council.....     | 13        | MEFF.....                                          | 36        |
| The U.S. State Department Foreign Service..... | 13        | Special Operations.....                            | 36        |
| The KGB.....                                   | 14        | New Skill.....                                     | 36        |
| The Intelligence Support Agency (ISA).....     | 14        | Rank.....                                          | 36        |
| DGSE.....                                      | 15        | <b>Service Branch/Specialty Tables.....</b>        | <b>37</b> |
| AJITF.....                                     | 15        | U.S. Navy.....                                     | 37        |
| Special Note: KGB/GRU Relations.....           | 15        | U.S. Air Force.....                                | 37        |
| Special Note: KGB/Army Relations.....          | 15        | Israeli Defense Force.....                         | 38        |
| Special Note: Franco-American Relations.....   | 15        | Special Operations Forces (All Nationalities)..... | 38        |
| Special Note: Franco-Soviet Relations.....     | 16        | <b>Additions to the Equipment List.....</b>        | <b>39</b> |
| <b>Military Organizations.....</b>             | <b>17</b> | Submachineguns.....                                | 39        |
| United States Central Command.....             | 17        | Assault Rifles.....                                | 39        |
| Soviet Transcaucasus Front.....                | 18        | Sniper Rifles.....                                 | 39        |
| GRU.....                                       | 19        | Automatic Rifles.....                              | 39        |
| French Rapid Action Force (FAR).....           | 19        | Machineguns.....                                   | 39        |
| <b>Orders of Battle.....</b>                   | <b>19</b> | Grenade Launchers.....                             | 39        |
| USSR.....                                      | 19        | Rocket Launchers.....                              | 40        |
| Iraq (Soviet Supported).....                   | 20        | Large Caliber Guns.....                            | 40        |
| Syria.....                                     | 20        | Surface to Air Missile Systems.....                | 40        |
| USA.....                                       | 20        | Unarmored Cargo Vehicles.....                      | 41        |
| Iran.....                                      | 21        | Armored Personnel Carriers.....                    | 41        |
| Iraq (U.S. Supported).....                     | 21        | Assault Guns.....                                  | 41        |
| Saudi Arabia.....                              | 21        | Light Combat Vehicles.....                         | 41        |
| France.....                                    | 21        | Main Battle Tanks.....                             | 42        |
| Iraq (French Supported).....                   | 21        | <b>Additions to the Firing Charts.....</b>         | <b>43</b> |
| UK.....                                        | 21        | <b>Additions to the Hit Location Charts.....</b>   | <b>44</b> |
| Abbreviations.....                             | 21        | <b>Glossary.....</b>                               | <b>47</b> |
| <b>Personalities.....</b>                      | <b>22</b> |                                                    |           |
| General Samuel A. Maclean, USMC.....           | 22        |                                                    |           |
| General Colonel Piotr A. Suryakin.....         | 22        |                                                    |           |
| <b>Map: The Persian Gulf.....</b>              | <b>23</b> |                                                    |           |
| <b>Map: Southern Iran.....</b>                 | <b>24</b> |                                                    |           |
| Doctor Adnan Khazami.....                      | 26        |                                                    |           |
| Ambassador Garret Stevenson Thayer.....        | 26        |                                                    |           |
| General Major Nikita Kurdakhov.....            | 27        |                                                    |           |
| Doctor Ailie Berta Kurtz.....                  | 28        |                                                    |           |
| Lieutenant General Raoul Cervelan.....         | 28        |                                                    |           |
| Colonel Denise-Marie Richillieu.....           | 29        |                                                    |           |
| <b>Campaign Guide.....</b>                     | <b>30</b> |                                                    |           |

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## Introduction

*The RDF Sourcebook* is different from previous *Twilight: 2000* publications in that it is not an adventure, but instead provides the setting and backdrop for a series of adventures. Subsequent modules will present more details of individual regions, but this sourcebook will give a broad overview of the countries, military and political organizations, and personalities involved.

*The RDF Sourcebook* is intended to familiarize referees (and players, to a lesser extent) with the region around the Persian Gulf which has become the primary "stomping grounds" of the U.S. Central Command. It is in this area (where a few remaining oil refineries produce a trickle of fuel) that the war between the U.S. and the Soviet Union is still being fought on something resembling the old terms.

### 1988-1990

In the early 1990's, several events took place that changed the face of Middle Eastern politics. Following the death of Ayatollah Khomeyni's successor, the *Iran Nowin* (New Iran) movement came into power. Although still committed to the Islamic Revolution, *Iran Nowin* took on more of a nationalist outlook than a religious one. Mullahs were now beginning to preach that the "Great Satan" (the United States) had been properly humbled and was now repenting.

In foreign affairs, the *Iran Nowin* government began a de-escalation of the war with Iraq. The first step was a cease-fire. This quickly became a truce and within a year, a treaty was signed, mandating both sides to withdraw to their pre-war boundaries.

The most important change, however, came about in Israel. American foreign policy, since the late 1980s, had been to bring increasing pressure to bear on the Israeli government to negotiate a settlement with its neighbors. The Jerusalem government realized that loss of US support would maroon them in a sea of enemies, and reluctantly bowed to the inevitable.

The resulting treaties (collectively called Camp David II) established a non-territorial Palestinian state (Palestinians

living in either country would hold dual Israeli/Jordanian citizenship). A treaty between Jordan and Israel was signed and the previous Israeli/Egyptian agreement was re-affirmed.

Extremists on both sides denounced these developments and vowed to continue the fight, but in spite of occasional terrorist incidents, the Camp David II agreements held up. All sides settled in and accepted the new order of things. American prestige and influence hit an all time high in the region.

As the Soviet government became increasingly preoccupied with a rapidly modernizing China, their influence in the Middle East slowly waned. The war in Afghanistan dragged on interminably. Despite a steady influx of men and materiel, the Soviets were no closer to a solution than they were twelve years earlier. The gains that Moscow had made in the Middle East in the 1970's became increasingly difficult to maintain.

### 1991

In 1991, Kuwait, Saudi Arabia, and Oman signed peace treaties with Israel. Iraq and Syria, however, were heading towards war. The newly formed Organization of Middle Eastern States (OMES) brought pressure to bear on both sides to settle their differences peacefully.

The Soviets, however, had other plans. A pair of coups were covertly engineered. Strongly pro-Soviet governments were installed in Damascus and Baghdad, and the two new governments were urged to patch up their quarrels.

The effect on world opinion was not what had been anticipated, however. Instead of being hailed as peacemakers, the Soviets were denounced by most of the world's governments. Soviet prestige did not improve.

### 1992-1994

With the invasion of China, one of the major problems facing the Soviet Supreme Command (VGK) was what the US response would be. In particular, the VGK was concerned about the United States Central Command (CENTCOM) whose area of operation included Iran and Pakistan. The Soviets feared a U.S.-Iranian

or U.S.-Pakistani combined operation against their southern borders, in support of China.

To prevent this, the Soviets began infiltrating agitators and terrorists into several pro-western countries in the area. Among the many cover groups formed in the year before the Sino-Soviet war was the *Mourabitin-al-Islam* (Guardians of Islam), formerly a group of Lebanese Islamic Marxists who were now reinforced and re-equipped. Their expanded area of operations included Kuwait, Saudi Arabia, Iran, and Pakistan.

Although small in numbers, the groups proved highly effective. The *Mourabitin* movement was especially effective in Iran where they joined with the Iranian Communist Party (the *Tudeh*). Ironically, much of their local support came from Islamic fundamentalists who saw the *Mourabitin/Tudeh* movement as a means of discrediting the *Iran Nowin* government. Another source of covert aid was the *Shir Iran* (Lion of Persia) movement. The *Shir Iran* movement, comprised of diehard Iranian Royalists, hoped to play the fundamentalists off against the Marxists, to the detriment of all but themselves. They would then return the deposed Iranian royal family to the throne.

The Iranian military, still recovering from the recent Iran-Iraq war, had its hands full dealing with the violence. They did, however, have more popular support than the opposition had counted on. This helped turn the tide and by the winter of 1994 only isolated pockets of resistance remained.

The Mourabitin's operations in Kuwait and Saudi Arabia never really got off the ground. Most of the Mourabitin were quickly rounded up or killed. In Pakistan, Mourabitin agitators managed to gain small footholds in the Baluchi Nationalist Movement.

## 1995

As the first Soviet armored columns roared over the Sino-Soviet border, the *Tudeh* guerrillas again became active and began attacks against Iranian military and civilian targets. In response to this, the *Iran Nowin* government reluctantly allowed the reforming of the *Pasdaran* (Revolutionary Guard), the Islamic Fundamentalist militia.

The Soviets responded by mobilizing the Transcaucasus Front, a reserve force of the southern theater of military operations (TVD). This was ostensibly done to provide more troops for the Sino-Soviet war. The KGB's Transcaucasus Border District also went on full alert and began receiving heavy equipment.

The pro-Soviet Syrian and Iraqi governments withdrew from OMES. They claimed that treaty obligations made it impossible for them to comply with policy. The Syrians denounced OMES as a tool of Western imperialism. The Iraqis didn't say much, but they did sell their oil exclusively to the Soviet Union.

With potentially hostile forces sitting on its northern and western borders, Iran was forced to adapt a policy of neutrality. This policy was unpopular among the Islamic Fundamentalists whose hatred of the Soviet Union was long and deep. The Iranian government sold oil only to "selected non-belligerents".

Relations between Israel and Syria deteriorated rapidly. A demilitarized zone (DMZ) had been established in the Golan Heights following the '87 war. This DMZ was occupied by a UN Peacekeeping Force. When the UN General Assembly fell apart in June of 1995, these troops were left out on a limb.

The Syrians responded quickly. Syrian army units moved to their jump-off points. Syrian commandos began infiltrating UN forward positions. The Israelis began deploying into the Golan Heights. Minor skirmishing broke out, but before things could

get too hot, the Syrians withdrew.

The OMES informed the Syrian government that if Syria started a war with Israel, they would wind up fighting the rest of OMES as well. Faced with the possibility of a war with Jordan and Saudi Arabia, the Syrians withdrew from the DMZ. The Israelis re-occupied the Golan Heights. The UN force was withdrawn.

In September of 1995, a pro-Syrian Lebanese Christian Faction seized power in Lebanon in a bloody coup. They called themselves the Lebanese National Unity Party. They immediately requested Syrian aid. Since Lebanon was not a member of OMES, there was nothing that organization could do about it. The Israelis began shifting units northward while the Syrians moved into southern Lebanon.

The western nations' response to events in the Middle East was mixed. Most NATO nations didn't want to do anything to disrupt the flow of vitally needed oil. Some, however, sent troops. The Sultan of Oman had requested British assistance and London responded by sending the newly formed Middle Eastern Field Force (MEFF). This force consisted of two Gurkha battalions, a battalion of the Parachute Regiment and an infantry battalion (The Kings Own Scottish Borderers). These troops were used mainly for security and training.

Not to be outdone, the French activated the Foreign Legion Operational Group (GOLE) and deployed them to Djibouti. The US government committed the rest of the 7th Special Forces Group and a ranger battalion for anti-terrorist duties.

## 1996

At the first of the year, the Americans began reinforcing their units in the Gulf region. Air force units were shifted to bases in Saudi Arabia. American military equipment was stockpiled in Saudi Arabia.

When the Pact offensive began to stall in the spring, many leaders took this to mean that the Soviet Union would not be able to effectively intervene in Iran or anywhere else in the Middle East. As the VGK committed more and more divisions and resources to the Far East, the pro-Soviet states in the Middle East became more apprehensive. Soviet military, economic, and political aid was dwindling rapidly.

Israel moved first. Border incidents with Syria increased, then there were artillery duel and cross border airstrikes. The Israelis launched a surprise offensive during Passover.

Initially taken by surprise, the Syrian army recovered quickly. There was heavy fighting in the Bekaa Valley. The Syrians launched a counteroffensive, and only the timely arrival of Israeli airborne troops prevented total disaster..

After this setback, the campaign settled into a stalemate. The Israeli armed forces had deteriorated badly in the years since their sweeping victories of the 1960s and 1970s, becoming less of a European style army, and more of a Middle Eastern one. Damascus eventually fell, but only after a long and costly siege.

While this went on, the situation in Iran steadily worsened. The *Tudeh* guerrillas became bolder in their attacks. They controlled large portions of northeastern Iran. The *Tudeh* not only fought, they established a political infrastructure. *Tudeh* rule was harsh and sometimes brutal, but at least it brought a modicum of stability.

Another powerful faction, the *Pasdaran* militia established a power base in the area around the city of Qom. The Imams of the *Pasdaran* enforced a strict fundamentalist interpretation of the *Shariah* (Islamic Law), often at the point of a gun.



However, they did keep order and suppressed the *Tudeh* guerrillas in their area. The *Pasdar* soon began making demands on the Iranian government. They insisted that their mullahs (holy men) be attached to regular Iranian armed forces units to insure their spiritual purity. The Iranian government refused, fearing a return to the type of fundamentalist government that had nearly ruined Iran a decade before.

In March, *Pasdar* units tried to storm the Soviet Embassy in Tehran. The Iranian Army and National Police stopped them after several hours of hard fighting. The Soviet Embassy closed, but the Soviets maintained a low-key diplomatic presence through the Cuban Embassy.

The northwestern Iranian city of Tabriz fell to the *Pasdar* in April. This precipitated a crisis in the Iranian government. Many members of parliament were openly advocating recognition of the *Tudeh* as a counterbalance to the growing power of the *Pasdar*. The Islamic Fundamentalist Party pushed for a return to *rule by the mullahs*. As the parliament argued, the country was falling apart around them. *Iran Nowin* became a minority government.

The Iranian military had had enough. With the tacit approval of the *Iran Nowin* government, they dissolved parliament, declared a state of national emergency and placed the country under martial law. A National Emergency Council, composed of military and civilian leaders came to power. The various militias were ordered to either lay down their arms or place themselves under military control. They did neither.

The *Tudeh* party ignored the proclamation. The *Pasdar*'s reaction was more active. They saw the National Emergency Council as a group of secular warlords out to destroy the purity of Islam. One group, calling itself the Anti-Satanic Army, began marching on Tehran. Other *Pasdar* units (along with several bands of marauders) joined them.

The Council, realizing that it would only be a matter of time before Soviet troops crossed the border into Iran, decided to evacuate Tehran. By mid-June, the withdrawal was complete, and a provisional capital established at Esfahan.

The U.S., France, and the UK began sending military and economic aid. The Soviets also sent covert aid to the *Tudeh* guerrillas in the form of heavy weapons and some old tanks.

By July, northern Iran had become a free fire zone. Various

warlords and their militias fought among themselves for control of Tehran and other cities. The *Pasdar* and *Tudeh* militias had a particularly bitter war going on between them. More and more refugees headed south to seek the relative safety of the National Emergency Council's area of control.

On the 1st of July, the Soviet Transcaucasus Military District got a new commanding officer, Colonel-General Piyotr Alexanderayvitch Suryakin. General Suryakin was considered by many western experts to be one of the Red Army's leading specialists in mobile warfare. The official line from Moscow was that Suryakin had been seriously wounded in the recent battle for Shenyang. He had been placed in command of the military district as a temporary appointment until his injuries had healed.

General Suryakin, contrary to Moscow's statement, was not there to recover from his wounds. His orders from the VGK were to secure the Persian Gulf region before the Americans could intervene. The Syrians were in no position to help. The Iraqis seemed rather hesitant to go to war again with Iran. Still, Suryakin had other cards he could play.

In October, the situation in Germany took everyone by surprise. The United States placed all its' regular military forces on full alert and mobilized the National Guard and Reserves. The Soviets increased the call-up of Category 3 and 4 Divisions.

The United States Central Command (CENTCOM) reported itself ready for deployment to the Middle East on October 21st. CENTCOM's forward headquarters element was already deployed in Riyadh, Saudi Arabia. The commanding officer of CENTCOM, General Vincent Barbaneri, urged the Joint Chief of Staff to deploy CENTCOM immediately before the Soviets moved into the region.

The Americans discovered that while they could mobilize an impressive military force, transporting it to where it was needed was another matter entirely. Troop movements were placed on a priority basis. Most available transport was used to move troops to Europe. General Barbaneri was told that CENTCOM would begin deploying in December.

In December, when the first American units crossed the East German border, the situation drastically changed. The United States and the Soviet Union were at war, and CENTCOM's deployment would be delayed until after the first of the year (all available transport was needed to support the war in Europe).

General Suryakin took advantage of the situation. The lead division of the 7th Guards Army advanced into northwestern Iran, and encountered fanatical resistance from the *Pasdar* militia. The Soviets countered this by using chemical weapons on a massive scale as they had in China.

The *Pasdar* exacted a heavy price for their lives (two Soviet divisions were severely mauled), but the offensive rolled on. Tabriz fell to the Soviets on Christmas Day and Tehran was occupied by year's end. As the war in Iran proceeded, tensions between India and Pakistan grew.

## 1997

The first units of CENTCOM began to arrive in Saudi Arabia. The 82nd Airborne Division, the 75th Infantry Regiment (Ranger) and the 5th Special Forces Group were flown in by priority airlift.

The Soviets committed two more armies, the 4th and the 45th to the campaign in Iran. They linked up with the *Tudeh* militia. By February, Qom had fallen.

It had been eight months since the Iranian People's Army had withdrawn from northern Iran. The Iranian High Command had used the time well. Ammunition and supplies had been stock-

piled in underground cave complexes. The Iranian Air Force had been dispersed to numerous small airfields. After seeing what had happened to the *Pasdaran*, the army intensified its chemical warfare training.

As the first elements of the 82nd Airborne Division began landing in Saudi Arabia, the Soviets resumed their offensive. The first phase of the offensive was a series of commando raids by air assault and airborne units. These operations were only partially successful. Several strike teams were wiped out by Iranian commandos. Other teams reached their assigned targets only to find that they were dummy installations. The raids caused some disruption but the results were less than had been expected. *Spetsnaz* teams attacked American airfields in Saudi Arabia. US Air Force Security units stopped these raids with a minimal loss of aircraft and lives.

For the next three days, massive air battles raged over central and southern Iran. Iranian Tornados and American F-15's tangled with Soviet Mig-23's and Su-27's. Losses on both sides were high and the tempo of operations slowed as both sides wished to conserve aircraft and crew.

The Soviet ground offensive got rolling again in mid-February. The 7th Guards Army attacked the positions of the Iranian I Corps in the Kermanshah-Hamadan-Borujerd area. The Soviet 4th Army launched a drive to take Esfahan by way of Arak and Kashan, an area defended by the Iranian II Corps. The 45th Army was held in reserve. Hamadan fell on the first of March. Kashan and Arak fell three days later. By mid-March, Borujerd was taken after very hard fighting.

The Soviet advance was greatly aided by the Iranian *Tudeh* guerrillas. Operating in small units, they infiltrated bases and staged rear area raids. Faced with these tactics and massive Soviet firepower, the Iranian People's Army was hard pressed to hold on. The key city of Kermanshah fell on the 29th of March.

While the Soviets and the Iranians were fighting, CENTCOM was being reinforced. In March, the 101st AAD, the 9th ID, and the 6th ACCB arrived in Saudi Arabia. The 24th ID began arriving in Saudi Arabia at the end of March.

The tempo of operations slowed down in April. The Soviets were busy consolidating their gains in northern and central Iran. A People's Democratic Republic of Iran was proclaimed and the *Tudeh* Party established its capital in Tehran. Syria and the Soviet Union were the only two governments that recognized the new regime.

As the NATO offensive into Poland gained momentum, the Transcaucasus Military District was tapped to provide reinforcements, mainly aircraft.

The Iranian High Command was grateful for the breathing space. Their forces were badly battered. Vehicle and aircraft losses had been high. The manpower losses were made up by a form of voluntary conscription. The material losses were harder to make up. The supply of available equipment was dwindling. The National Council moved its location from Esfahan to the more easily defensible city of Shiraz.

General Barbaneri had problems of a different sort. With the NATO offensive in full swing, there was increasing pressure from Washington to begin offensive operations. The 5th Special Forces Group had already begun working with Kurdish irregulars in western Iran, but this was not enough for the politicians who were anxious for a quick victory over the Soviets.

Logistics was General Barbaneri's main concern. He knew he could launch a successful offensive against the Soviets but he was uncertain if it could be sustained. Most of the available

transport was tied up shipping supplies to Europe. General Cummings lobbied on CENTCOM's behalf and managed to get a trickle of supplies into the Middle East.

To the east, the situation between India and Pakistan degenerated into total war. With Pakistan effectively neutralized, General Suryakin conceived a daring plan to secure the Iranian ports on the Persian Gulf. He would use the *Tudeh* guerrillas as an infiltration force to seize key installations. After this, Soviet airborne forces (the 103rd and 105th Guards Airborne Divisions, plus the 94th Air Assault Brigade) would be airdropped in to support them. A rapid overland advance making maximum use of chemical weapons to clear out pockets of resistance was to follow immediately. This plan suffered a setback when the Soviet chemical weapons stocks were severely depleted by airstrikes, but Suryakin decided to proceed anyway.

On April 21st, the Soviet *desantniki* (airborne) struck like thunderbolts. The 104th Guards landed at Bandar-e Khomeyni; the 105th Guards seized Bushehr while the 103rd Guards assaulted Bandar Abbas. The 94th AAB seized Chah Bahar. At the same time, Soviet artillery subjected Iranian positions to a massive bombardment. When the barrage lifted, the resupplied and re-equipped Soviet Armies surged forward.

The Iranian People's Army put up a fierce resistance, but nevertheless, the Soviets drove deeper into the Zagros Mountains. Esfahan fell on the 28th of April. By the end of the month, the 7th Guards Army was in the outskirts of Dezful, the 4th Army was advancing south to Esfahan and the 45th Army had taken Yazd. The Council at Shiraz was cut off by the Soviet advance.

With Soviet mechanized forces advancing towards the Persian Gulf, General Barbaneri ordered the US XVIII Airborne Corps into action. On May 3rd, the 82nd Airborne Division and two battalions of the 75th Infantry Regiment (Ranger) were airdropped into the Bandar-e Khomeyni-Khorramshahr area. US Navy surface units and gunships of the 6th ACCB provided fire support. The 101st AAD made an airmobile landing in the Bushehr area, supported by units of the Iranian Navy and two battalions of Iranian Marines.

The fighting was heavy. The 104th Guards was strung out between Bandar-e Khomeyni and Khorramshahr. The US Ranger battalions infiltrated the *Desantniki*'s positions, cutting roads and communications lines.

For the next three days, Soviet *desantniki* and American paratroopers engaged in a brutal war of small actions and skirmishes. The Soviets began to withdraw on May 6th, a battered, but still cohesive fighting force. The 82nd was ordered to hold their positions until the 24th ID could relieve them.

The 105th Guards, at Bushehr and Ganaveh, fared worse than the 104th Guards. Most of the divisions' personnel were newly raised conscripts. Their officers hadn't had much time to get used to working with each other. Command and control was a definite problem.

On the night of May 2nd, US Navy SEAL teams and Iranian Marine commandos made a series of devastating raids against the 105th's communications and command networks. The division commander and his chief of staff were assassinated. Command posts and supply dumps were destroyed. Those anti-aircraft positions not destroyed by ground operations were knocked out by airstrikes.

When the first assault waves of UH-60's and AH-64's made their pre-dawn landing, the Soviets were in a state of total confusion. By 1 600 hours on May 3rd, the 105th Guards Airborne

Division had ceased to exist as a cohesive force. Small bands of *desantniki* broke out of the encircling apparent safety of the Zagros Mountains.

On May 16th, forward elements of the 24th Infantry Division moved into the Bandar-e Khomeyni-Khorramshahr area. The 82nd Airborne began withdrawing to Saudi Arabia. As the 1st Brigade, 24th Infantry was moving into its' positions, the Soviets struck back. A battle group built around the 217th Guards Airborne Regiment and several *Tudeh* guerrilla companies launched attacks in the Ramshir-Shadegan area. The 1st of the 24th used their firepower well. The attacks were beaten back. The Soviets, however, were able to withdraw in good order.

The 9th ID began conning ashore at Bushehr and Ganaveh. They linked up with the 101st AAD May 7th and began mopping up survivors of the 105th Guards Airborne. Lead elements of the 101st were moving northward into the Zagros. By the middle of May, they had secured the cities of Dalaki, Ardakan and Kazerun.

It had been General Barbaneri's plan to secure the northern shore of the Persian Gulf. He had envisioned a limited drive to secure the approaches from the Zagros Mountains, feeling that as long as his forces operated in the mountains, the Soviets would be forced to fight a long and protracted war. It was a plan to secure CENTCOM's primary objectives with a minimal loss of life.

The politicians back in Washington weren't pleased with the plan. Hawk fever swept the halls of Congress, and action was demanded of CENTCOM. Reluctantly, General Barbaneri began planning for the congressionally mandated offensive.

At Bandar Abbas, the 103rd Guards Airborne Division, veterans of Afghanistan, dug in as best they could, determined to hold their position at all costs against the expected American assault.

On June 4th, the American forces arrived off the coast of Iran. While US Navy SEALs and Marine Force Recon units executed sabotage missions, naval guns pounded the Soviet positions. At dawn, on June 5th, the US Marines began landing operations.

The airfield was captured on June 8th, by the 1st Marine Division. With the airfield under U.S. control, heavy equipment could be airlanded into the beachhead. On June 14th, the US 3rd Marine Division began arriving, and by June 21st, Bandar Abbas was secured, after weeks of intense fighting. The 103rd Guards Airborne Division had been wiped out. Out of the 8,000 *desantniki* in Bandar Abbas, only 750 survived.

On the day Bandar Abbas was secured, the 101st AAD, the 9th ID, and the 6th ACCB began a drive towards Esfahan, and the 24th ID began moving northwards towards Ahvaz. On June 26th, the 1st Marine Division moved into the Zagros Mountains, towards the airfield complex at Yazd. The 3rd Marine Division followed, heading for Shiraz.

The move took the Soviets completely by surprise. Many of their units were strung out along mountain passes. General Suryakin was amazed at this turn of events, but soon recovered.

By mid-July, the lead battalions of the 101st Air Assault Division had fought their way into the outskirts of Esfahan. The 1st Marine Division was 100 kilometers from Yazd. The 3rd Marine Division had linked up with the 9th ID and elements of the Iranian People's Army. The siege of Shiraz was broken. The 24th ID was driving on Ahvaz.

Several Soviet divisions disintegrated as command and control broke down completely. On July 24, the 1st Marine Division took Yazd. The next day, July 25th, elements of the 101st

AAD and the 9th ID reached Qom.

With American forces overextended and driven to exhaustion, General Suryakin struck back. On the night of July 28th, GRU and Spetsnaz teams penetrated American lines. They located and attacked US 3rd Army Headquarters, killing General Barbaneri, his chief of staff, and the commander of the 3rd Army. The raiders were all captured or killed, but in one stroke, CENTCOM and the 3rd Army were left leaderless as the Soviets began their counteroffensive.

The American forces were quick to recover. The commander of the US I Amphibious Corps, Lt. General Samuel A. MacLean, assumed command of CENTCOM while the commander of the US XVIII Airborne Corps, Lt. General Edward Carabello, took over the US 3rd Army.

The first step MacLean took was to order a withdrawal to the Gulf Coast. The 3rd Army began moving out of their forward positions even as the Soviets attacked. Most units withdrew in good order under the protection of the 6th ACCB and elements of the US 9th Air Force. The 24th ID had secured Ahvaz on July 27th. On August 2nd, they began to withdraw, under heavy pressures, towards Bandar-e Khomeyni.

The US 1st Marine Division, at Yazd, had successfully repulsed all attacks against its positions. On August 1st, the last supply road to Bandar Abbas was cut, and the Marines were isolated. The 3rd Marine Division withdrew to Bandar Abbas with the Soviets in hot pursuit. The 3rd Marine division did its best to protect the 1st's supply lines, but the Soviets kept the pressure on. General MacLean ordered the 1st Marines to hold as long as they could and then break for the coast.

By the middle of August, the US 3rd Army was in full retreat. The 9th ID was fighting numerous delaying actions against the Soviets in the Dalaki-Kazerun-Ardakan area. The 24th ID was being slowly pushed back to the Khorramshahr/Bandar-e Khomeyni area. The 101st AAD, behind the 9th ID's screen, was withdrawing to Bushehr. The 6th ID's screen was withdrawing to Bushehr. The 6th ACCB had suffered considerable attrition due both to enemy action and mechanical failure and was withdrawn to Saudi Arabia to rest and refit. The 1st Marine Division began its breakout from the Yazd pocket. The 3rd Marine Division hung on tenaciously to the approaches to Bandar Abbas.

The Soviets kept up a ruthless pursuit, and both sides began using tactical nuclear weapons on a small scale. By early September, the Soviets had chased the Americans back to their original starting positions. The 24th ID held Bandar-e Khomeyni. The 101st AAD and the 9th ID held the Bushehr-Ganaveh area while the 3rd Marine Division held onto Bandar Abbas with assistance from the USS Salem and her battle group. The only bright spot came on the 17th of September when the lead elements of the US 1st Marine Division made contact with the 3rd Marine Division's perimeter around Bandar Abbas.

The Soviets were having problems of their own. Several divisions from the Soviet Turkestan Military District were in varying degrees of mutiny. Many of the Soviet Transcaucasus Front's officers were overage reservists who were not physically up to the pace of modern warfare. The 1st and 40th Armies were running out of supplies. The Soviet counteroffensive ground to a temporary halt.

On October 6th, the 7th Guards Army renewed its attacks against the 24th ID in the Bandar-e Khomeyni area. The Soviet 45th Army debouched from the passes in the Zagros Mountains and attacked the positions of the 101st and 9th Divisions at Bushehr and Ganaveh. The Soviet 1st and 40th Armies had the

US I Amphibious Corps pinned down at Bandar Abbas.

There were two trump cards that General MacLean had left to play; the units of his strategic reserve force. The 82nd Airborne Division had not seen action since May. They'd absorbed the bulk of what few replacements had been sent from the U.S. The 6th ACCB had been able to replace some of its' aircraft and aircrew losses. They were both reported as combat ready by October 10th.

MacLean had a daring plan, "Operation Pegasus II", that he hoped would force the Soviets to withdraw northward. The plan was basically simple: Drop the 82nd into the Tabriz area of north-western Iran. Once there, they would attack Soviet transportation and supply facilities. The 6th ACCB would provide air support. It was a risky move but MacLean realized that it would take such a plan to defeat a man like General Piotyr Suryakin.

On October 12th, pathfinder units of the 82nd dropped into the area along with two battalions of the 75th Infantry Regiment (Ranger). Over the next 48 hours, the rest of the division parachuted in. By the 15th, the airhead was secured. The Americans went to work. Roads were mined and bridges were blown. What fuel, ammunition, and other supplies that couldn't be carried off were destroyed. Training camps for the *Tudeh* were hit hard.

While the 82nd and the Rangers were raising hell up north, the rest of the US 3rd Army began launching limited counter-offensives to keep the Soviets pinned down, and force them to use up their supplies.

By late October, the 82nd and the Rangers had done as much damage as they could, and were ordered to withdraw. They broke out of their airhead on October 30th and began making their way southward, raiding as they went.

The effect of Operation Pegasus II was catastrophic to the Soviets. The steady stream of supplies and replacements dried up. The Soviet 24th Guards Motorized Rifle Division literally ran out of gas while assaulting the US 24th ID's positions around Ramshir. American planes and artillery destroyed most of the Soviet's vehicles and a quick counterattack finished them as a unit. The Soviet 147th Guards Motorized Rifle Division suffered the same fate around Bushehr. The Iranian People's Army began launching a series of hit and run raids against the Soviets. The 346th Motorized Rifle Division was caught in an airmobile ambush by Iranian forces and virtually destroyed. General Suryakin had no choice but to withdraw or watch his armies collapse entirely. The Soviets began withdrawing northward.

In early November, the nuclear exchange caught up with the Middle East. Oil rigs in the Persian Gulf were hit. The Saudi Arabian capital of Riyadh was nuked as well as several large refineries and oil pipelines.

While the missiles were flying, the 82nd Airborne and the Ranger battalions were fighting their way southward. They seized Benab and its airfield on November 9th. On November 17th, the Americans received some welcome assistance from Kurdish irregulars in the Orumiye area.

The air war which had reached its highest intensity during the late summer slacked off in early fall. Aircraft on both sides were grounded from lack of fuel and spare parts. The aircrews had flown themselves into exhaustion. There were missions still being flown but the tempo of operations had slowed considerably.

On Thanksgiving Day (when the nuclear missiles first hit targets in America), the US 24th ID began its' drive toward Ahvaz, supported by aviation assets of the 101st AAD. The



Soviet rear guards were quickly overwhelmed. By mid-December, the 24th Infantry had taken Ahvaz, and continued the drive northward towards Dezful to link-up with the 82nd Airborne.

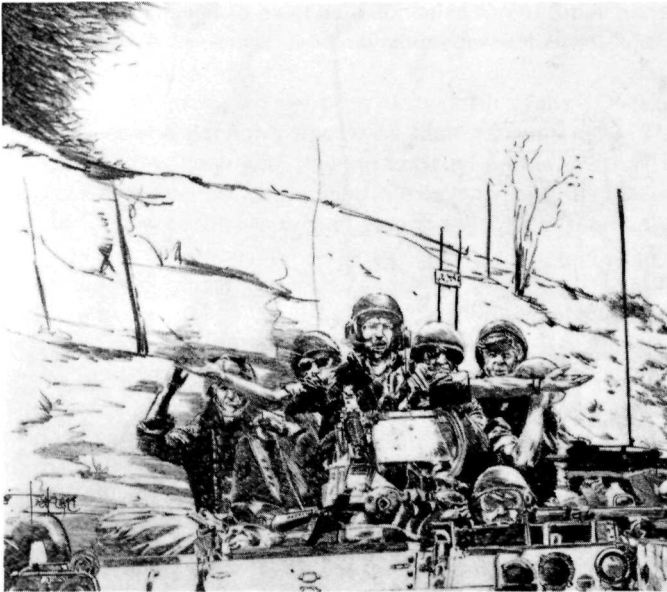
The Soviet 94th AAB had played a minor role in the campaign. Isolated at Chah Bahar, their helicopter gunships had carried out some anti-shipping strikes but nothing major. With their supplies running desperately low, the 94th received permission to begin a withdrawal back to Yazd. The lead elements began moving out the first week in December. Before the Soviets could get out, however, the Iranian People's Army struck. The Iranian 2nd Armored Division launched an offensive down the coast while the Iranian 9th Airmobile Brigade took up blocking positions around Chah Bahar. The 94th, caught between these two forces, was destroyed. Ragged bands of survivors managed to break out and head for the relative safety of the *Tudeh* controlled city of Zahedan.

## 1998

The new year started off with good news for the Americans. On January 1st, 2/325th Infantry, 82nd Airborne Division made contact with the forward outposts of the 48th Mechanized Infantry Brigade (Georgia National Guard), 24th ID. The American paratroopers were an incredible sight. Many of them were wearing a mixture of Kurdish clothing and US camouflage fatigues. The 82nd's commander, Major General Jack Joyner, rode out on horseback looking for all the world like a Kurdish hill chief. When the linkup was completed, both divisions and their Kurdish auxiliaries began an orderly withdrawal back to the Bandar-e Khomeyni area.

The winter of 1997-98 was a harsh one in northern and central Iran. The Soviet transportation system into the Transcaucasus Military District had been almost completely destroyed. Desertion was rampant as many troops became marauder bands. Tens of thousands of civilian refugees died from starvation or exposure. General Suryakin directed his staff to draw up an emergency food distribution plan that would distribute food and emergency supplies in as fair a manner as possible.

South of the Zagros Mountains, things were better. The winter there was much milder, and the local farmers were able to pro-



duce enough food to keep people reasonably well-fed.

The Americans and their Iranian allies were not completely without concerns, however. Large marauder bands had formed during the winter. These bands were a mixed lot of guerrillas from all sides, refugees, deserters from various armies, and just plain bandits. Some of the bolder groups engaged in firefights with U.S. and Iranian units. Many marauder bands openly claimed control of areas and challenged the Iranian National Emergency Council's authority.

In March, the U.S. and Iranian military began a series of search and destroy operations with the goal of clearing the Bushehr-Shiraz-Bandar Abbas triangle. The 82nd Airborne Division was brought back from Saudi Arabia where it had been since late January. The 9th ID and the 101st AAD also participated. The 1st Marine Division began operations from Bandar Abbas in April. The British contributed two Gurkha battalions from their MEFF (Middle Eastern Field Force) to assist the American and Iranian forces. By mid-July, most of the larger marauder bands had been hunted down and destroyed or dispersed.

Marauders plagued the Soviets as well. Several Soviet units turned marauder, and began raiding into northeastern Iran and the southern areas of Uzbekistan. The *Pasdaran* guerrillas became active again as well. The Soviet forces and their *Tudeh* allies spent most of their time hunting down marauders. The KGB sent in forces in the form of Border Guards Mobile Groups to help.

In northern Iraq, the situation was getting worse. Bands of Turkish army deserters raided Iraqi territory for slaves and loot. The cities of Kirkuk and Mosul formed their own militias. The Baghdad government was slowly losing control. Iraq was slowly drifting into anarchy. Anti-government riots broke out in Baghdad, Mosul, and Kirkuk. Strongly pro-Soviet army elements came out in open revolt against the Baghdad government.

Neutral Kuwait closed its borders to the streams of refugees. The Kuwaiti government began a series of talks with France. The Saudi Arabian government took part in these discussions.

The Soviet 7th Guards Army launched another offensive against the American positions at Bandar-e Khomeyni. The US 24th ID and the Iranian 14th Armored Brigade repulsed the initial assaults, and the Soviet drive ground to a halt.

On August 24th, the lead ships of a French troop convoy

sailed into Al Kuwayt Harbor. Their cargo was the 9th Marine Division. Two days later, forward elements of the French 11th Airborne Division began landing in Djibouti. The French government made it clear that these forces were there to assist the host governments in maintaining order.

By late fall, the fighting quieted down throughout the region. The year ended with all sides rebuilding.

## 1999

During the winter of 98-99, General Suryakin met with Syrian military leaders and members of the Iraqi Communist Party. Suryakin proposed a plan. The Soviet 7th Guards Army would advance southward and engage the American and Iranian forces around Bandar-e Khomeyni. The Soviet 4th Army would then follow and advance eastward down the Gulf Coast to hit the American at Bushehr. The Iraqi Communist Party, backed up by a Syrian Expeditionary Force would seize power in Baghdad. From there, they would advance along the coast of Saudi Arabia.

While General Suryakin was planning his offensive, General MacLean was getting some welcome reinforcements. The Jordanians and the Israelis had done about as much as they could do in their area. Their respective governments decided that a presence in the Persian Gulf area would at least insure them a greater say in oil allocation. The Jordanians sent their crack 5th Armored Division. The Israelis sent the 35th Parachute Brigade, the 7th Armored Brigade, and supporting units.

When the US Congress reconvened in the spring, General MacLean was faced with another difficult decision. The open rift between the Civilian and Military governments had the potential to factionalize CENTCOM. General MacLean conferred with the senior American diplomat in the region, Ambassador Garrett S. Thayer (the head of the American mission to OMES). Together, MacLean and Thayer worked out a plan to insure American unity.

Nominally, the US Central Command stayed loyal to the Joint Chiefs of Staff. General MacLean agreed with General Cummings' viewpoint. He also remembered that it was a civilian government that had pressured his predecessor into a near disaster. The other governments throughout the region sided with the U.S. Military government.

In order to forestall clashes between the CIA and the DIA, both agencies assets were incorporated into a single organization called the Intelligence Support Agency. There was some initial resistance on both sides, but given the fact that they were faced with a still potent KGB and GRU, the two groups realized that working together would be the only way for them to survive.

In June, the Soviets began their offensive. As the lead battalions of the 7th Guards Army made contact with the American and Iranian forces, pro-Soviet Iraqi army units seized Mosul, Kirkuk, and Baghdad. The Syrians began moving across the Iraqi border.

The plan had been going well until the Syrians crossed the border. Old hatreds resurfaced rapidly. Many Iraqi Army units that had planned to stay in their barracks now came out to fight the Syrians. The situation was totally chaotic. The city of Baghdad changed hands three times in four days. Finally, the Syrians and the Iraqi Republican Army (as the pro-Soviet forces called themselves) consolidated control of Baghdad.

The commander of the Iraqi Army garrison at Basra declared himself and his command pro-western. The *Dir-al-Iraq* (Shield of Iraq) movement was hastily formed, somewhat along the lines

of the *Iran Nowin* National Emergency Council. The military arm of *Dir-al-Iraq* was called the Iraqi Liberation Army.

With Iraq in turmoil, General Suryakin could not continue his offensive. By mid-July, the Soviets were again withdrawing northward. The offensive was not a total waste, however, since the Soviets now controlled what remained of the northern Iraqi oilfields.

As the drama in Iraq continued to unfold, the French made several diplomatic moves. They recognized the *Dir-al-Iraq* movement as the legitimate government of Iraq. They then concluded a deal with the *Dir-al-Iraq* government for stationing troops in Basra. The French 1st Marine Parachute Regiment, an unconventional warfare unit, arrived in early August (about the same time as the American Special Forces). Soon, French paratroopers and American Green Berets were working alongside one another training Iraqi and Kurdish irregular forces.

The amount of supplies that the Military Government sent CENTCOM amounted to virtually nothing. The situation was further aggravated when the US Civilian government began sending troops to Europe and the Joint Chiefs of Staff responded in kind for political reasons.

By fall, the war in Iran had settled into a pattern of raids and skirmishes. The Zagros Mountains had become a no-man's-land. Both sides staged deep penetration raids across them. In December, the 24th ID was moved to Saudi Arabia for rest and refit. Its place was taken by the 82nd Airborne Division.

## 2000

By the spring of 2000, the Central Asiatic Republics of the USSR were in the throes of a full scale civil war. The MVD had committed eight of its Motorized Rifle Divisions to the area to try and restore order. They were especially concerned with preserving what was left of their massive space research center at Tyuratam and their energy weapons test center at Sary Shagan.

The situation was worsening daily. The city of Samarkand declared itself an independent Islamic free city. The city of Bucharra followed suit. Armed bands roamed the area killing and looting. There was no central authority any more.

The events in Uzbekistan and Turkestan had an effect in

eastern Iran. The Baluchi Nationalist movement in conjunction with the Iranian *Tudeh* militia began driving southwards to seize the key port and airfield of Chah Bahar.

The garrison of Chah Bahar was composed of four battalions of Baluchi-Iranian militia and two battalions of Pakistani mercenaries. On May 17th, the Baluchi National Army struck. Many Baluchi's refused to fight their brethren. Several units mutinied, and the garrison commander was murdered. The Pakistani troops broke and ran.

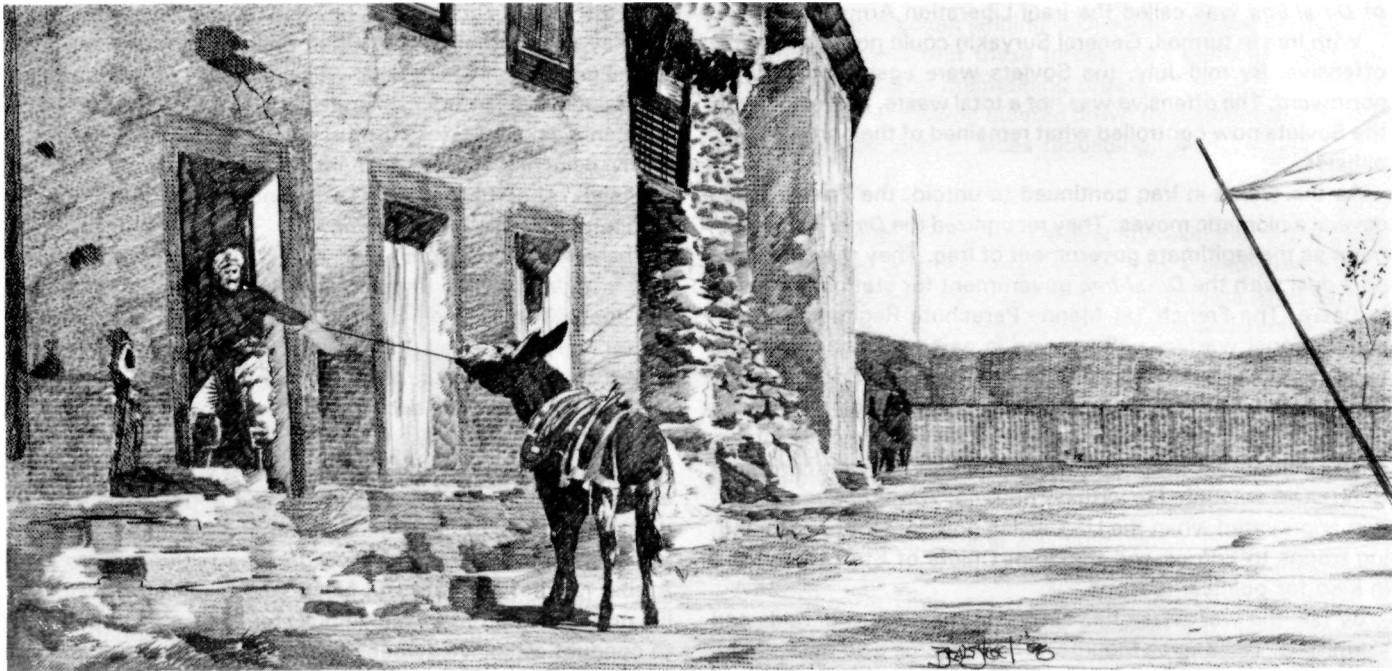
The American response was swift. The 1st Marine Division was withdrawn from Bandar Abbas and moved by ship down the coast. The Iranian 16th Airborne Brigade began preparing for an airmobile assault. On June 17th, the guns of the USS Salem again roared out. After the bombardment had lifted, the US Marines landed and secured the dock facilities while the Iranians made an airmobile assault that secured the airfield. The whole operation lasted less than two days. On June 20th, US and Iranian forces began conducting a series of search and destroy sweeps to clear the approaches to Chah Bahar.

In July, the 1st Marine Division was withdrawn to Saudi Arabia for rest and refit. Its place was taken by the US 24th ID, now assigned to I Amphibious Corps. The 24th continued to conduct offensive sweeps until it was replaced by the Iranian 44th Infantry Brigade in October. It was then withdrawn to the area around Bandar Abbas.

General Suryakin had some big problems in his own backyard. The 77th Motorized Rifle Division, comprised mainly of Armenians, mutinied. They held the area around Yerevan and called themselves the Transcaucasian Republican Army. They concentrated mainly on maintaining order and conducting raids against KGB and MVD installations.

General Suryakin was forced to order the 7th Guards Army into northwestern Iran to protect his supply lines. He did nothing else. Suryakin was of the opinion that this was a job for the KGB or the MVD. At least it kept them out of his hair.

In December, General MacLean got an early Christmas present...the first of some 6,000 American troops from Europe. Soldiers in CENTCOM began to refer to their organization as "The Sheikdom of RDF".



## The Land

Iran is a land of contrasts in terrain and climate. It is a large country that covers approximately 629,000 square miles. This is roughly the total size of Britain, France, Germany, Switzerland, Belgium, and Denmark combined. To the north, Iran is bordered by the Soviet Union and the Caspian Sea. To the east, Iran shares a border with Afghanistan and Pakistan. Iraq and Turkey are its' neighbors to the west while in the south, Iran is bordered by the waters of the Persian Gulf and the Gulf of Oman.

A large area of Iran consists of a central plateau, called the Iranian Plateau, and a high fringe of mountains that cut it off from the lowlands. The largest of these mountains is the range called the Zagros Mountains. The Zagros begin in the north-western part of Iran near the joint border with the Soviet Union, Turkey, and Iraq. They form a belt about 875 miles long and 200 miles wide that runs south-southwest to an area northeast of Bandar Abbas. Several peaks in the Zagros are over 10,000 feet high, and some are as high as 14,000 feet. The other main mountain range is the Elburz Range in northeastern Iran. The Elburz is smaller and narrower than the Zagros; however, it does contain the highest mountain in Iran, Mt. Damavand, an extinct volcano that rises to 18,700 feet.

The Iranian Plateau is between 3,000 and 5,000 feet above sea level. Most of it is unsuitable for agriculture as it is partially covered by the Dasht-e-Kavir, a vast salt swamp. Other parts of the plateau are stone and sand deserts. The Iranian Plateau is far from being a flat featureless land. It is criss-crossed with ridges. The valleys between the ridges have wide sloping sides that are covered with gravel.

It is in the lowland plains that most of the agriculture takes place. In the north, this is the area between the Elburz Mountains and the Caspian Sea. In the south, it is the Khuzestan Plain in the Dezful-Ahvaz area, the area around Bandar-e Khomeyni and a wide plain running down the coast of Bandar Abbas. Mountain pastures provide grazing areas for the flocks of sheep and goats that are common in the region.

The climate of Iran is as varied as the terrain. It is generally

subtropical in nature. The summers are long, hot, and except for the coastal regions, very dry. Above 6,000 feet, the summer is pleasant and attracts not only flocks but people from the lowlands as well. Tehran in July has an average temperature of 29° C (84° F) with highs reaching 43°-46°C (110°-115°F). Ahvaz, in August, has an average temperature of 38°C (100°F) with highs exceeding 49°C (120°F). The nights are mostly cool. During the summer, the ports along the gulf are cooler than the interior lowlands but are oppressively humid most of the time.

Spring and fall are normally short. Fall is very pleasant on the Iranian Plateau while spring often arrives late. During the winter, wandering depressions bring in masses of warm air from the Mediterranean, which move eastward over Iran. These warm, moist air masses mix with cold air from central Asia, causing heavy snowfall in the north and west and rainstorms in the south. The northern and western uplands continue to receive precipitation as late as March or April while in the south precipitation occurs only during the winter months.

Average rainfall is about 305mm (12 inches) annually. The eastern and central parts of Iran get less than 125mm (5 inches) on the average. The Caspian seacoast gets an average of 1,000mm (40 inches) annually, with some areas getting as much as 2,000mm (80 inches).

Before the war, Iran was a nation in transition from the old ways to new ones. The country was torn between Islamic fundamentalists, who wished to keep the old ways intact, and others who wished to modernize (and westernize) the country. The Iranian people overthrew the Shah in 1979, only to discover they had traded the tyranny of the Shah for the tyranny of the Ayatollah Khomeyni. In 1990, a more moderate government, *Iran Nowin* (New Iran), came to power. Modernization resumed, although at a much slower pace.

Efforts were made in the early 1990's to move Iran away from an oil based economy. The iron and steel industry received a boost when foreign corporations began once again to invest capital in the steel mills at Esfahan, Ahvaz, and Bandar Abbas. The aluminum smelting plant at Arak was modernized. The

petrochemical industry again flourished. Large complexes for the production of fertilizers are at Shiraz and Bandar-e Khomeyni.

Oil isn't the only mineral exploited in Iran. The country has rich deposits of copper, lead, zinc, iron, coal, chromite, manganese, sulfur, and gold. These have all been successfully mined in different areas of the country. The copper deposits near Zahedan, in eastern Iran, are quite large (100 million ton reserve). Four new coal deposits with reserves of around 100 million tons were found in the Kerman area. Chromite deposits were found at Minab, Bafq, and Shahrud. Iran has some of the largest chromite deposits in the world.

As for the oil industry, the slump in the 1980's had caused many wells in the oil fields of Haft Gel and Masjed Soleyman to close down. The massive refinery complexes at Bandar-e Khomeyni and Khark Island had been badly damaged in the Iran-Iraq War and were slowly being repaired. Although there were internal difficulties, overall, Iran's future looked rosy.

Now, after five years of warfare, Iran is a ruined nation. Its major industrial centers have been destroyed. From a pre-war population of 41 million people, there are now slightly over 6 million left. In the remoter parts of the country, it is possible to travel for several days without seeing any sign of human life.

Life does go on, however. The Iranian people are proud of their cultural heritage and prouder still of their country. It is their dream, sustained by their Islamic faith, that their country will rise, phoenix-like, from the ashes, and prosper once again.

## ISLAM

No discussion of Iran (or any other nation in the Middle East) would be complete without a look at the predominant religion of the area: Islam.

The followers of Islam do not worship their prophet, Muhammad. Instead, they regard him as a man who was the messenger of God. They prefer to be known as Muslims (Moslems). The name is derived from the name of their religion. The name Islam itself means surrender, implying surrender and submission to the will of Allah. The name Islam can also refer to the entire body of believers and the countries that they live in.

Islam is the youngest of the world's major religions, having been founded in the 7th century, well after Judaism and Christianity. Islam acknowledges the validity of both Judaism and Christianity, and believes itself to be the fulfillment of both of them. Muslim teachings declare that Abraham, Moses, and Christ all preached Islam. It was their followers that changed these teachings into the religions of today. Only the teachings of Muhammad have remained unchanged through the will of Allah (God).

The central beliefs of Islam are clear cut and relatively simple. The first is "Allah Akbar" which means that God (Allah) is greater than anyone or anything imaginable. Allah is a compassionate, merciful ruler of the universe. Islam is monotheistic in nature ("There is no God but God" is how it is expressed).

The second basic belief is that of reward and punishment. Like Christianity and Judaism, Islam believes in a heaven (Paradise) and a hell (Yehenna). There is also a judgment day called the Day of Reckoning.

The third basic belief pertains to Muhammad as the last of the prophets. Islam believes that Muhammad was chosen by Allah and used by Him to reveal his teachings. Islamic belief maintains that the prophecies of Scripture told of his coming, but that men perverted the words from their places and forgot a portion of their holy writings.

The fourth basic belief is that the Qoran, the Holy Book of Islam, is the revealed word of Allah. It is the source from which all teachings flow.

The final basic belief is that all who revere Allah, His Prophet, the Qoran, and the Day of Reckoning are part of the community of believers. This is the famous brotherhood of Islam which transcends all barriers of race, color, language, and social status.

There is no official priesthood or organized church *per se* in Islam. The Qoran, however, lays five duties on all believers. These duties are known as the Five Pillars of Islam. They include prayer five times a day, almsgiving, and a pilgrimage to Mecca (the duty of the Hadj). In addition, the Qoran forbids the Muslim to eat pork, gamble, or drink liquor. Muslim women are required in public to go about "modestly dressed". This includes wearing a veil over their faces.

The religion of Islam has played an important part in world history. While the Christian west was struggling through the Dark Ages, the Islamic world was undergoing a period of intellectual growth. The most active civilization of this period (9th to 11th centuries) was Islamic. These civilizations gave the world scientists, mathematicians, poets, historians, and philosophers. The decimal number system comes from the Islamic world. Many major stars were first observed and cataloged by Islamic observers.

Like Judaism and Christianity, Islam is divided into sects. Most of them were formed between the years 750 and 1258. The Sunnite sect comprises approximately 65% of the Islamic community. It is the largest of the sects. The Sunnis consider the Qoran and *Hadiths* (collected sayings of Muhammad) as the basis of Muslim theology and ethical doctrines. The term Sunnite comes from the word *sunna*, meaning "path". This refers to the *sunna*, or path, of Muhammad's life as laid down in the *Hadiths*. The Sunnites, however, also recognize the validity of the *Ijma* (consensus) of the Islamic community, as expressed through its' leaders (caliphs), concerning matters and practices not covered by the Qoran. The caliphs were considered political and community leaders only, with no implications of divine grace, saintliness, or wisdom. A good analogy would be the way the Jewish community views its rabbis. The basic principles of Sunnite theology and philosophy were set forth in 10th century by Abul Hassan al-Ashari.

The Shiite sect was formed about the same time as the Sunnites. The Shiites were essentially reformers who objected to what they viewed as the corruption of the Sunnite caliphs. During the dynastic struggles of early Islam, the Shiites regarded Muhammad's son-in-law, Ali, as their spiritual leader. They supported him and his descendants, whom they believed to be divinely guided and the only authoritative interpreters of Islamic law. They regarded the Sunnite caliphs as usurpers of political power and religious leadership. The Shiite *Imams* (as they call their caliphs) were called upon by Allah to restore the true teachings of Islam and its associated ethical principles. Their religious teachers, the descendants of Ali, numbered twelve. They were known for their piety and conservatism. Muhammad, the last of the twelve, vanished in a mosque in Samara in 876. The Shiites believe he will reappear as a *Mehdi* (divinely inspired leader) and purge all of Islam of Sunnite corruption. This doctrine, along with the belief in the divine guidance of the *Imams*, clearly separates the Shiites from the Sunnites. One of the most infamous of the sub-sects of the Shiia are the legendary Assassins of the Middle Ages.

The Shiite and Sunnite sects are the two predominant

branches of Islam. There are two other major sects. The first are the Sufis who are mystics. The Sufis try to establish contact directly with Allah through contemplation and mystic rituals. This is in direct conflict with the procedures laid down in the Qoran. The other major sect is the Ibadites. The Ibadites form their own separate community in Islam. They have their own rules of faith and religious laws although they are in basic agreement with the Sunnites.

#### **OIL**

Although heavily damaged by nuclear and conventional attacks, a few of the oilfields and refineries in the Middle East still produce oil. Most is consumed locally, but a trickle is exported by the various nations who control the oilfields. This trade in oil is slowing, as attrition reduces the number of ships available. What remains is now mostly with nations of the Franco-Belgian Union.

Military units receive fuel according to their individual mis-

sion requirements. Fuel is available on the open market (diesel: \$7 per liter, C/C); gas: \$12 per liter, S/S). Avgas is reserved for military use only, but can be had on the black market (\$22 per liter, R/R).

#### **MAPS**

The maps provided with this sourcebook are intended to give a general overview of the region. Referees may wish to acquire their own maps of various portions of Iran and the various other countries of the Persian Gulf area.

#### **MOUNTAINS**

The map on pages 24-25 contains a new terrain feature: mountains. For the purposes of encounters, treat mountains as hills (that is, use the hills column on the encounter table). Mountainous terrain quarters (that is, divides by four) movement rates for men, animals and vehicles.



## Political Organizations

The following is an annotated listing of the major political organizations operating in and around the Persian Gulf region.

### IRAN NOWIN NATIONAL EMERGENCY COUNCIL

The National Emergency Council (NEC) of the *Iran Nowin* party is the pro-Western civilian government of Iran. The NEC is recognized as the legitimate government of Iran by everyone except the Soviet Union and its allies.

The National Emergency Council was formed on April 10th, 1996, from the remains of the executive branch of the Islamic Republican government, after the Iranian parliament was disbanded. After a brief period of organizational wrangling among its members, the former Minister of Justice, Dr. Adnan Khazami, was named chairman. Although the council was predominantly civilian in nature, it was heavily influenced by the military.

Over the next eighteen months, the NEC moved its locations from Tehran to Esfahan and from Esfahan to its present capital of Shiraz. Along the way, many council members were killed in the fighting. Their places were taken by members of the Iranian military. By January of 1998, the majority of the council were military officers making it a de facto military junta.

The NEC's biggest challenge came in the summer of 1998, when several large marauder gangs openly challenged its authority. Conditions reached a near crisis point when a marauder warlord declared himself the Amir of the city of Tal-e Khosravi and independent of all other governments. With U.S. and British help, the Iranian military soon put an end to this. By the middle of July, the NEC was once again in control of the situation.

For the next two years, the NEC spent much of its time and energy in disaster relief and reconstruction. Agriculture was improved. Roads were repaired and some light industry such as clothmaking and ammo reloading were established. Even oil production was started again, although at a small fraction of what

it was before the war. Schools, hospitals, and refugee centers were built or rebuilt. Iran, under the NEC, was becoming a nation again.

**Structure:** The National Emergency Council consists of 15 members including the chairman and vice-chairman. Most of the day to day work is done by local committees who report to one of the NEC members. Major policy decisions require a majority vote, although in times of extreme emergency the chairman can rule through decree. He must, however, justify this to the rest of the NEC at the next full meeting. There is a special committee for Qoranic law which interprets the Qoran and answers questions in regards to theology and ethics. The military are theoretically subordinated to the NEC.

The system has its shortcomings. Black marketeering and corruption are still problems. Many people are beginning to feel that the military has too much power in the NEC itself. There is some talk of holding free elections. Still people are being fed and things are slowly getting better.

**Leaders:** Dr. Adnan Khazami is the chairman of the National Emergency Council. Field Marshall Djimshid Gatzvieh is the vice-chairman while the Ayatollah Kuros Vahidi is the head of the Qoranic Law Committee.

### THE U.S. STATE DEPARTMENT FOREIGN SERVICE

The State Department's Foreign Officers and their support staffs are the civilian equivalent of the U.S. Central Command. Unlike the situation back in America, where the civilian and military governments are at each other's throats, the State Department works with CENTCOM. Each group recognizes its dependence on the other and together they work for a twofold goal; one, to insure the safety and security of all American citizens in the region and two, to represent and advance the interests of the American people.

When CENTCOM began deploying in early 1977, the Foreign Service had already laid the diplomatic groundwork for cooperation with the Iranian government. Foreign Service officers briefed the incoming troops on local customs and in some instances

provided translators for military units. Teams of specialists in agriculture and health care worked with their local counterparts to improve conditions and help fight the plagues and famine.

In the spring of 1999, the U.S. Civilian government was formed in America. They came into immediate conflict with the U.S. Military government. The Civilian government had counted on the Foreign Service personnel to form a counterbalance to the (presumably) pro-Military Central Command. The politicians were surprised when the Foreign Service refused to go along with the plan. President Broward's Secretary of State, Leo Rossiter, issued an immediate recall which was completely ignored. The local governments continued to do business with the Foreign Service personnel already there.

**Structure:** The Foreign Service operates through a network of embassies and consulates throughout the region. Major decisions are brought before a joint policy review board and decided on there. CENTCOM has a military liaison team that advises the board. Conversely, there is a diplomatic liaison team that keeps the commander of CENTCOM advised of political conditions in the area.

**Leaders:** Ambassador-at-Large Garret Stevenson Thayer is the ex officio head of the joint policy review board. Mr. Carl Ormsby is the head of the diplomatic liaison team.

### THE KGB

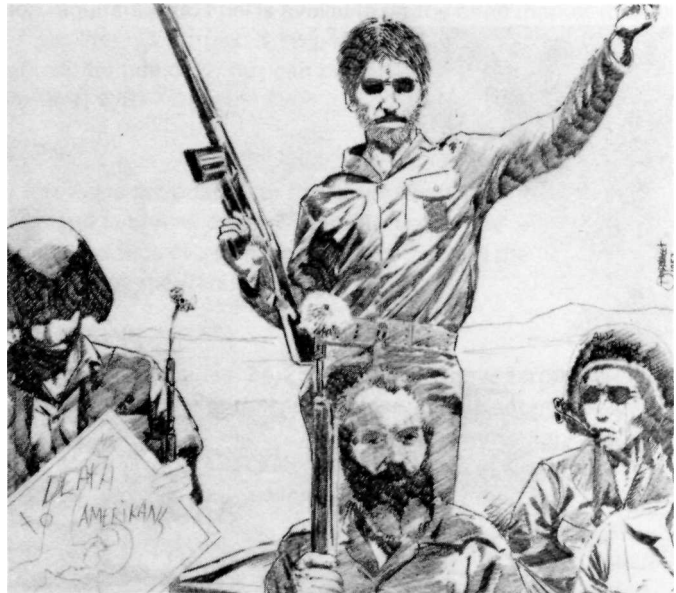
The KGB (*Komitet Gosudarstvennoi Bezopasnost'i*, Committee for State Security) operates on two different levels using two separate and distinct organizations. The first is the Main Directorate of Border Guard Troops (GUPV) that controls the Transcaucasus Border District. The second is Directorate S, of the First Chief Directorate (Foreign Operations).

The Border Guards are outside the military chain of command. Their main duties are to patrol the borders of the Soviet Union and keep foreigners out and citizens in. The prewar strength of the Border Guards was over 500,000 men. They are equipped with artillery, tanks, as well as helicopters. During wartime, they are also used for rear area security including the administration POW camps. The Border Guards are considered more politically reliable than their military counterparts. Their training is as good. The Border Guards of the GUPV form a private army controlled by the KGB.

The First Chief Directorate is concerned primarily with intelligence gathering. Their agents are scattered throughout the region. With the severing of communications with Moscow, many agents are now inactive or engaged in other forms of covert activities.

**Structure:** The basic level of organization of the GUPV is the outpost which is equivalent to a company. Between three to six outposts are grouped together to form a *Kommandatura* which is equivalent to a battalion and three to five *kommandaturas* make up a Border Detachment or Brigade. The Brigades of a Border District are under the direct command of the commander of the Border District and not the Military District. The GUPV has its own naval forces called the Coast Guard and special troops referred to as Border Guards Mobile Groups.

The espionage network in each nation is run by a *rezidentura* (resident, or chief of station) who controls the agents through a series of contacts. Many networks were controlled from Soviet embassies and diplomatic missions. With the collapse of communications with Moscow, and the closing of many Soviet diplomatic posts, the KGB has had to set up shop elsewhere. They are still, however, as dangerous as they always were.



**Leaders:** The Soviet Transcaucasus Border District is commanded by General Major Nikita Kurdakhov. His second in command is Colonel Kyrill Nagornyy. The field director for the First Chief Directorate is Colonel Oleg Razumov.

### THE INTELLIGENCE SUPPORT AGENCY (ISA)

One of the most interesting aspects of operations in the Middle East is the lack of rivalry between the DIA and the CIA. This is because neither of them exist in the region. They've been amalgamated into one organization, the Intelligence Support Agency (ISA).

As the United States became more and more involved in events in the Persian Gulf, there was a great need for accurate intelligence information. This information came from two sources. The first was the Central Intelligence Agency (CIA). CIA station chiefs in each country obtained information from their networks of agents and reported it to CIA headquarters at Langley, Virginia.

The second source was the Defense Intelligence Agency (DIA). The DIA gained its information through the Defense Attache System. Each American Embassy had one member of its military attache group that reported on military affairs in the host country. The information was sent to DIA headquarters in Washington D.C.

Central Command's main need was for accurate, up to the minute information. It became standard practice for CIA/DIA briefing teams to brief CENTCOM commanding officers. They began sharing information and cross checking each others sources. Several KGB operations were foiled through this policy of mutual cooperation. The high point of this cooperation came in the spring of 1997, when the Soviet GRU and *Spetsnaz* raids on American airfields were thwarted by a joint effort of the CIA, the DIA, and the USAF Security Command.

The government split of 1998-1999 posed a grave threat to this policy of mutual support. The CIA sided with the new Civilian government and expected its field operatives to do the same. The DIA instructed its' personnel to avoid contact with the "traitors" from the CIA.

Rather than submit to a policy that could only cripple American efforts in the region, several of the senior personnel from both sides put their heads together and came up with an interesting

solution. Both agencies assets would disassociate themselves from their respective organizations and form their own. After a week of discussions and organizing, the Intelligence Support Agency officially came into being on May 17th, 1999. There was surprisingly little resistance to this as the policy of mutual cooperation had already been established. Besides, this was a chance to give America what its intelligence professionals had always wanted: an intelligence organization that was relatively free of politics and inter-agency rivalries.

**Structure:** The ISA is divided into a number of sections. Each has its' own area of responsibility. Section 1 is the administrative section that handles the day to day office work. Section 2 is in charge of geo-political intelligence, that is, information on the various nations' social, political, and economic conditions. Section 3 is in charge of military intelligence. They report on all aspects of the military forces within the region. Electronic intelligence gathering and analysis is the responsibility of Section 4. Section 5 is in charge of counterintelligence. Section 6 handles clandestine operations and often works with SOCCENT. Section 7, appropriately enough, is in charge of psychological warfare operations. Section 8 is called the Regional Liaison Section. This is a misnomer. Section 9's actual job is threat assessment and evaluation. They take the data gathered by Sections 2, 3, and 4 and prepare the intelligence summaries for CENTCOM and the Foreign Service.

**Leaders:** Dr. Ailie Kurtz is the director of the ISA. Colonel Jim Barksdale, USAF, is the deputy director.

#### DGSE

The *Direction Generale de la Securite Exteriure* (DGSE) is the French military intelligence organization that is responsible for gathering foreign intelligence. The DGSE was created in the 1980's to replace the notorious SDECE (the Department of Foreign Information and Counterespionage) which had acquired a bad reputation over the years. The DGSE quickly established a reputation for efficient operations.

The DGSE operates a wide network of agents in the Middle East. They engage in a variety of missions and assassinations. The only operations carried out against CENTCOM and its allies were intelligence gathering operations. In June of 1999, the DGSE became an unofficial member of the Allied Joint Intelligence Task Force. Since then, they have been cooperating with the other western intelligence organizations in the region, despite the deteriorating condition of Franco-American relations.

**Structure:** The DGSE is organized much like the old CIA. There is a station chief for each country. The DGSE sometimes works out of the French embassies and other times they work from behind the cover of various businesses. The station chiefs report to the regional director who in turn reports directly to Paris.

**Leaders:** Colonel Denise-Marie Richilieu is the regional director of the DGSE in the Middle East. Her deputy is major Guy Villers.

#### AJITF

The Allied Joint Intelligence Task Force (AJITF) is nothing more than a clearing house for the sharing of data and the pooling of assets of the intelligence services of various nations. It is composed of representatives from the Intelligence Support Agency, MOSSAD (the Israeli intelligence service), the British Secret Service, the Iranian National Security Force, and (unofficially) the DGSE. The AJITF meets on a semi-regular basis. The

meeting place varies.

**Structure:** There is no real structure to AJITF. The general atmosphere is that of "the company of equals". Each member organization briefs the others on information and they each check to make sure there is no overlap or working at cross purposes.

**Leaders:** Colonel Sebastian Thorne, British Secret Service, is the head of AJITF. His assistant is Major Joseph Malachi Bar-Lev of the MOSSAD.

#### SPECIAL NOTE: KGB/GRU RELATIONS

Relations between the KGB and GRU in the Middle East are much the same as they are everywhere else: dismal. The GRU lived in the shadow of the KGB for years before the war. When hostilities commenced, the GRU took the opportunity to assert its independence. Both organizations hate each other, and are constantly trying to thwart each other's operations, either directly, or by revealing them to "the other enemy" (a nickname for non-Soviet intelligence agencies). The rivalry between the GRU and the KGB occasionally extends to the assassination of each other's agents, but this is less common in the Middle East than elsewhere.

#### SPECIAL NOTE: KGB/ARMY RELATIONS

Relations between the Soviet army and the KGB Border Guards is lukewarm at its very best. The army regards the Border Guards as a gang of rear area commandos who do nothing but steal supplies and sell them on the black market. The average Soviet has traditionally held the police in contempt and in the eyes of the army rank and file, the Border Guards rate even lower than that.

In turn, the Border Guards regard the army as a gang of malcontents who do nothing but complain. Since most Border Guards are chosen from the most politically reliable of the available manpower pool, they have a tendency to view themselves as superior to the army. These attitudes have led to some very bloody incidents.

#### SPECIAL NOTE: FRANCO-AMERICAN RELATIONS

Relations between the French government and the U.S. Military government are rather cool at the moment. The French regarded the West German invasion of East Germany as lunatic. When the American, Canadian, and British troops crossed the East German frontier in support of the West Germans, the French were among the most vocal opponents of the move and were the first to officially withdraw from NATO, and declare their neutrality. The U.S. government was disappointed that France didn't join in the attack on the Warsaw Pact, although considerable why they were less than enthusiastic about a strong and united Germany.

In 1998, when the French and their Belgian allies seized the Rhineland, relations between the U.S. and France deteriorated. The U.S. Military government viewed this move as self-aggrandizement at the expense of Germany. There was not much they could do about it, however, as all their available forces were tied down elsewhere. After the U.S. government split, the French government recognized the Military government.

In the Middle East, the French and the Americans cooperate on an unofficial level, recognizing that war sometimes makes strange bedfellows. The French government believes that

American influence in the Middle East is waning, and wants to assume the mantle of leadership in the region. The Americans resent the French as interlopers in "their" turf. One of Ambassador Theyer's aides called the French "...Jackals, feeding off the corpse of the world."

**SPECIAL NOTE: FRANCO-SOVIET RELATIONS**

The relations between France and the Soviet Union are interesting. They are engaged in a low intensity proxy war with each other. The main battleground is, of course, the Middle East. The French, however, are slowly gaining the upper hand. The Soviet lines of communications and supply into the Transcaucasus Military District are virtually nonexistent. Only the strong presence of the KGB Border Guards give Moscow any say in events in Iran. The French are taking advantage of the increasing isolation of the Soviet Transcaucasus Front by increasing logistical aid to CENTCOM.



## Military Organizations

The following is an annotated listing of the major military organizations operating in and around the Persian Gulf region.

### UNITED STATES CENTRAL COMMAND

Central Command (or CENTCOM) was officially activated on January 1st, 1983, replacing the Joint Rapid Deployment Task Force (or RDF) as the main component of American power projection abilities in the Middle East. It also brought about a new theater command designed to better serve American interests and the security needs of the various friendly states in the region.

CENTCOM provides a single command structure for all U.S. military activities in the Middle East. In addition, CENTCOM also conducts combined exercises with regional forces, and administers the various security assistance programs.

Originally, CENTCOM was designed as a deterrent to help check Soviet expansionism in the area. When U.S. military units crossed the East German frontier, that mission changed drastically. With the U.S. and Russia at war, there was no longer anything to deter.

There were long discussions as to exactly what should be done with CENTCOM. One school of thought favored keeping CENTCOM in the U.S. as a strategic reserve; another group wanted them sent to Europe immediately.

When the first Soviet units crossed the Iranian border, all debates ended. CENTCOM would be deployed to the Middle East. The biggest problem then was getting them there. It took nearly two months to get the Third Army over there. The Marine I Amphibious Corps wouldn't be fully deployed until the summer of 1997. Supply was a constant problem because of the length of the air and sea routes to the Persian Gulf. There was also a growing trend to give the European theater primary importance over those of other regions.

After the near disaster of 1997, CENTCOM's prestige grew in the region. They'd proven themselves capable and valiant warriors. The bandit sweeps of 1998 helped forge even stronger

links with the Iranians. Wherever the Americans went they were welcomed as allies and liberators even if they were infidels.

In 1998-1999, when what was left of America, began splitting into pro-Military government and pro-Civilian government factions, General MacLean and the senior civilian officials, Ambassador Garret Stevenson Thayer, worked out an agreement to keep the American presence in the Persian Gulf a unified one. Nominally, Central Command sided with the Military government, but their overall concerns were for the welfare of all Americans, civilian and military, in the region. They believed that as long as there was a strong American presence in the Persian Gulf some vitally needed oil would get back to America.

By June of 2000, it became painfully obvious to Thayer and MacLean that they could no longer count on any support from the continental United States. They were stuck in the Middle East. In November of 2000, word was received of the American withdrawal from Europe. After much thought, MacLean and Thayer came to the conclusion that no matter what government finally came to power back home, the oil from the Middle East would be necessary to help rebuild America. General MacLean, however, made it known to all the troops of CENTCOM that if they wished to return to America, arrangements would be made to get them there. Of all the Americans in the Middle East, only a few hundred wanted to go home. Central Command had truly become a unified command.

**Structure:** CENTCOM is a unified command composed of elements from all the American armed forces in the region, under one commander. General MacLean, the current CINCCENT Commander-in-Chief, Central Command), has four component commands under his control.

**USARCENT:** The army component is US Army Forces, Central Command (USARCENT) operating as the US Third Army. This is the command that has responsibility for all the U.S. ground force operations in the area. Originally, the two U.S. Marine Divisions of the US 1st Amphibious Corps, were not part of Third Army. As the war kept getting longer in duration, the 1st Amphibious Corps was transferred to the control of the Third



Army to help consolidate the ground forces under one commander. The Israeli and Jordanian forces are also attached to Third Army.

**USAFCENT:** Air support is provided by the U.S. Air Forces Central Command (USAFCENT). The operational headquarters is the 9th Air Force. Originally, USAFCENT was slated to receive the equivalent of 7 Air Force Wings, but other considerations prevented this. USAFCENT wound up with the equivalent of three. Although its numbers have diminished, USAFCENT's aircraft remain a potent combat force. In the summer of 1998, the surviving fixed wing elements of the US Navy and the US Marine Corps' 1st Marine Air Wing came under command of USAFCENT for administrative and operational purposes.

**USNAVCENT:** The naval component, U.S. Naval Forces Central Command (USNAVCENT), controls the last American carrier task force in the world, Task Force 76. It is built around the assault carrier USS Belleau Wood. USNAVCENT's main duties include keeping the Persian Gulf open and free of hostile warships and providing a sealift capacity for the transfer of personnel and supplies within the region. To this end, USNAVCENT operates a variety of craft ranging in size from fast attack boats to small coastal freighters. USNAVCENT also operates a small maritime air patrol and a search and rescue service.

**SOCCENT:** Last (but certainly not the least) of CENTCOM's component commands is Special Operations Command Central Command (SOCCENT). SOCCENT forces include army Special Forces and Ranger battalions, air force Special Operations Squadrons, and a navy Special Warfare Task Group. They are augmented by the Israeli Defense Forces Unit 269 (counterterrorist), *Kommando Yomi* (naval commandos), and a detachment of *Sayaret Matkal* (the recon organization of the Israeli general staff). In 1998, a British Special Air Service (SAS) counter insurgency unit and a Royal Marine Special Boat Service unit came under SOCCENT's control.

SOCCENT provides the majority of military advisors for the region. Its Special Forces A Teams are in action from Iran to Kenya and work with such ethnic/racial groups as the Kurdish hill tribes of southwestern Iran and the Masai warriors of Kenya. SOCCENT's main mission is to conduct clandestine military operations both independently of and with the Allied Joint Intelligence Task Force (AJITF) and the Intelligence Support Agen-

cy (ISA).

**Leaders:** General Samuel A. MacLean, USMC, is the current Commander-in-Chief of the U.S. Central Command. The US Third Army is commanded by Lt. General Edward Carabello. USAFCENT is commanded by Lt. General Thomas Forberg, USAF. USNAVCENT is commanded by Vice-Admiral R. Raymond Sartore while Brigadier General Hamilton Kirby commands SOCCENT. The chief of staff of CENTCOM is Major General Alex Falkenberg, USA.

## SOVIET TRANSCAUCASUS FRONT

The Soviet Transcaucasus Front was created from the Soviet Transcaucasus Military District. This military district was created in 1935 and covers the Soviet republics of Georgia, Armenia, and Azarbaijan. Within its borders are the Caspian Sea oil refineries, the oil fields around Kirovabad, and the industrial center at Tbilisi.

Military districts are geographical commands and most military units and installations are subordinate to the forces of the KGB, the MVD, the strategic rocket forces, the air force and the navy. In peacetime, the Military District commander is responsible for the training and maintenance of the units under him. In the event of war, military districts on the borders of the Soviet Union, such as the Transcaucasus Military District, may be converted into fronts for purposes of military operations. A large command staff allows the military district to operate independently if communication lines from Moscow are cut. In each military district there exists, in varying degrees, the capability to mobilize large reserves of military manpower.

The Transcaucasus Military District was formed in 1935 from the area formerly occupied by the Eleventh Red Army. Units from the Transcaucasus Military District occupied northern Iran from 1941 until 1946. They helped support the autonomous state of Azarbaijan and the Kurdish Republic of Mahabad. After the Soviet withdrawal in March of 1946, the two "independent" republics collapsed within a year.

When the Soviet Supreme Command (VGK) began planning for the invasion of China in 1993, they decided to convert the Transcaucasus Military District into the Transcaucasus Front. The VGK wanted the capability to strike quickly into the Persian Gulf region. To this end, the Transcaucasus Military District began stockpiling supplies. In order to maintain secrecy, the Transcaucasus Front was still referred to as the Transcaucasus Military District.

The Transcaucasus Military District officially became the Transcaucasus Front in February of 1995. General Colonel Vassily Ryakhunin, a man with heavyweight political connections, was named as its commander. Unfortunately, for the VGK, General Ryakhunin was more of a politician than a soldier.

In June of 1996, Lieutenant General Piotyr Suryakin was sent home to Tbilisi to recuperate from wounds received on the Far Eastern front. Within two weeks, General Ryakhunin was sent to Southern Theater HQ at Tashkent, ostensibly to become the Inspector General there. General Suryakin was then promoted to Colonel General and placed in command of the Transcaucasus Front.

For the next three years, General Suryakin and his troops campaigned throughout Iran. The size of his command was increased with the addition of two more armies bringing the total under his command to five.

By 2000, the Soviet position in Iran was slowly eroding away. Massive revolts in the central Asiatic republics tied down forces

and supplies that the Transcaucasus Front desperately needed. Faced with a growing French military and diplomatic presence, General Suryakin has decided to hang on to those parts of Iran under his control.

**Structure:** The Transcaucasus Front is ruled by a council composed of both military and civilian personnel. This council consists of the commander (who also serves as chairman), his first deputy, the chief of the political administration, and the local secretary of the Communist Party in the district.

In practice, the commander and his chief of staff run the military operations while everybody else provides the political and administrative support.

**Leaders:** General Colonel Pietyr Suryakin is the commander of the Transcaucasus Front and chairman of the Military Council. His first deputy is General Lieutenant Yevgeny Laurinenko. The chief of political administration is General Major Anatoli Parashikov while General Major Ivan Zhdanov is the chief of staff. Dr. Tatiana Yusupova is the party secretary.

## GRU

The GRU (*Glavnyye Razvedyvatel'noye Upravleniye*, Chief Intelligence Directorate of the General Staff) is the intelligence arm of the Soviet armed forces. Their main function in the Middle East is conducting *Spetsnaz* missions and keeping an eye on the Border Guards units. For a more detailed look at a *Spetsnaz* unit, referees should consult page 31 of *The Black Madonna*.

**Leaders:** Colonel Mikhail Kuznetsov is the commander of the GRU in the region. His deputy is Major Boris Golodkin.

## FRENCH RAPID ACTION FORCE (FAR)

The French *Force Actionne Rapide* (FAR or Rapid Action Force) is the visible symbol of French military and diplomatic presence in the Persian Gulf region. The FAR was created in the 1980's to provide France with power projection capabilities similar to those of CENTCOM. Like CENTCOM, it is a unified command.

The first major deployment of the FAR came in the fall of 1995. The Foreign Legion Operational Group was activated and sent to Djibouti to assist in internal security duties. A task force of French Marine Infantry was stationed at Dakar at the request of the Senegalese government. In 1998, when the Franco-Belgian Union was formed, Senegal and Djibouti became member nations. The biggest break came when the governments of Kuwait and Saudi Arabia gave permission for France to station troops in their countries (to the chagrin of some Americans in the region). The Paris government responded quickly and by fall of 1998, the 9th Marine Infantry Division and the 2nd Brigade of the 11th Airborne Division were in the region along with supporting elements. There they have remained, providing a visible symbol of France's commitment to the stability of the region (and to assure that France gets its share when the Americans leave).

**Structure:** The FAR, like CENTCOM, is composed of forces from all the military services of the nation. The ground force component consists of the 9th Marine Infantry Division, the 11th Airborne Division, the 1st Light Armored Division, and the Foreign Legion Operational Group. The naval component is built around the Guided Missile Cruiser *Jean Bart*, and her escorts. Special operations are handled through the Unconventional Warfare Operations Group, which controls the Marine Commando Group (naval commandos) and the 1st Marine Parachute Regiment. Not all of these units are fully deployed in the Persian Gulf

area as France has other responsibilities, mainly in west Africa.

**Leaders:** Lt. General Raoul Cervelan is the commanding officer of the FAR. His deputy commander is Major General Jean-Paul Simoneaux. The chief of staff is Brigadier General Henri Desjardins.

## Orders of Battle

This listing represents conditions as of January 1, 2001. All locations are in Iran, unless otherwise noted.

### USSR

*KGB TRANSCAUCASUS BORDER DIST. HQ: Kirovabad, USSR*

91st KGB MRR (1,400 men, 8 AFVs): Tehran  
 54th KGB MRR (1,200 men, 12 AFVs): Qom  
 74th KGB MRR (1,100 men, 11 AFVs): Esfahan  
 865th KGB MRR (900 men, 6 AFVs): Yazd  
 67th KGB MRR (1,000 men, 12 AFVs): Tabriz  
 29th KGB MRR (1,200 men, 18 AFVs): Shahr-e-Rey

*SOVIET TRANSCAUCASUS FRONT HQ: Tehran*

212th Guards Air Assault Bde (800 men): Tehran  
 104th Gds Air Assault Division (1,200 men, 16 AFVs): Mozzfarabad

7th Guards Army HQ: Tabriz

261st MRD (400 men, 3 AFVs): Tabriz  
 164th MRD (2,000 men, 12 AFVs): Miandowab/Ajab Shir/Mahabad/Maragh  
 75th MRD (2,000 men, 18 AFVs): Mianeh/Mehrabad/Zanjan  
 24th GMRD(C) (400 cav): Hasharad  
 627th Helo Rgt (400 men, 2 Mi-27s, 6 Mi-17s, 4 Mi-28s): Tabriz

4th Army HQ: Kermanshah

31st GMRD (1,000 men, 9 AFVs): Marivan/Qasr-e-Shirin/Khanaqin, Iraq  
 26th MRD (2,000 men): Kermanshah  
 146th MRD (2,000 men, 16 AFVs): Khorramabad/Polan/Dow Rud  
 32nd Iran Helo Rgt (150 men, 3 Mi-27s, 3 Mi-17s): Kermanshah

*45th Army HQ: Qom*

147th MRD (100 men): Khunsar  
 19th MRD (4,000 men, 32 AFVs): Esfahan/Daran/Najafabad/Shahr Kord  
 10th MRD (4,000 men, 4 AFVs): Shahreza/Yazd/Izad Khvast/Borujen/Abarqu  
 45th Helo Rgt (400 men, 4 Mi-27, 8 Mi-17): Qom  
*1st Army HQ: Yazd*  
 346th MRD\* (200 men): Baft  
 150th MRD (1,000 men): Kharanaq  
 8th MRD (4,000 men, 36 AFVs): Yazd/Mehriz/Ardakan/Taft  
 11th Helo Rgt (100 men, 2 Mi-17): Yazd

*40th Army HQ: Kerman*

66th MRD\* (1,000 men, 4 AFVs): Kerman  
 360th MRD\* (3,000 men, 15 AFVs): Rafsanjan/Shahr-e-Babak/Anar

15th TD\* (4,000 men, 8 AFVs): Bam/Fahraj  
 84th MRD (2,000 men): Jiroft/Kahnuj  
 340th Helo Rgt (200 men, 1 Mi-28, 2 Mi-27): Kerman

*Soviet Navy Caspian Flotilla HQ: Lenkoran, USSR*  
 37th Naval Infantry Bn (800 men) Lenkoran, USSR/  
 Bandar-e Anzali  
 1 7th Patrol Squadron  
 Lisa (Riga Class FF) Flagship  
 Medved (Riga Class FF)  
 Kirsanov (Poti Class FFL)  
 23rd Patrol Squadron  
 6 Osa Class PTMs

*Soviet Transcaucasus Air Force HQ: Kirovabad, USSR*  
 33rd Gds Ftr Rgt (40 men, 5 Mig-29s, 4 Su-27s): Kirovabad, USSR  
 117th Ftr Bmbr Rgt (600 men, 8 Su-25s): Tehran  
 1 97th Ftr Bmbr Rgt (500 men, 1 2 Su-25s, 2 Su-24): Qom  
 69th Gds Ftr Rgt (400 men, 14 Mig-23s): Tabriz  
 46th Gds Ftr Rgt (200 men, 4 Mig-31s): Tabriz  
 114th Transport Rgt (6 AN-12s): Kirovabad, USSR  
 88th Transport Rgt (7 An-32s, 4 An-26s): Tehran/Tabriz

#### IRAQ (Soviet Supported)

*Iraqi Republican Army HQ: Al Hayy, Iraq*  
 Iraqi III Corps HQ: Al Hayy, Iraq  
 1st AD (2,000 men, 16 T-55s): Al Hayy, Iraq  
 4th AD (1,200 men, 12 T-55s): Ar Rifai, Iraq  
 6th Mech Div (2,000 men, 12 T-62s): Ash Shatrah, Iraq  
 10th ID (1,000 men, 12 AMX-30s): Al Kut, Iraq

*Iraqi IV Corps HQ: Mandali, Iraq*  
 2nd AD (1,000 men, 8 T-62s): Ba'qubah, Iraq  
 11th ID (1,000 men, 5 AMX-30s): Kirkuk, Iraq  
 14th Mtn Division (1,000 men): Khanaquin, Iraq  
 17th Mtn Division (1,500 men): Badrah, Iraq  
 61st Helo Sdn (150 men, 3 Mi-17s): Al Hayy, Iraq  
 83rd Ftr Sdn (90 men, 3 Mig-23s): Baghdad, Iraq

#### SYRIA

*Syrian IV Corps HQ: Karbala, Iraq*  
 1st AD (2,000 men, 16 T-72s): Al Hillah, Iraq/Karbala, Iraq/An Najaf, Iraq  
 3rd AD (1,000 men, 18 T-72s): An Nasiriyah, Iraq/As Samawah, Iraq  
 85th Inf Bde (700 men): Irbil, Iraq  
 10th Cmdo Grp (400 men): Al Kufah, Iraq  
 907th Helo Sqdn (300 men, 4 SA-341Fs, 6 Mi-17s): Karbala, Iraq

*Syrian Air Force*  
 216th Ftr Sqdn (160 men, 6 Mig-23s): Baghdad, Iraq

#### USA

*US CENTRAL COMMAND HQ: Dhahran, Saudi Arabia*  
 US Third Army HQ: Bushehr  
 Israeli 35th Abn Bde (900 men): Bandar-e Khomeyni  
 Israeli 7th Armd Bde (800 men, 18 AFVs): Bandar-e Deylam  
 Israeli 109th Cmbt Helicopter Co (10 AH-1Vs): Bandar-e Deylam

Jordanian 5th AD (2,500 men, 24 AFVs): Basra, Iraq

*XVIII Airborne Corps HQ: Bandar-e Khomeyni*  
 101st Air Assault Division (4,000 men, 4 AH-64s, 12 UH-60s): Behbahan  
 82nd Abn Division (3,000 men, 12 AFVs): Bandar-e Khomeyni  
 9th ID(Mot) (3,000 men, 16 AFVs): Bushehr  
 6th ACCB (1,100 men, 6 OH-58s, 12 AH-64s): Boratin

*I Amphibious Corps HQ: Bandar Abbas*  
 1st Marine Division (3,000 men, 16 AFVs): Bandar-e Lengeh  
 3rd Marine Division (4,000 men, 12 AFVs): Bandar Abbas  
 24th ID (4,000 men, 18 AFVs): vcty Bandar Abbas

*US Navy Task Force 76 HQ: Al Qat'f, Saudi Arabia*  
 USS Nashville LPD-13 (3 UH-60s)  
 USS Belleau Wood LHA-3  
 USS Clark FFG-11  
 USS Boone FFG-25  
 USS Copeland FFG-28  
 USS Salem CA-139  
 USS Yorktown CG-45

*9th US Air Force (USAFCENT) HQ: Al Qatif, Saudi Arabia*  
 VFC-76 (60 men, 2 F-14Ds, 6 F/A-18s): Naval air units under USAFCENT control, Al Qatif, Saudi Arabia  
 HR-28 (30 men, 4 UH-60s): Naval air units under USAFCENT control, Al Qatif, Saudi Arabia  
 VOJ-204 (4 Fokker F-27s, 2 Breuget Atlantiques): Naval air units under USAFCENT control, Al Qatif, Saudi Arabia  
 1st Marine Air Wing HQ: Marine air units under USAFCENT control, Bandar Abbas  
 VMFA-214 (50 men, 4 F-18s): Al Qatif, Saudi Arabia  
 VMFA-442 (60 men, 6 AVSBs): Bandar Abbas  
 VMFA-119 (100men, 4AV-8Bs, 7 CH-53E, 6AH-1Ts, 2 UH-60s): Bandar Abbas  
 HMC-332 (50 men, 6 AH-1Vs): Bandar Abbas  
 HMHR-301 (20 men, 6 CH-53s): Al Qatif, Saudi Arabia  
 1st Tac Ftr Wing HQ: Al Qatif, Saudi Arabia  
 94th Tac Ftr Sdn (140 men, 4 F-15s): Al Qatif, SA  
 93rd Tac Ftr Sdn (160 men, 5 F-16s): Al Qatif, SA  
 72nd Tac Ftr Sdn (140 men, 3 F-16s): Dharan, SA  
 4th Tac Ftr Wing HQ: Bushehr  
 303rd Tac Ftr Sdn (160 men, 4 A-10s): Bushehr  
 180th Tac Ftr Sdn (155 men, 4 A-7s): Bandar-e Khomeyni  
 23rd Tac Ftr Sdn (140 men, 3 A-10s): Ganaveh  
 317th Tactical Airlift Wing HQ: Al Qatif, Saudi Arabia  
 357th Tac Airlift Sdn (180 men, 4 C-130s, 2 C-23s): Al Qatif, Saudi Arabia  
 756th Tac Airlift Sdn (170 men, 3 C-130s, 2 C-23s): Bushehr  
 81st Weather Recon Sdn (150 men, 2 WC-130Hs): Ad Damman, Saudi Arabia  
 32nd Aerial Refuelling Sdn (160 men, 1 KC-10, 2 KC-130s): Ad Damman, Saudi Arabia  
 19th Support Wing HQ: Ad Damman, Saudi Arabia  
 1721st Combat Control Sdn (30 men, 4 Hughes 530): Bushehr/Bandar-e Khomeyni

915th Construction Engineer Sdn (300 men): Bushehr/  
Ganaveh/Bandar-e Khomeyni  
619th Combat Security Group (600 men): Detach-  
ments of varying size at every U.S. airfield.  
53rd Mobile Aerial Port Sdn (200 men): Ad Damman,  
Saudi Arabia  
1st Aeromedical Evac Sdn (4 UH-60s): Ad Damman,  
Saudi Arabia

## IRAN

*Iranian People's Army HQ: Shiraz*

Iranian 3rd AD (3,000 men, 10 Chieftan MkVs, 4  
Challengers): Shiraz/Marv Dasht/Zarqan/Kazerun  
Iranian 12th ID (3,000 men, 10 Scorpions): Fasa/Jahrom  
Iranian 16th Abn Division (2,000 men): Bandar-e  
Lengeh/Bastak/Lar  
Iranian 3rd ID (2,000 men, 6 Scorpions): Bandar Abbas  
Iranian Army Aviation Bde (400 men, 2 AH-1Ts, 6 UH-60s):  
Shiraz  
Iranian People's Air Force HQ: Shiraz  
227 Ftr Sqdn (200 men, 4 F-20s): Shiraz

## IRAQ (U.S Supported)

Group Kirkuk (400 cav): Area northeast of Kirkuk, Iraq  
Group Ar Ramadi (300 cav): Area West of Baghdad, Iraq  
Group Dezful (800 men, 4 AFVs): Area west of Dezful

## SAUDI ARABIA

Royal Saudi Army Northern Command HQ: Al Qatif, SA  
1st Saudi Armd Bde (1,000 men, 20 AMX-30s): Ra's Al-  
Mishab, Saudi Arabia  
2nd Saudi Parachute Bn, 400 men, Saffaniyah, Saudi Arabia  
Royal Saudi Air Force HQ: Al Qatif, Saudi Arabia  
4th Ftr Sqdn (400 men, 12 Tornados): Al Qatif, SA

## FRANCE

*Rapid Action Force (FAR) HQ: Djibouti, Djibouti*  
Foreign Legion Operational Group (GOLE) HQ: Djibouti  
13th Foreign Legion Demi-brigade (500 men) Djibouti  
1st Foreign Legion Infantry Rgt (600 men) Basra, Iraq  
2nd Foreign Legion Infantry Rgt (600 men) Djibouti  
1st Foreign Legion Cavalry Rgt (600 men, 24 AFVs):  
Djibouti  
2nd Foreign Legion Parachute Rgt (600 men) Al Kuwayt,  
Kuwayt  
11th Airborne Division HQ: Al Qatif, Saudi Arabia  
2nd Brigade HQ: Al Qatif, Saudi Arabia  
425 Airborne Support Command (300 men): Al Qatif,  
Saudi Arabia  
1st Senegalese Parachute Rgt (600 men): Al Qatif, SA  
6th Marine Parachute Rgt (750 men): Al Qatif, SA  
3rd Marine Parachute Rgt (750 men): Al Qatif, SA  
1st Airborne Chasseur Rgt (750 men): Al Qatif, SA  
1st Marine Parachute Rgt (700 men): Basra, Iraq  
1st/35th Abn Arty Rgt (200 men): Al Qatif, Saudi Arabia  
3rd Troop, 1st Airborne Hussar Rgt (120 men, 24 AFVs):  
Al Qatif, Saudi Arabia  
2nd Company, 17th Airborne Engineer Rgt  
2nd Company, 5th Combat Helicopter Rgt (12 Dauphin,

4 Ecureils, 4 Super Pumas)

*9th Marine Division HQ: Al Kuwayt, Kuwayt*

Marine Group HQ: Al Kuwayt, Kuwayt  
1st Marine Infantry Rgt (500 men): Al Kuwayt, Kuwayt  
2nd Marine Infantry Rgt (500 men): Al Kuwayt, Kuwayt  
1st/11th Marine Arty Rgt (180 men): Al Kuwayt, Kuwayt  
1st Company, 1st Marine Tank Rgt (120 men, 13 AFVs):  
Al Kuwayt, Kuwayt

*Middle East Aviation Group HQ: Al Kuwayt, Kuwayt*

15th Ftr Squadron (200 men, 16 Mirage 2000s)  
25th Ftr Squadron (200 men, 16 Mirage 2000s)  
292nd Attack Squadron (200 men, 16 Mirage 4000s)  
161st Transport Squadron (300 men, 8 Transall C-160)  
193rd Air Refuelling Squadron (300 men, 4 KC-110s)

## IRAQ (French Supported)

*Iraqi Liberation Army*

1st Armored Brigade (1,000 men, 12 AFVs): Basrah, Iraq  
Basrah Brigade (1,000 men, 4 AFVs) Basrah, Iraq  
Al Amarah Brigade (800 cav) Al Amarah, Iraq  
Al Ubayyid Brigade (700 men): Al Ubayyid, Iraq  
1st Ma'dan Group (500 men): An Nasiriyah, Iraq  
2nd Ma'dan Group (400 men): As Samawah, Iraq

## UK

*British Middle East Field Force HQ: Al Manaman, Bahrain*

Infantry Brigade HQ: Al Manaman, Bahrain  
1/6th Queen Elizabeth's Own Gurkha Rifles (400 men):  
Kazerun  
1/7th Duke of Edinburgh's Own Gurkha Rifles, Bandar  
Abbas  
1/King's Own Scottish Borderer's (450 men): Al  
Manamah, Bahrain  
3/The Parachute Regiment (300 men): Dhahran, SA

**Note:** \* notes Soviet units which are veterans of Afghanistan.

## ABBREVIATIONS

**BGB:** Border Guard Brigade; **MRD:** Motorized Rifle Division;  
**GMRD:** Guards Motorized Rifle Division; **GMRD(C):** Guards  
Motorized Rifle Division, cavalry; **Grp:** Group; **Cmdo:** Comman-  
do; **AD:** Armored Division; **ID:** Infantry Division; **LPD:** Landing  
Dock Personnel Ship; **LHA:** Landing Assault Helicopter Ship; **FF:**  
Frigate; **FFG:** Guided Missile Frigate; **Sdn:** Squadron; **Tac:** Tac-  
tical; **Ftr:** Fighter; **MRR:** Motorized Rifle Regiment; **VFC:** Naval  
Composite Fighter Squadron; **HR:** Naval Helicopter Squadron;  
**VMFA:** Marine Fighter/Attack Squadron; **HMC:** Marine Com-  
posite Helicopter Squadron; **HMHR:** Marine Heavy Helicopter  
Regiment; **VOJ:** Naval Patrol Squadron; **SA:** Saudi Arabia.

## Personalities

The following is an annotated listing of the important NPCs in the Middle East.

### GENERAL SAMUEL A. MACLEAN, USMC

General Sam MacLean, the current commander of CENTCOM, is something of a legend among the troops of his command. He was born in 1946 in Philadelphia, Pennsylvania. Sam enlisted in the Marine Corps when he was 18 and spent the first four years of his military career as a marine rifleman. At the siege of Khe Sanh, in 1968, Corporal Sam MacLean won the Congressional Medal of Honor and a battlefield commission to Second Lieutenant. For the next four years Sam served two tours of duty stateside and completed his bachelor's degree from the University of Virginia. He received his diploma and his orders for another tour of duty in Vietnam on the same day.



During the 1972 Easter Offensive in Vietnam, Sam got the Silver Star, the Purple Heart, and his promotion to Captain. He returned to Vietnam in 1975 as a Marine Corps helicopter pilot. He took part in the evacuation of Saigon. Sam never forgot what happened there. He vowed that he would never allow any troops under his command to suffer such a disaster.

When the Sino-Soviet War broke out in the Spring of 1995, Sam was just finishing his tour of duty as the commanding general of the Third Marine Division stationed at Okinawa. He was considering retirement but decided against it until the situation settled down. He was promoted to Lieutenant General and assumed command of the I US Amphibious Corps.

Lieutenant General MacLean took over command of CENTCOM in the summer of 1977, when General Barbaneri, his chief of staff, and the commanding general of the Third Army were all assassinated. Sam worked long and hard to save his command from the disaster inflicted upon it by congress. He engineered the Third Army's retreat to the Gulf Coast. When it appeared as if the Soviets were going to push CENTCOM into the Persian Gulf, General MacLean conceived "Operation Pegasus II" as a means of thwarting the Soviet plans.

In 1999, General MacLean had to make a choice between the U.S. Military government and the Civilian one. He opted for the Military government because they controlled the supply lines. Besides that, General MacLean did not trust politicians (MacLean always regarded Ambassador Thayer as a statesman and not a politician). General MacLean stressed to his troops that they must all remain united no matter what was going on back home.

General MacLean speaks French (20%) and Pharsi (30%) in addition to his native English (100%). He is a *Veteran* NPC.

**Referee's Notes:** General MacLean is a quiet, soft spoken man who has never forgotten what it's like to be a soldier in the trenches. He prefers to spend what few off duty hours he has in the NCO club rather than the officers' mess. General MacLean often visits the troops in the front lines as a way of keeping in

touch with what his soldiers are thinking.

Inwardly, Sam is concerned not just with the welfare of his troops but with the safety of his wife, Hillary, and his daughter, Victoria, both of whom are back in the States. The fact that his wife is a U.S. senator (legally elected before the war) and has probably sided with the U.S. Civilian government does not diminish his love and concern for her and their daughter. His son, Sam Jr., is an officer serving with the Second Marine Division in Poland. Sam hasn't heard from him in over a year.

**NPC Motivation:** *Club Ace:* War Leader, combined with *Heart Jack:* Wisdom, which is a particularly valuable combination.

### GENERAL COLONEL PIOTYR A. SURYAKIN

If anyone was ever born to be a soldier, it was Piotyr Suryakin. His father, Colonel Alexi Suryakin, was a highly decorated tank commander in the Great Patriotic War (WW II). Piotyr's grandfather was a captain in the 11th Red Army that conquered what is now the Transcaucasus Military District in 1921. Suryakin's great-grandfather was a cavalry officer in the old Czarist Army.

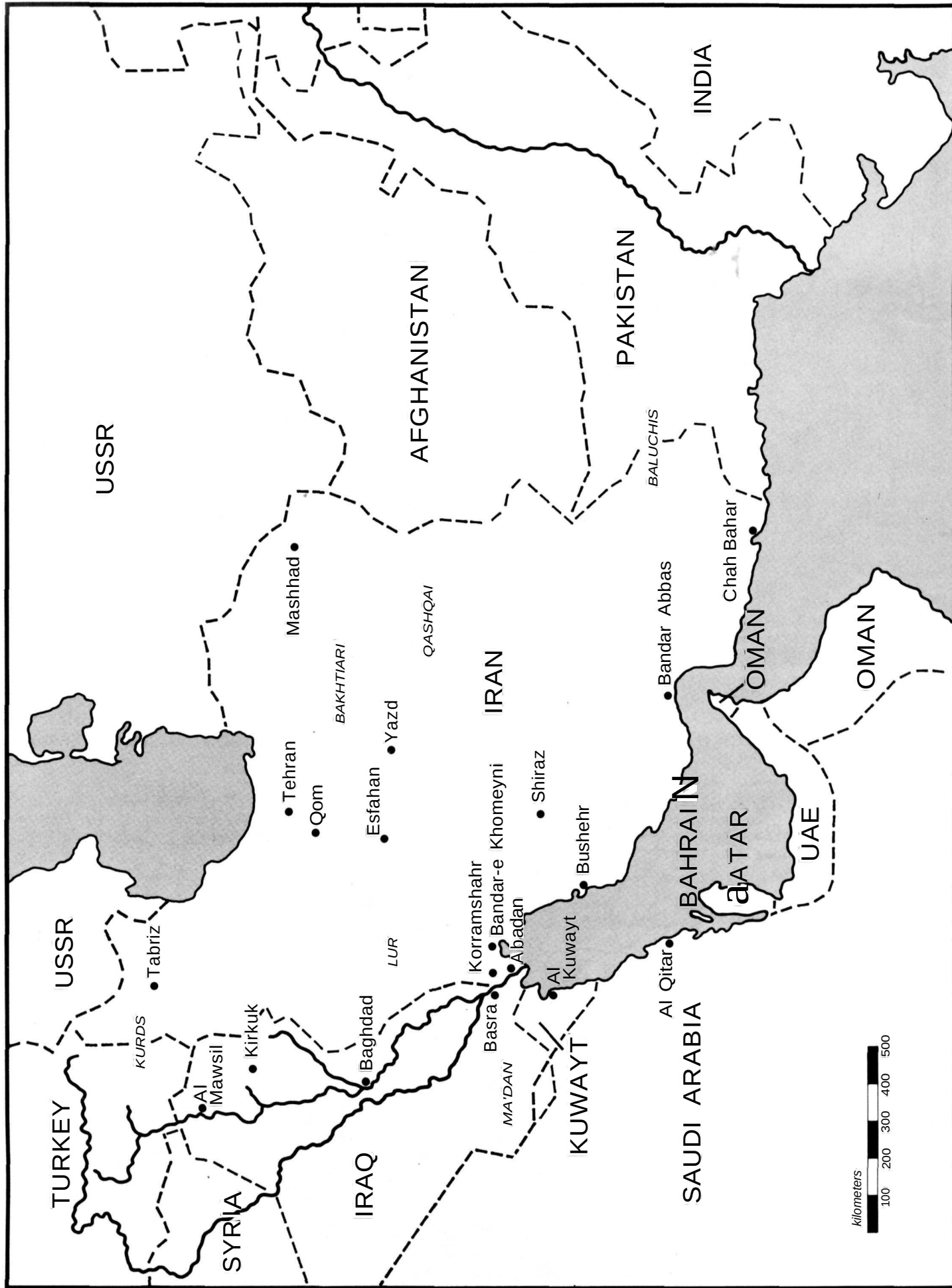
Suryakin began his military education by attending a Suvorov Cadet School as a boy. He entered the Moscow Higher Combined Arms Command School at the age of eighteen and graduated four years later with honors. At that time, he received his commission as a lieutenant. In 1979, Lieutenant Suryakin was among the Soviet troops that invaded Afghanistan. He served a year there winning the Hero of the Soviet Union Medal and gaining a reputation as a tough, competent commander.

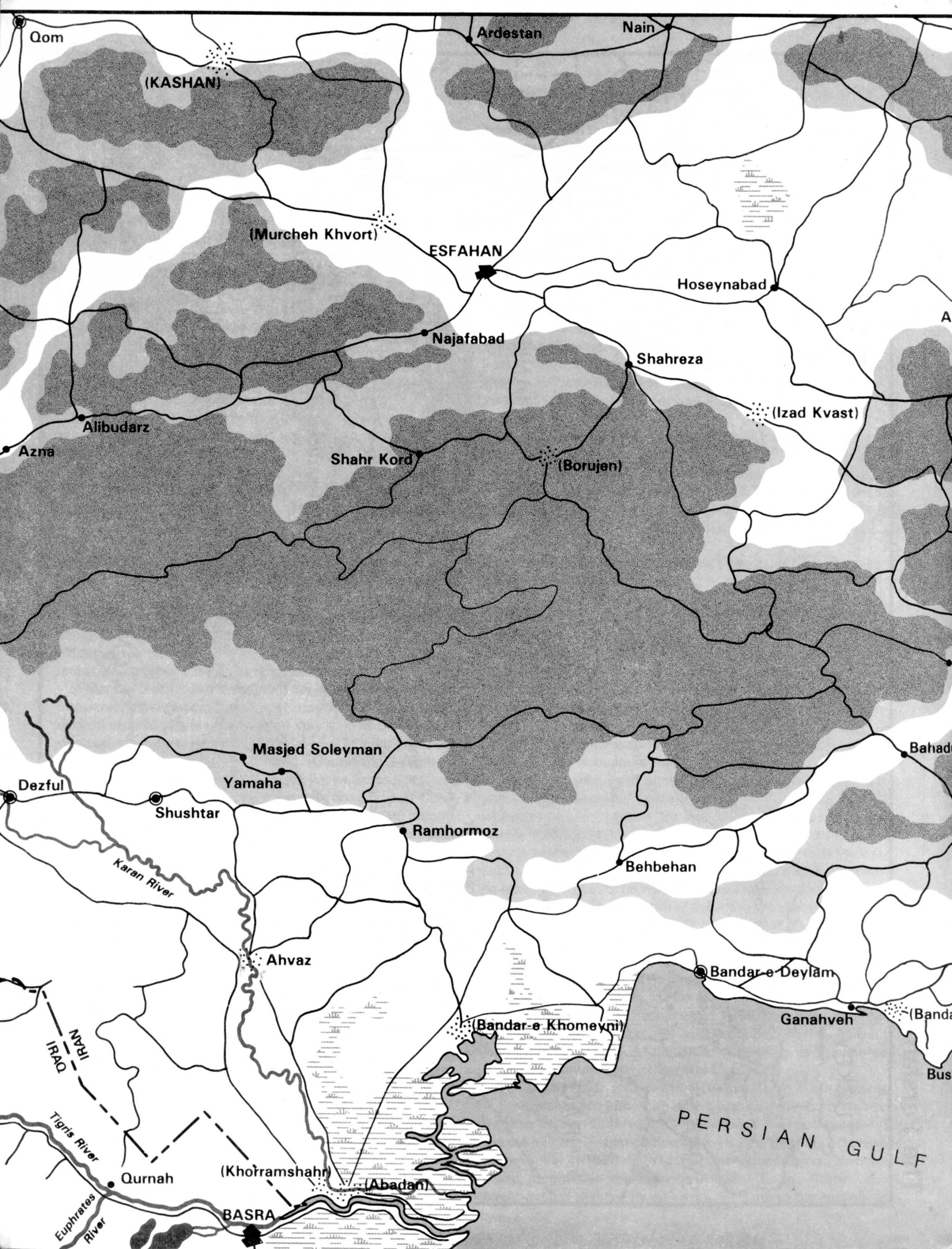


Captain Suryakin was selected to attend the Frunze Military Academy, the most prestigious of the Soviet military academies, in 1980. He graduated, again with honors, in 1983 and was immediately promoted to Major. When his friend and patron, Marshall Nikolai Ogarkov, fell into what appeared to be temporary disfavor, Major Suryakin volunteered for another tour of duty in Afghanistan. Instead, he was named deputy military attache to the Soviet Embassy in Washington D.C. Upon his return to Moscow, in 1985, he was accepted at the Vorshilov Military Academy of the General Staff of the Armed Forces of the USSR. He graduated from there in 1987 at the age of 33. He was one of the youngest men ever to do so.

In 1995, the 41 year old General Major Suryakin commanded the 11th Guards Tank Division as it cut its way into China. By years end, Suryakin was the de facto commander of the 61st Guards Tank Army. In the spring of 1996, he led the 61st out of the Shenyang pocket. He was wounded. For his brilliant leadership, he was given the Order of Suvorov and promoted to the permanent rank of General Lieutenant.

General Suryakin returned to his native Tbilisi, Georgia home in the summer of 1996, with orders to prepare for an offensive into the Persian Gulf region. He quickly and quietly eased out the old Military District commander, and launched his offensive in December of 1996. For the next three years, he and his command fought the Iranians, the Americans, the British, and anybody else that got in their way. He pushed his soldiers to





Qom

(KASHAN)

Ardestan

Nain

(Murcheh Khvort)

ESFAHAN

Hoseynabad

Najafabad

Shahreza

(Izad Kvast)

Alibudarz

Azna

Shahr Kord

(Borujen)

Masjed Soleyman

Yamaha

Dezful

Shushtar

Ramhormoz

Behbahan

Bahad

Karan River

Ahvaz

Bandar-e Deylam

(Bandar-e Khomeyni)

Ganahveh

(Bandar-e)

Bus

Tigris River

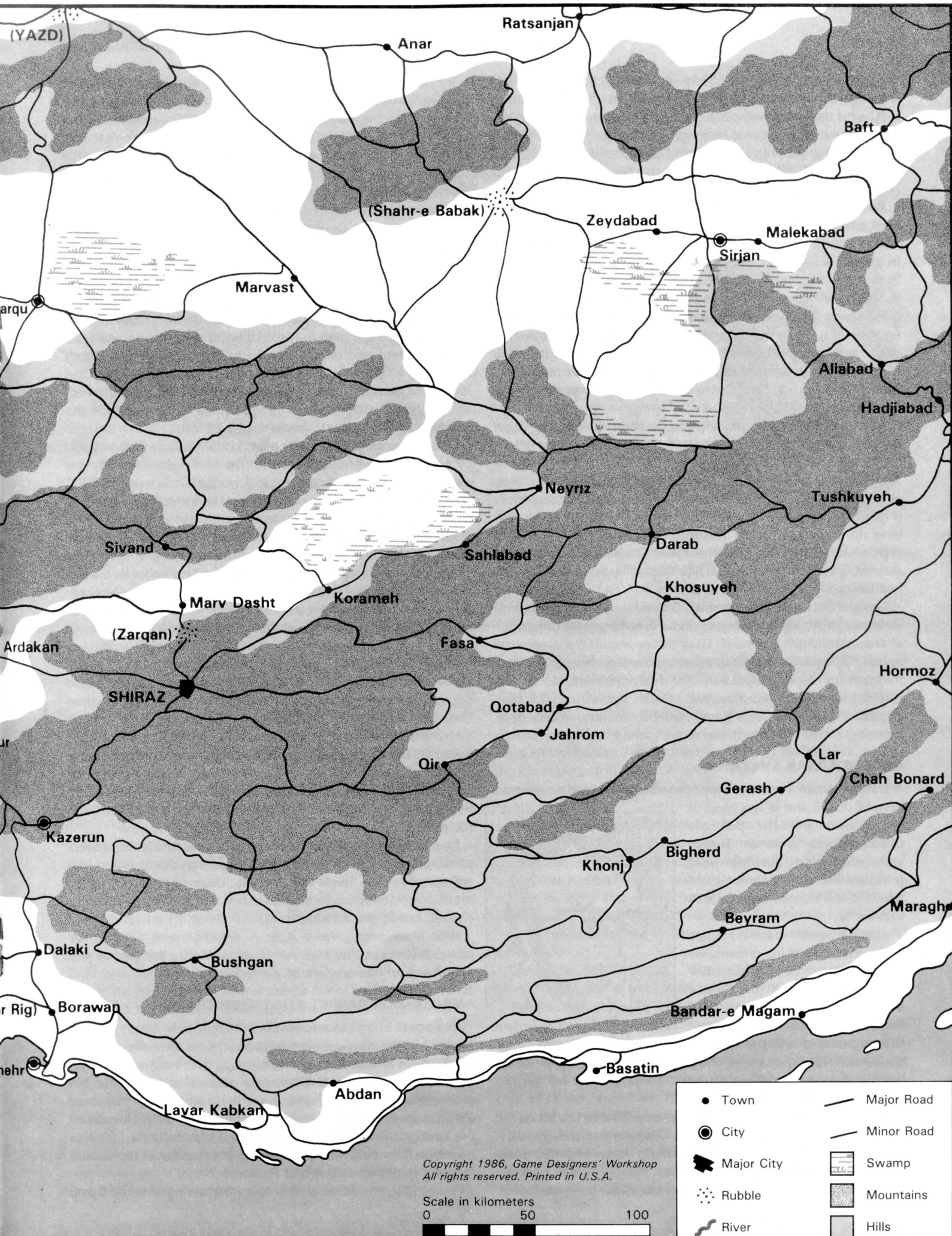
Euphrates River

(Khoirramshahr)

(Abadan)

BASRA

PERSIAN GULF



the limit as hard as he pushed himself. General Suryakin is planning one last offensive in the spring of 2001. He knows this will be his last chance to seize one of the Persian Gulf ports that will give him the political leverage he needs.

General Suryakin speaks French (20%), English (80%), and Russian (100%), in addition to his native Georgian (100%). He is a *Veteran* NPC.

**Referee's Notes:** General Suryakin is an imposing figure. His steel rimmed glasses give him the appearance of a schoolmaster, while his bearing would do credit to a Prussian field marshal. In public he presents an austere image. His demeanor can at times be frightening. His troops may hate him, love him, or fear him, but they all respect him and have confidence in his abilities.

He keeps his personal life quite private. In his off-duty time he plays the piano (he is fond of all sorts of music). Suryakin drinks sparingly. He has never married, but instead kept a string of mistresses in comfortable style. His current mistress is Dr. Tatiana Yusupova, the Communist Party Secretary of the Transcaucasus Military District.

In spite of his military training and tradition, General Suryakin is beginning to grow tired of the war. He will try one last offensive and if that fails, he will begin a slow withdrawal back into the Transcaucasus Military District's area. He is greatly concerned with the growing civil war in the central Asiatic republics. If he cannot secure a firm foothold on the Persian Gulf then he sees no other alternative but to withdraw into the Caucasus region and try to hang on there. He is secretly considering reforming the old Transcaucasian Republic, but as of yet, he has told no one else of these plans.

General Suryakin despises his KGB counterpart, General Major Kurdakhov, and is trying to find a way to get rid of him (or at least diminish his power). Over the course of the campaign in Iran, General Suryakin has developed a deep respect and admiration for General MacLean. The feeling is mutual.

**NPC Motivation:** *Club Ace:* War Leader, again a valuable trait considering the time and place. *Heart 8:* Loyalty, in this case a strong sense of duty to his country and his countrymen.

## DOCTOR ADNAN KHAZAMI

Doctor Adnan Khazami is the chairman of the Iran Nowin National Council and is the head of state in Iran. He did his undergraduate work at Tehran University and did his post graduate work at Oxford. He obtained a law degree from Tehran University.

Adnan Khazami was very active in the Iran Nowin movement. He was a moderate at first, but a few run-ins with SAVAK (the Shah's secret police) hardened him somewhat. Khazami was one of the organizers of the Shah's downfall. He'd hoped to help fashion a moderate government but was thwarted in his efforts by the Islamic Fundamentalists. He was opposed to the takeover of the American Embassy in 1979. Khazami fled Iran in 1981 to join other members of the Iran Nowin Party who had been exiled by the Islamic fundamentalists.

When the Iran Nowin Party re-emerged as the dominant force

in Iranian politics, Dr. Adnan Khazami was appointed to the post of minister of justice. One of his first actions was to order the disarming of the various factional militias. Khazami had seen what had happened in Lebanon and he was determined that it would not happen in Iran. This move made him popular with the military. When the Iranian parliament was dissolved in the spring of 1996, Adnan Khazami was the logical choice to head the National Emergency Council.

Since that time, Dr. Adnan Khazami has worked constantly to guide his beloved nation through one of the darkest periods of its' history.

He speaks English (60%) French (60%) and Arabic (40%) in addition to his native Pharsi (100%). He is a *Novice* NPC.

**Referee's Notes:** People who meet Doctor Khazami are amazed that for a man in his middle 60's he moves and acts with the grace and energy of a man 20 years younger. When he speaks of Iran and its' people, his eyes sparkle with joy. He is fond of quoting Omar Khayam and the Hadiths of the Prophet Muhammad. He has a special place in his heart for the children whom he sees as the future of Iran.

Doctor Khazami is a family man. His wife, Soraya, has been by his side throughout his career. His oldest son, Hamid, is a medical doctor who emigrated to America in the early 1970's. His other son, Mansour, is a colonel in the Iranian Air Force. He dotes on his grandchildren that are with him in Iran.

Above all else, however, Adnan Khazami loves justice. He has a doctorate in law. This has given him a deep love of the law and the protections it affords each citizen. He believes that all people are the children of Allah and, as such, should be accorded the dignity and respect due them under the laws of men and, most importantly, the Shariah (Islamic Law). It is this dream of justice and his Shiite Muslim faith that has him sustained throughout his life.

A leader such as Doctor Khazami has accumulated some powerful enemies throughout his life. Among them is Colonel Hossein Kharakhitai, the leader of the underground Iranian monarchist faction *Shir Iran* (Lions of Persia) and Ayatollah Sadri, leader of the Shiite extremist Anti-Satanic Army. There are a number of corrupt military and civilian leaders who see Doctor Khazami as an obstacle to their own schemes for wealth and power. But as long as he has the support of the military and the people they are willing to bide their time for now.

Doctor Khazami has his own plan for the future. He hopes to be able to hold free elections soon, so that the future of Iran will truly be in the hands of its people. Doctor Khazami is deeply concerned over the fate of his oldest son. He is aware of the chaotic conditions in America.

**NPC Motivation:** *Heart Ace:* A devotion and passion for justice, reinforced by *Heart 9:* a strong desire for justice and a concern for the welfare of everyone he meets.

## AMBASSADOR GARRET STEVENSON THAYER

The scion of an old and wealthy Philadelphia family, Garret Thayer had the classic preppy background. He attended Andover Academy in Maine. From there, he went to Princeton where he received his bachelor's degree in political science. For his graduate work, Garret Thayer went to Georgetown. He earned a doctorate in Middle Eastern area studies in 1977. He passed the Foreign Service Exams in 1978 and was commissioned as a Foreign Service Officer. He served in a number of diplomatic posts in the Middle East and France.

Garret Thayer's career took a definite upswing with the Camp



David II treaties, as he was one of the principal architects of the agreement. Because of this, his personal prestige reached new heights. He was named ambassador-at-large to the Middle East in 1990. An astounding accomplishment for a man who'd just turned 40.

He still held this post when the war broke out in 1995. During the next two years, he worked continually at his job of trouble shooter and chief wheeler-dealer for the U.S. When CENTCOM began deploying in early 1997, Ambassador Thayer was ready for them. He quickly established the principle that he and his colleagues were working with the military and not for them. The command staff of CENTCOM quickly learned to like and respect this smooth talking diplomat who seemed to be able to weather every sort of crisis with grace and good humor.

When the U.S. Congress reconvened in the spring of 1999, Ambassador Thayer had hoped that this would presage a general election and a peaceful transition back to relative normalcy. He was appalled at the results. There were no elections. Very few members of congress had any claim to legitimacy at all. He found himself in agreement with General Cummings' basic viewpoint. He and General MacLean worked together to come up with an overall policy that would keep all American citizens in the Middle East united.

As the 20th Century drew to a close, Ambassador Thayer realized that the Americans in the Middle East were truly on their own. He began a series of discussions with his French counterparts to try and get the best deal he could for the American citizens, civilian and military, who remained in the Middle East. He is seriously concerned about the recent deterioration of relations between France and the U.S., and is doing his best to patch things up.

He speaks French (80%), Arabic (80%), and Pharsi (40%), in addition to his native English (100%). He is an *Experienced NPC*.

**Referee's Notes:** Garret Thayer has the public image of a somewhat languid, smooth talking diplomat. His aristocratic good looks and patrician manner combined with a wry sense of humor make him extremely popular in diplomatic circles. He treats everyone he meets from prime ministers to peasants with grace and dignity.

His wife, Meredith Buxton Thayer (Bucky to her friends), and their two children are with him. When it comes to protecting his family, Ambassador Thayer can be rather formidable (he shot and killed his last would-be assassin).

Underneath all that aristocratic charm and good humor, Garret Thayer is a shrewd, intelligent man. He is deeply concerned about the welfare and future of all American citizens in the Middle East. As much as he respects and admires France, Ambassador Thayer has no desire to join in the French Union. He considers himself an American, first, last, and always.

Lately, Ambassador Thayer has considered forming an American Government-in-Exile. The biggest problem is finding someone with a legitimate claim to the presidency (something that is difficult to do when you're 8,000 miles away from home).



If all else fails, Ambassador Thayer is considering assuming the position himself as the senior state department official in the region. He has told no one else of these plans yet.

**NPC Motivation:** *Heart 6:* A strong sense of duty and loyalty. *Club 2:* A slight tendency towards violence, tempered by the above, and an ability not to be intimidated by threats of violence.

#### GENERAL MAJOR NIKITA KURDAKHOV

General Major Nikita Kurdakhov started life as the son of a factory worker in Gorky. In his early life, he was an active member of the *Comsomol* (Soviet Communist Party Youth Organization). Young Kurdakhov showed an early talent for power politics and violence. He adhered staunchly to the Communist party line, sometimes using force to make his views known. As a reward for his loyalty, Kurdakhov was accepted at the Alma-Ata Higher Border Guard Command School.

After his graduation and commissioning in 1972, Kurdakhov was sent to the Central Asian Border District. In 1975, he was transferred to the Northwestern Border District. After an incident with the Finns in June of 1980, Captain Kurdakhov was sent to Afghanistan. There, he and his KGB Border Guard Mobile Group, garnered a reputation for aggressiveness and brutality. Kurdakhov became involved in drug smuggling. He blackmailed his way into his next promotion. He left Afghanistan in 1985 for a tour of duty in the Border Guards Directorate at KGB Headquarters in Moscow.

In 1990, Colonel Nikita Kurdakhov was posted to the Transcaucasus Border District on a special assignment. His job was to oversee the security arrangements for the shipping of arms to the Iranian *Tudeh* guerrillas. He did his job well, pleasing his superiors in Moscow while at the same time increasing his own political and economic status. He also eliminated several potential rivals.

When General Suryakin took command of the Transcaucasus Front in 1996, the KGB wanted somebody in charge of its' Border District that was politically reliable. The obvious choice was Nikita Kurdakhov. He was promoted to General Major and placed in command of the Transcaucasus Border District. As events progressed, Kurdakhov and his command took over several functions of the MVD including the running of the POW camps.

He speaks English (80%), Pharsi (50%) and his native Russian (100%). He is a *Veteran NPC*.

**Referee's Notes:** At first impression, General Kurdakhov seems almost bland and colorless. There is a certain banality about him that is deceptive. He has a sense of humor and was occasionally known to play practical jokes on his colleagues (before the war more often than now). When it comes to matters of power, however, he becomes grim and businesslike.

His wife and family were killed in the bombing of Baku. As a result, he is especially brutal towards American POW's in general and American pilots in particular. He tends to regard non-Russian Soviet citizens as little better than animals.

General Kurdakhov is a warlord. He lives only for the day he



will be able to take over the Transcaucasus area and northern Iran. He dislikes General Suryakin whom he regards as a military elitist. He enjoys the role of conqueror and sees himself as the overlord of a new Transcaucasian Soviet Republic. He is busy looking for a way to purge the army, starting with General Suryakin.

**NPC Motivation:** *Spade 9:* A strong desire for power, and the need to control those around him. *Club 7:* A very strong tendency towards the use of violence, even where it is not appropriate.

#### DR. AILIE BERTA KURTZ

By virtue of her position as the director of the U.S. Intelligence Support Agency, Dr. Kurtz is one of the most influential and powerful women in the Middle East. Ailie started with the CIA in 1976. Before that, she had a brilliant scholastic career, earning a masters degree in national security studies from George Washington University and a doctorate in Soviet area studies from Georgetown. While at Georgetown, she met Garret Thayer and they became good friends.

Her first assignment with the CIA was as a case officer in the eastern European section. Her first field assignment was in West Berlin in 1980, where she proved an effective operative. In 1982, she returned to the U.S. and was assigned as an advisor and liaison officer to the Justice Department's Anti-Terrorist Strike Force. After two years of tracking down domestic terrorists, Ailie requested another field assignment. This time she was sent to Bonn, West Germany. Over the next eight years she was employed in a number of missions, several of which took her behind the Iron Curtain.

In the spring of 1996, Ailie came across evidence of a series of meetings being arranged between high ranking East and West German military officers. She reported this to her superiors at the CIA. Three days later, she found herself on a plane bound for Kuwait with two orders. The first was to become the regional director for the Persian Gulf area. The second was to keep her mouth shut about what she had discovered in Germany. Through her own diligence and hard work, she learned the ropes quickly.

In the fall of 1997, she became the CIA representative on the Allied Joint Intelligence Task Force. In the Summer of 1998, she was appointed its director by a unanimous vote of all the representatives.

Ailie was approached by Ambassador Thayer and General MacLean in the spring of 1999, to help form a new agency that would combine the assets of the CIA and the DIA. When she considered her treatment in 1996 and the fact that the current instructions coming out of CIA Headquarters didn't make much sense or have much relevancy to the situation, she accepted the offer. Ailie and her DIA counterpart, Colonel Jim Barksdale, sat down with Colonel Sebastian Thorne of the British Secret Service and created the Intelligence Support Agency. Much to Ailie's delight, she was named as its first director, a position she still holds.

She speaks Russian (80%), French (20%), Arabic (80%), and



Pharsi (60%) in addition to her native English (100%). She is a *Novice* NPC.

**Referee's Notes:** With her large shoulders and mane of curly blonde hair, Dr. Kurtz was once described as "looking like a valkyrie that had somehow managed to go to Harvard Law School." She is an energetic woman who is not afraid to make hard and difficult decisions. She is not, however, prone to snap judgments. Ailie prefers to study a situation from all aspects and then make her decision. This has given her and her organization a great deal of credibility.

Dr. Kurtz is extremely proud of her organization. She sees to it that the ISA does its best to support American goals in the Persian Gulf. Trying to do anything to disrupt the current military-political infrastructure is, in Ailie's eyes, treason.

Ailie also maintains a limited contact with some of her agency friends back in the U.S. Through these people, she is trying to find out what happened to General MacLean's wife and daughter and Dr. Adnan Khazami's son.

**NPC Motivation:** *Heart 5:* Fellowship, and a concern for the well-being of people in general. *Spade 9:* A strong desire for personal power, moderated by the fellowship indicated above.

#### LIEUTENANT GENERAL RAOUL CERVELAN

Known to his troops as *la petite commandant* (the little captain), Raoul Cervelan was born in Algiers in 1954. His father was an official in the French Colonial Administration; his mother was Algerian. In 1956, Cervelan's parents were killed in a terrorist bombing. Cervelan was raised by his Algerian Muslim grandparents. He himself became a Muslim of the Sunnite sect like his grandfather. Cervelan entered the French Military Academy at St. Cyr in 1961. He proved to be an excellent athlete as well as a scholar. When he graduated in 1963, he volunteered for airborne training. His first posting was to the 6th Colonial Parachute Regiment as a platoon leader. During his tour there, he rose quickly in rank.



He has served in various posts throughout his career. Cervelan has seen action in Zaire, the Central African Republic, Lebanon and Chad. He was the senior military advisor in Senegal in the late 1980's. In 1988, he became the commanding officer of the 11th Airborne Division.

When the FAR was reorganized in 1990, Major General Cervelan was named as its' chief of staff. In 1998, when the FAR deployed in part to West Africa, General Cervelan commanded an operational group in action against pro-Soviet guerillas in Senegal and Mauritania. He was promoted in 1999 to Lt. General and given command of the FAR. Cervelan personally took charge of the FAR's deployment in Saudi Arabia and Kuwait. The governments of the Persian Gulf region liked him because he, like them, is a Muslim. General Cervelan continues to oversee French interests in the Persian Gulf, which are expanding.

He speaks French (100%) and English (60%), in addition to his native Arabic (100%).

**Referee's Notes:** General Cervelan is a small wiry man. He

is not given to outbursts of emotion and possesses the classic gallic wit. His Muslim background gives him a unique perspective on the Middle East. Indeed, he is a man of both worlds. He is a good leader who does not waste his troops' lives. He can be quite charming and is very popular with his troops. He likes the Americans he deals with. Cervelan prefers diplomacy to violence.

General Cervelan is both a diplomat and a politician. He feels sorry for the Americans who've been stranded in the Middle East. Additionally, he feels that the American domination of the region is at an end, and that France must act quickly to fill the vacuum (as the Americans filled the vacuum left by the British earlier in the century). He never says this publicly for to do so would be undiplomatic. Cervelan knows that eventually the Americans will decide to go home. He is content to watch and await events.

General Cervelan is under orders not to directly engage the Soviet forces in combat as France is officially neutral. This does not prevent him, however, from encouraging others to do so. If the opportunity presented itself, though, General Cervelan would move quickly and decisively.

NPC Motivation: *Heart Jack*: Wisdom. *Heart 7*: A strong concern for the welfare of everyone he meets.

#### COLONEL DENISE MARIE RICHILIEU

From her office in the French Embassy in Kuwait, Colonel Denise Richilieu runs the French Military Intelligence (DGSE) network in the Persian Gulf region. Along with Ailie Kurtz, she shares the distinction of being an extremely powerful woman in a world dominated by men.

Born in Paris in 1959, Denise grew up on a steady reading diet of Ian Fleming, John LeCarre, and Robert Ludlum. She graduated from the Sorbonne in 1980, with a degree in economics. She entered the French Corps Diplomatique in 1981. At the same time, she entered the army as a reserve officer. Her first diplomatic post was in New Zealand in 1982. There she was recruited by the SDEGE. She served as both diplomat and spy.

When the DGSE was formed, Denise transferred in. She was posted to the Middle East. In 1988, she successfully penetrated and broke up the KGB operation that was supplying high tech weapons to Arab terrorists. Her real identity was never discovered. In the early 1990's, she headed up a special intelligence unit that hunted down terrorists. Denise personally terminated three of the most wanted terrorists in the Middle East.

When the FAR began its deployment to the Persian Gulf, General Cervelan needed someone to become regional head of the DGSE. He recommended Colonel Richilieu for the job. She accepted the position in February of 1998 and has been there ever since.

She speaks Arabic (80%), English (60%), Pharsi (40%), and Tajik (20%), in addition to her native French (100%). She is a Veteran NPC.

**Referee's Notes:** For a person well skilled in the arts of

violence, Denise Richilieu is a warm, friendly person. She has an enigmatic smile that gives her an aura of thoughtful contemplation. She looks as if she should be doing perfume commercials rather than running an espionage network.

Colonel Richilieu is a true adventurer at heart. She figures that her luck will run out someday, but until then...

As head of the DGSE, Colonel Richilieu is in a position of great power. She takes her responsibilities seriously and cooperates with the Allied Joint Intelligence Task Force. She has a great love for her native country. Denise regards France as the final bastion of Western civilization.

**NPC Motivation:** *Heart 4*: a general liking for people, and *Club 2*: a willingness to use violence, tempered by the above, and the ability not to be swayed by threats of violence.





## Campaign Guide

In most places in the world of *Twilight: 2000* the military chain of command has completely broken down and soldiers have been left to their own resources. In the Persian Gulf things are different. There is still a functioning chain of command and a conventional war to be fought. This situation provides players and referees with the option of gaming regular military missions. Some gaming groups may prefer this more structured form of game to the anarchy of Europe and most of the United States. Others may enjoy it occasionally as a change of pace. In any event, the purpose of this campaign guide chapter is to provide more options to gaming groups, not limit those options. Referees should feel free to alter this section to fit his tastes and those of his gaming group.

### GETTING THERE

There are several ways of getting characters to the Persian Gulf. The easiest is to generate characters who are part of one of the military units already there. This is a particularly good way of providing "change of pace" adventures. In this way, the referee can run his normal campaign set in Europe or the United States and also run a military campaign in the Persian Gulf. When players feel like a well-defined military mission with clear objectives, pull out the Persian Gulf campaign material. When they want a more free-form type of adventure, use one of the other campaigns (an added advantage of this technique is that players will not become overexposed to a particular area as quickly, and individual campaign settings can be stretched to more hours of adventuring time).

Alternatively, one of the players may wish to run a separate Persian Gulf military campaign. This has the advantage of giving your normal referee a chance to actually get in some playing time.

If a group wishes to actually integrate the *RDF Sourcebook* material in an ongoing campaign, there are several ways of getting a group there. If you have not already played the *Going*

*Home* module, then do so. When the characters play through it to a conclusion, they can be presented with several courses of action. One of the alternatives at Bremerhaven will be a "recruiting booth" offering the option of service with CENTCOM rather than returning to the United States.

The recruiting officer (the referee) should stress all the benefits of service in the Middle East (fuel in abundance, air support, regular supplies and pay, and so on). In fact, the recruiting officer would probably greatly overstate the advantages, describing the area of operations as virtually a modern U.S. oil shiekhdom, and U.S. soldiers living in luxury between their missions. Missions would be described as interesting, exciting and important, but invariably successful due to the overwhelming firepower available and the low quality of the opposition. The unspoken implication would be that they aren't really very dangerous. Additionally, the officer would appeal to their patriotism ("It's vital to our country's future...") and pride as soldiers ("We could really use experienced, seasoned veterans like you."). In other words, think of what a real recruiting officer would say.

If *Going Home* has already been played, there are still ways of providing transport to the Persian Gulf. If the players catch the ship home from Bremerhaven, they can be shipped to Iran from the States. If they missed the boat, there is the distinct possibility that recruiters for CENTCOM will attempt to locate remaining stragglers in Europe and offer to lift them out and to the Persian Gulf. In this case there wouldn't be as much need for a hard sell. The group is faced with the option of going to the Persian Gulf and serving with the U.S. Army again (and eventually getting home) or staying in Europe indefinitely.

Alternatively, the group may be able to work out its own method of getting to the Middle East.

### PRIMARY GROUPS

Regardless of how players come to the Persian Gulf, they will want to remain together as a group, and they can be allowed to do so. With the tremendous losses suffered by most military

units during the war, internal unit organization has become much more flexible and the army has come to place a great deal of reliance on "primary groups". The purpose of military organization is to put groups of people together who can function as a well-integrated team, and the team has a leader to direct it. In peacetime, these groups are established by tables of organization and leaders are appointed officers or NCOs. In wartime, groups tend to form naturally under the demands of combat and natural leaders emerge. Good armies recognize this and encourage it by keeping small units together and providing field promotions for natural leaders. In *Twilight: 2000* the army has gone further. Small groups of soldiers who have fought together and survived together become a unit, and are always employed as such. Thus, characters who make their way to the Persian Gulf will tend to be kept together rather than split up as replacements for existing units. The characters will probably form a squad-sized unit within a platoon or company, but if the senior ranking character in the group is an officer, then a number of similar sized units may also be placed under his command. The referee may also decide to provide a small group with several NPC replacements to bring it up to squad strength. In any event, the players will stay together as a unit.

Exactly where the players are assigned is up to the referee. Some groups will want to be a roving "fire brigade" unit; others will find pleasure in remaining in one region for all their missions, getting to know every hill and valley like their own backyards.

### MISSION ASSIGNMENTS

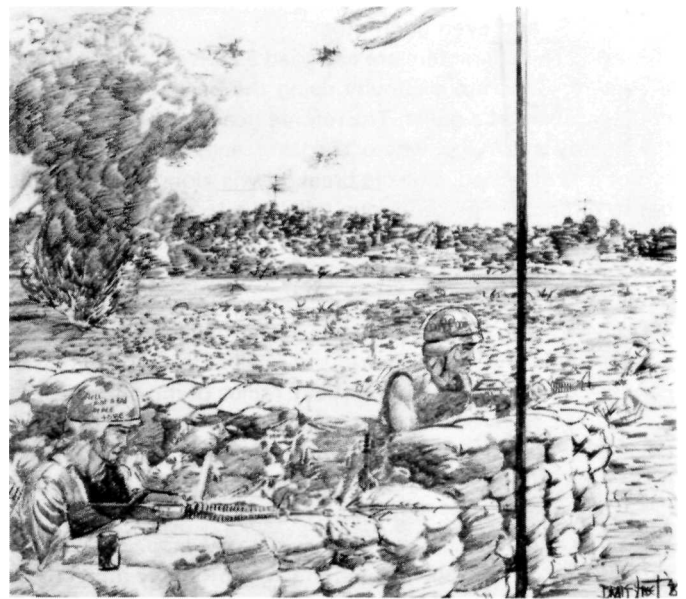
A variety of general mission types are outlined below. The referee should pick a general mission type (or roll on the table provided below) and then flesh it out with details of his own.

| <i>Regular Operations</i> | <i>Special Operations</i> |
|---------------------------|---------------------------|
| 2 Raid                    | 2 Raid                    |
| 3 Raid                    | 3 Raid                    |
| 4 Outpost                 | 4 Outpost                 |
| 5 Outpost                 | 5 Advisor                 |
| 6 Patrol                  | 6 Recon                   |
| 7 Patrol                  | 7 Recon                   |
| 8 Patrol                  | 8 Recon                   |
| 9 Escort                  | 9 Advisor                 |
| 10 Escort                 | 10 Raid                   |
| 11 Security               | 11 Raid                   |
| 12 Security               | 12 Raid                   |

To provide the players with the information they need, the referee should play the part of a senior officer or intelligence specialist sent to brief the team on their upcoming assignment. In all cases, the briefing should give the players all pertinent information that CENTCOM has at its disposal and which would help the players carry out their mission, and clearly state what is expected of the group. A good format to follow for the briefing is the following:

**1. Maps:** Players should be provided with any maps they might need for the mission. Referees are specifically allowed to photocopy any map in this sourcebook to give players during the briefing. The referee may need to obtain maps from other sources as well.

**2. Hostile Forces:** Provide a summary of expected hostile forces in the area of operations, an assessment of their capabilities, and their expected actions. The referee should use the order of battle provided in the Military Organizations chapter



as a basis, modifying it to reflect the particular events of his campaign.

**3. Friendly Forces:** List any friendly troops that are in the area that the team is expected to cooperate with or which might support the operation. This is the place to note any artillery support, or air support. Local guides or guerrilla groups should be noted as well. Again, the order of battle will prove helpful here.

**4. Mission:** What exactly is the group expected to accomplish? What constitutes a successful mission? If there are multiple tasks to be accomplished, is there any special priority to be granted to them?

**5. Tactical Procedures:** What specific actions are ordered. This should include instructions on approach marches and area to be patrolled or hit for a raid. A security mission might specify how many men on guard at any one time. If other units will be cooperating, timing is important and this is the place to specify it. In other words, all of the detailed plans for the mission are laid out here.

**6. Administration:** What supplies will be available? Can the unit expect regular resupply missions? If there are casualties, how will they be evacuated to an aid station? If they are guarding a convoy, what traffic procedures do they need to follow? These sorts of details add a lot to the feeling of realism of the briefing.

**7. Signal Communication:** Is there a limit on when the unit can use its radios? This can be important for a raid or deep recon patrol, as the enemy may have radio direction finders. Perhaps once a day there is a time when the unit will give a very short radio message to let headquarters know they are still okay. Are any special codes in use?

### TYPES OF MISSIONS

**Advisor:** The characters are acting as advisors to a group of local forces. This could be a unit of the Iranian Peoples Army or an indigenous native force (such as the Kurds) friendly to the U.S. The referee should determine a mission for the local forces (one of the others listed below) and give a briefing on that as well. The commander and several other leaders of the local force should have NPC motivation generated for them, and the referee should then flesh out their character. This will determine how willing they are to listen to their advisors, whether they are

reckless or cautious, and how loyal the unit and its leaders are to the U.S. and even each other.

**Escort:** The characters are assigned as drivers and guards for a convoy. Generate a convoy using the basic game rules encounter tables as a guide. The referee needs to determine what the convoy is carrying, where it is going, and, of course, whether or not it is attacked. Vehicle breakdowns along the route may cause difficulties as the group will have to decide whether to delay the entire convoy while the breakdown is repaired, split the convoy (and escort) into two groups, or abandon the derelict vehicle and its cargo.

**Outpost:** The characters have been assigned to a forward outpost of their unit. Once there, they will act as observers and conduct local patrols within a 10 km radius of the outpost. They may also be required to monitor radio traffic. Duration is 1D6+3 days. This sort of mission can provide an interesting change of pace. The referee, however, needs to do considerable preparation to generate the important (and not-so-important) radio signals intercepted and enemy activity in the area. This is a mission that requires stealth; a firefight will probably mean failure since the outpost will be detected, and even if the group escapes they will get chewed out for being trigger happy.

**Patrol:** This is a category that covers a number of missions. The referee rolls again on the following table for the patrol's objective.

*1-4 Probe:* Go to a specific objective and gather information on enemy activities there. Contact with the enemy should be avoided. Instead, the group should observe enemy positions, gather information on traffic activity, perhaps tap in on phone lines, etc.

*5 Prisoners:* Take one or more enemy prisoners and bring them back for interrogation.

*6 Ambush:* Set up positions to ambush enemy patrols. Usually an ambush doesn't run into anything, so this should be a mission of several days duration. The referee will determine whether or not (and when) the enemy encounters the ambush.

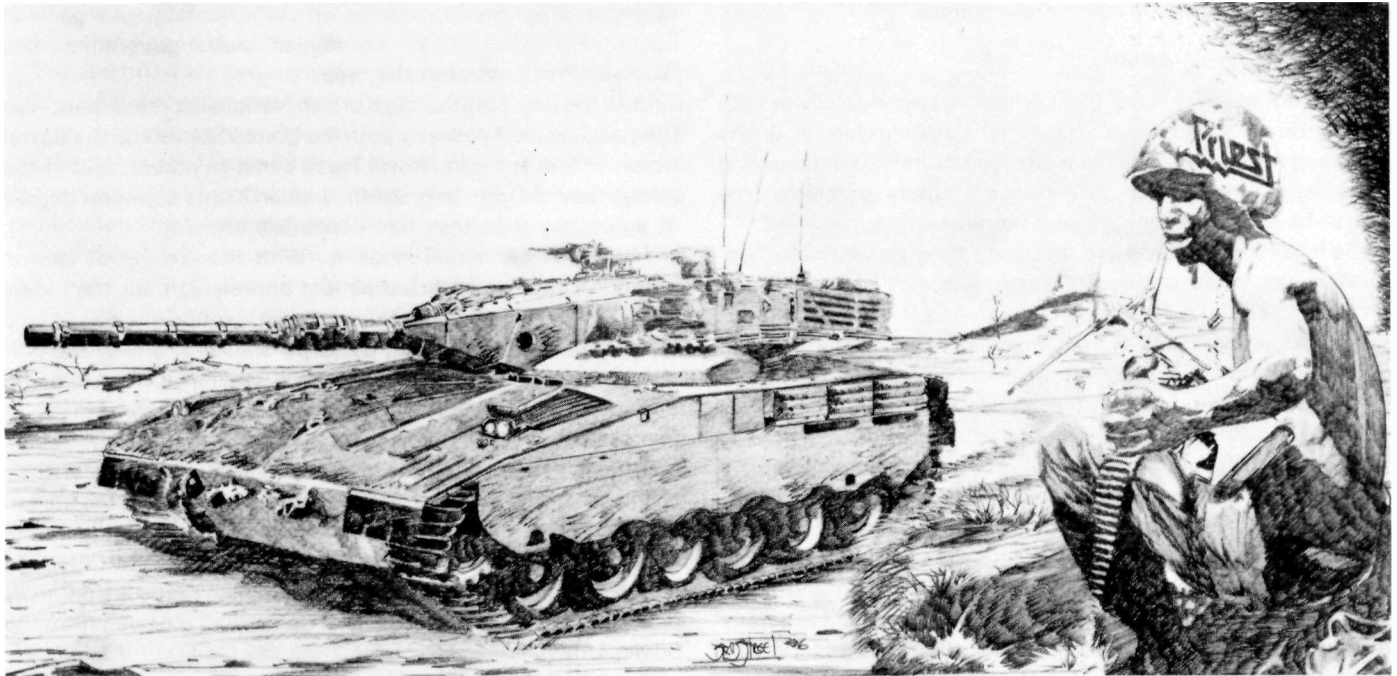
**Raid:** The characters are assigned to raid an enemy installation or convoy. The referee needs to determine how the group will get there, how it will be extracted, and what assets it will have to hit the objective.

**Recon:** The characters are assigned to do a deep penetration of enemy lines. This may be combined with a raid, although a recon mission's primary objective is to gather information, and it should incorporate most aspects of a patrol mission as described above. It is much more dangerous, however, as it means going deep into enemy territory and escape after the mission may be as dangerous as the mission itself.

**Security:** The characters are assigned to guard the base camp, a supply dump, etc. Duration of the mission should probably be about seven days. The referee should determine whether or not the area is attacked while the players are guarding it. In most cases it should not be. The best way to resolve a security mission is for the players to give their plan to the referee and then treat it as seven days of rest combined with other activities. The referee does not have to make players role play through the tedium of nightly guard duty. If most security missions are uneventful, the rare attack, when it does come, will be much more surprising, and that's the way it actually is.

## RESOLVING MISSIONS

The last suggestion on the security mission can be applied to many missions on the list. If every road convoy escort mission leads to an ambush, you have eliminated the element of surprise from the game. Many missions should be uneventful, with the players' uncertainty providing much of the excitement. Even if you have decided that a team will not encounter enemy troops on a patrol, it is still a good idea to make several die rolls at regular intervals during the mission, and then announce "well, they missed spotting you" or something similar. Remember that much of the excitement and tension players feel is from not knowing what will happen next. Try to keep that uncertainty alive at all times on a mission.



## Character Generation

Since CENTCOM is a unified command, it is possible for player characters to be from other services than the army. The charts provided at the end of this chapter for the convenience of the players and referee. Unless other tables are provided, character generation uses the standard tables from the *referee's charts*.

### U.S. MARINE CORPS

The USMC in CENTCOM is represented by the 1st and 3rd Marine Divisions and the 1st Marine Air Wing. The following service branches and their specialties are available to players who want to have characters that are marines: Support Services, Infantry, Engineering, Artillery, Armor, Aviation, and Intelligence.

Marine Corps medics are provided by the navy. The Marine Corps equivalent of the Special Forces and Ranger branches are called Force Recon. They are covered under *Special Operations*, below. For marine Scout/Snipers, use the Ranger/Inf with CRM at ½ cost.

All members of the Marine Corps receive CRM: 10 and HW: 10 in addition to their regular specialty skill benefits.

### U.S. NAVY

In addition to providing medical support for the marines, the navy maintains a small boat patrol that guards the harbors and landing areas under U.S. control. They also do antipiracy work in the Persian Gulf. The following service branches and their specialties are available: Support Service, Medical, Aviation (RWP or JP at ½ cost), and Intelligence.

In addition, two new service/specialties are also available: Surface Warfare and Construction Engineers (Sea Bees).

Navy Special Forces, known as SEALs, are covered under special operations, below.

Navy ranks can be confusing to an outsider. Each specialty has its' own rating. Rather than go into that, a general rank table is offered.

### U.S. AIR FORCE

The USAF has a fairly large contingent in the Middle East. Most of them work in the rear areas and on air bases. Since there aren't that many aircraft left, some of the excess support personnel have been formed into security units. There is a separate security branch that guards the various air force installations in the region.

The Air Commandos are the air force's equivalent of Special Forces and Rangers. There is also an elite Search and Rescue unit called the Aerospace Rescue and Recovery Service. Both of these units are dealt with under the Special Operations Branch.

The following branches and their specialties are available to USAF player characters: Support Services, Medical, Aviation (RWP or JP at ½ cost), Intelligence, and the construction engineer branch of the navy table of ranks. In addition, a new branch (Security Specialist) is provided.

### OTHER NATIONALITIES

If the referee and the players agree on it, one of the options available is to have player characters from one of the other national military forces in the region. The following guidelines are provided for generating these characters. Individual referees can provide the rationale for these characters being in the group.

### IRANIAN PEOPLE'S ARMY

Built around a cadre of battle hardened veterans, the Iranian People's Army is a fighting force to be reckoned with. They are fiercely nationalistic and devoted to driving the Soviet invaders from their country. The relations between the IPA and CENTCOM are quite good. Most Iranians soldiers view the Americans as "comrades in arms" dedicated to the common goal of driving the Russians out of Iran.

The following branches and their associated specialties are available: Support Services, Infantry, Engineer (Combat Engineer or Construction Engineer only), Medical, Artillery, Armor, Aviation, Ranger, and Intelligence (Interrogator only).

The rank table reflects the fact that the senior NCO's and officers have had a lot of combat experience.

### IRAQI LIBERATION ARMY

Based out of Basra, Iraq, the ILA fights a continuous war with the pro-Soviet Republican government in Baghdad. Both the French and the Americans have provided military assistance and advisors. However, due to American supply problems, the French have been taking a more dominant role.

The following branches and their specialties are available: Support Services (Vehicle Mechanic only), Infantry, Engineer (Combat Engineer only), Medical, Artillery (No CMP for Fire Support Specialist), Armor, Ranger, and Intelligence (Interrogator only).

There is a 40% chance that an ILA player character will be a Ma'dan, an Arabic people that live in the southern marshes of Iraq. The Ma'dan are fishermen and rice farmers, who also herd water buffalo. Their principal mode of transportation is a flat-bottomed marsh boat rather than horse or camel.

The Ma'dan live on artificial islands in the swamps. They construct barrel vaulted homes and guest halls of reeds and woven mats. They use dried dung for both waterproofing and fuel.

Ma'dan characters get the following skills in addition to any other skill benefits: FSH: 50, FRM: 40, SBH: 50, and TW: 30 (they use spears to fish with as well as nets).

Rank structure and military courtesy tend to be semiformal as is the case with most insurgent armies.

### OTHER ARAB FORCES

The various Arab nations in the region maintain forces in the Persian Gulf area. These include the Kuwaytis, the Jordanians, and the Saudis. Players and referee should consult the order of battle to determine the exact unit these soldiers come from.

In gaming terms, these forces are relatively the same. They were all heavily influenced by the British so their rank structure tends to follow the British pattern with only minor variations. They have also reached a fairly high degree of technical sophistication, therefore only one table is provided for the sake of clarity and brevity. Players and referees who wish to expand upon this table to cover individual forces in greater depth should feel free to do so.

The following service branches and their specialties are available: Support Services, Infantry, Engineer (Combat Engineer or Construction Engineer only), Medical, Artillery, Armor, Aviation, Ranger, and Intelligence.

### INDIGENOUS IRREGULAR FORCES

These are groups of uncertain or varying loyalty found throughout the region. They are too small to be listed on the order of battle, but are included here to allow the referee to incorporate them into a mission, if desired.

**Kurds:** The Kurds are farmers and herdsman with a long warrior tradition. For centuries they have been fighting for their own independent homeland called Kurdistan. This vast mountainous area covers parts of Turkey, Syria, Iraq, and Iran.

Kurdish relations with outside powers have been tempestuous at best. During World War I, the Allies gave the Kurds hope of gaining their independence in return for Kurdish participation in attacks on the Ottoman Empire. After the war, however, the area that should have been Kurdistan was parcelled out between Turkey, Syria, Iraq, and Iran.

After World War II, the Kurds in northern Iran formed the Mahabad Republic. This state was supported by the Soviet

Union. Soviet support was short-lived as the Soviets preferred to concentrate their resources on consolidating their gains in Eastern Europe. By 1947, the Iranian central government had reestablished control in the area.

Until the late 1980's, the Kurdish Nationalist movement was used as a political pawn by both the United States and the Soviet Union. When the *Iran Nowin* Party came to power, one of the things they did was to grant the Iranian Kurds a greater degree of autonomy than they had previously known.

The Kurds are Sunni muslims. With the erosion of central authority, they've reverted almost entirely to their traditional feudal tribal society. Under this system, groups of villages owe fealty to a hereditary chief, usually a sheikh of one of the dervish orders of Islam. An alternative system allegiance is owed to a landlord who protects the interests of his peasants in return for certain fees and privileges.

In the year 2000, the Kurdish people are divided in their allegiances. The Kurds of southwestern Iran support the Iranian People's Army and their American allies. The Syrian and Iraqi Kurds, due to government repression, tend to keep to themselves. The Turkish and northern Iranian Kurds are primarily pro-Soviet because of the assistance they've received from the Soviet Union.

The following table is provided to assist the referee in determining the allegiance of various Kurdish tribes in the area. It is meant as a guideline only.

| Group   | Pro-Western | Pro-Soviet | Neutral |
|---------|-------------|------------|---------|
| SW Iran | 1-80        | 85-90      | 91-00   |
| Syria   | 1-20        | 21-40      | 41-00   |
| Iraq    | 1-20        | 21-50      | 51-00   |
| N. Iran | 1-20        | 21-75      | 76-00   |
| Turkey  | 1-15        | 16-80      | 81-00   |

A result of *Neutral* means that the tribe isn't interested in helping either side win the war. They could, however, be persuaded to change their minds. (Hearts and minds anyone?)

As a final note of interest, Kurdish women have traditionally enjoyed greater freedom than their Turkish, Iranian, and Arab counterparts. Many upper class Kurdish women have risen to prominence in the fields of local politics, tribal administration, and even war.

**Lur:** The Lur are a nomadic people who live in the Zagros Mountains of Iran. They are Shiite muslims who make their living primarily from herding with some scattered farming. They make excellent guides and scouts.

Politically, the Lur have allied themselves with the *Iran Nowin* Party. Many Lur serve in the Iranian People's Army while others serve with various American units in the region.

Ethnically, the Lur are a distinct group of people with some strong Iranian and Arabic elements. They are nominally ruled by an *Atabeg* (prince). The current *Atabeg* is Hassan Khan who is a member of the ruling council of the *Iran Nowin* Party.

**Bakhtiari:** One of the most numerous and active tribal peoples in Iran, the Bakhtiari occupy an area of 25,000 square miles.

The Bakhtiari are divided into two patrilineal groups, the *Haft Lang* and the *Chahar Lang*. Until 1949, they were united under a single chief called an *Ilkhan*. In 1992, the *Iran Nowin* Party again allowed the election of an *Ilkhan* and his deputy (called an *Ilbeg*). The Bakhtiari are Shiite muslims.

Traditionally, the Bakhtiari have been active in Iranian politics. Many high ranking government officials have been Bakhtiari. The

current situation is no exception. Both the *l/khan* and *l/beg* are on the ruling council of the *Iran Nowin* Party. Several high ranking Iranian People's Army officers are also Bakhtiari.

The Bakhtiari are probably the most settled of the nomadic tribes. Many of them are serving in the Iranian People's Army. Those that still follow the old tribal ways are pastoral tent dwellers that tend large flocks of sheep, goats, and cattle. The current situation has forced some of them to take up farming rather than the traditional herding.

**Qashqai:** The Qashqai are another nomadic people who've cast their lot with the *Iran Nowin*. They move their massive flocks of sheep on annual treks between the winter pastures on the plains and the grassy highlands. Like the Bakhtiari, many of the Qashqai now serve in the Iranian People's Army.

Although they are muslims, Qashqai women go about unveiled in public. On their treks, the women ride camels loaded with household goods while the men walk.

**Baluchi:** The Baluchi are traditionally nomads who prefer the pastoral lifestyle. Cultivation is becoming more common, although herding and raiding are still the preferred occupations. The Baluchi raise cattle, camels, goats, and sheep. They are also well-known for their carpet making and embroidery. Their agricultural methods are primitive.

Socially, the Baluchis are divided into tribes (*tuman*). Each tribe consists of several clans with one chief. In some tribes there are member clans that habitually oppose the chief. Each tribal chief has a fixed residence usually surrounded by a small village of stone or mud huts. The roofs of these dwellings are usually woven mats.

The Baluchis are nominally muslims. Most of them do not observe the orthodox fasts or prayers. Among the hill tribes there are very few mullahs (religious leaders or holy men). The Baluchi have a reputation for being free from religious intolerance and fanaticism. They do have a reputation as fierce warriors (many Baluchi serve in the Iranian People's Army).

Politically, there is a Baluchi Nationalist Movement. A Baluchi Free State (Baluchistan), dominated by the *Tudeh*, has been set up in southeastern Iran. Most of the Baluchi tribesmen have little or nothing to do with it.

**Ranks:** There are no formal ranks among any of the irregular forces. The rank number indicates the relative status and experience of the warrior.

## ISRAEL

The Israeli Defense Force is represented in the Persian Gulf by the 35th Airborne Brigade plus supporting elements (including an attack helicopter company). Israeli forces are subordinate to the US Third Army.

Players who want to have characters that are members of the IDF can choose from the following service branches and their associated specialties: Support Services, Infantry, Engineer (including Construction Engineer), Medical, Artillery, Armor, Aviation, and Intelligence. The IDF's Special Forces such as Unit 269 (Counter-terrorists) or *Kommando Yomi* (Naval Commandos) are covered under special operations. Israeli Airborne Force is a separate service branch and is covered in the appropriate table at the end of this chapter.

## FRANCE

France maintains a steadily growing military and diplomatic presence in the Persian Gulf. Officially, relations between France and the U.S. Military government are cold while relations be-



tween France and the U.S. Civilian government are nonexistent. Relations between France and the USSR are somewhat strained due to French intervention in the Iraqi Civil War.

However, in the Persian Gulf, relations between the U.S. Central Command and its French counterpart, the *Force Action Rapide* are quite cordial. There are several French units in the Middle East. They are discussed below.

**Legion Etranger (Foreign Legion):** Without a doubt, one of the most famous military units in the world. The Legion takes people of all nationalities into its ranks. Traditionally, the Legion asks no questions about a person's background. When you enlist in the Legion, you get a new start. Officers in the Foreign Legion (including the Parachute Regiment) must be French citizens either native or naturalized.

Characters from the Foreign Legion have the following service branch/specialties available to them: Support Services, Infantry, Engineer (Combat Engineer only), Medical, Artillery, Armor, Ranger, and Intelligence. Because Legion training stresses physical endurance, a CON of 12 is a prerequisite. The 2nd Foreign Legion Parachute Regiment is covered under the French Airborne troops.

**Infantry de la Marine:** Despite their title, the French Marine Infantry are not naval troops. Rather they are the descendants of the old French Colonial Regiments that used to guard French overseas territories. They can, however, function as amphibious assault troops, if necessary.

Characters from the French Marine Infantry have the following service branch/specialties available to them: Support Services, Infantry, Engineer (including Construction Engineer), Medical, Artillery, Armor, Ranger, and Intelligence. The Marine Parachute Regiment are covered under the French Airborne Forces.

**Troopes Aeroportee:** Historically, the French paratroopers have been in the thick of things since World War II. They've campaigned in such diverse places as Vietnam, Algeria, Lebanon, and Chad. They have a longstanding tradition of military excellence. The airborne forces include several marine infantry regiments. The Legion paratroopers are especially noted for their ferocity in battle.

Characters from the French airborne must have a CON of 12 as a prerequisite. The following service branch/specialties are

available: Support Service, Infantry, Engineer (including Construction Engineer), Medical, Artillery, Armor, Aviation, Ranger, and Intelligence. In addition to the other skill benefits, characters also receive PAR: 40 and MC: 20.

French special forces are either "Unconventional Warfare" units or French Naval Commandos. These are covered under *Special Operations*, below.

#### MEFF

The British Middle Eastern Field Force was created almost as an afterthought. It was dispatched to the Middle East in 1995 at the request of the Sultan of Oman. It consists of four battalions of Gurkhas, a battalion of paratroopers, and an airmobile battalion.

Characters from any of the MEFF's component units must have a CON of 12. The Gurkhas and the paratroopers are treated as rangers. In addition, the Gurkhas receive MTN: 40 while the paratroopers receive PAR: 40. The airmobile battalion is treated as Infantry. There is also a small support group consisting of the following service branch/specialties: Support Services, Medical, and Intelligence.

#### SPECIAL OPERATIONS

These troops represent the elite, the steadiest and most reliable of their nation's military forces. Special operations forces are usually composed of volunteers who are career soldiers. The training is long, hard, and often quite dangerous.

Special operations forces are often called on to help support or execute espionage missions as well as purely military ones. Many special operations forces usually contain elements of both. Soldiers in these units are usually very well screened both for psychological makeup and background.

A new service branch/specialty table is provided for those who wish to create these elite soldiers. Referee's are cautioned that these tables will produce extremely powerful characters that are capable of wreaking havoc on many times their number. After all, that's what they were created to do. These troops should be given missions commensurate with their abilities.

Rather than go into a specific chart for each country's special operations forces a generalized service branch/specialty table is provided. The following guidelines give an indication of what forces each specialty represents.

**US:** Delta Force, Air Force Special Operations Squadrons, Aerospace Rescue and Recovery Squadrons, Navy SEALs, Marine Corps Force Recon.

**UK:** Special Air Service Regiment (SAS), Royal Marine Special Boat Service (SBS).

**France:** Unconventional Warfare Units, *Fusiliers de la Marins*.

**Israel:** Unit 269, *Sayaret Matkal*, *Kommando Yomi*.

**USSR:** Certain *Spetsnaz* units.

#### NEW SKILL

In order to more accurately simulate these special operations forces' capabilities, a new skill has been added to the ones already available to the players. This skill is *demolitions* (DEM). Demolitions is defined as the ability to place explosive charges, make and plant explosive style booby traps, the knowledge of how to use explosives properly for demolishing vehicles and buildings, and the knowledge of how to disarm such devices. This skill can replace CBE skill under the "setting charges" rule on page 7 of the *referee's manual*. Players with high DEM scores are assumed to know a little something about combat engineer-

ing in general. For determining the success or failure of a task, a character is assumed to have a CBE score equal to  $\frac{1}{4}$  of his DEM score unless, of course, a player already had CBE skill in which case that is the score that is used. The reverse is true for a character with a DEM score (CBE = DEM/4). DEM skill costs the same as CBE (i.e., double), however, DEM skill can be purchased with background points but the cost is tripled i.e. three points for each percentile up to 50 and six points for everyone.

#### RANK

The tables here supplement those in the *players' charts*.

#### U.S. MARINE CORPS

| Die | Enlisted         | Officer        |
|-----|------------------|----------------|
| 1   | Lance Corporal   | 2nd Lieutenant |
| 2   | Lance Corporal   | 2nd Lieutenant |
| 3   | Corporal         | 1st Lieutenant |
| 4   | Sergeant         | 1st Lieutenant |
| 5   | Sergeant         | Captain        |
| 6   | Staff Sergeant   | Captain        |
| 7   | Gunnery Sergeant | Major          |
| 8   | Master Sergeant  | Major          |
| 9   | Sergeant Major   | Lt. Colonel    |

The additional rank reflects the fact that the US Marine Corps tends not to be as "NCO heavy" as the US Army.

#### U.S. NAVY

| Die | Enlisted                | Officer         |
|-----|-------------------------|-----------------|
| 1   | Seaman 1st Class        | Ensign          |
| 2   | Petty Officer 3rd Class | Lieutenant J.G. |
| 3   | Petty Officer 3rd Class | Lieutenant J.G. |
| 4   | Petty Officer 2nd Class | Lieutenant      |
| 5   | Petty Officer 2nd Class | Lieutenant      |
| 6   | Petty Officer 1st Class | Lt. Commander   |
| 7   | Chief Petty Officer     | Lt. Commander   |
| 8   | Senior CPO              | Commander       |
| 9   | Master CPO              | Commander       |

#### U.S. AIR FORCE

| Die | Enlisted               | Officer        |
|-----|------------------------|----------------|
| 1   | Airman 1st Class       | 2nd Lieutenant |
| 2   | Sergeant               | 1st Lieutenant |
| 3   | Sergeant               | 1st Lieutenant |
| 4   | Staff Sergeant         | Captain        |
| 5   | Staff Sergeant         | Captain        |
| 6   | Tech Sergeant          | Captain        |
| 7   | Master Sergeant        | Major          |
| 8   | Senior Master Sergeant | Major          |
| 9   | Chief Master Sergeant  | Lt. Colonel    |

#### ISRAELI DEFENSE FORCE

| Die | Enlisted       | Officer        |
|-----|----------------|----------------|
| 1   | Private        | 2nd Lieutenant |
| 2   | Private        | 2nd Lieutenant |
| 3   | Lance Corporal | 1st Lieutenant |
| 4   | Lance Corporal | 1st Lieutenant |
| 5   | Corporal       | Captain        |
| 6   | Sergeant       | Captain        |
| 7   | Staff Sergeant | Major          |
| 8   | Sergeant Major | Major          |

**OTHER ARAB FORCES**

| <i>Die</i> | <i>Enlisted</i> | <i>Officer</i> |
|------------|-----------------|----------------|
| 1          | Private         | 2nd Lieutenant |
| 2          | Private         | 2nd Lieutenant |
| 3          | Lance Corporal  | Lieutenant     |
| 4          | Lance Corporal  | Lieutenant     |
| 5          | Corporal        | Captain        |

**IRANIAN PEOPLE'S ARMY**

| <i>Die</i> | <i>Enlisted</i> | <i>Officer</i> |
|------------|-----------------|----------------|
| 1          | Private         | 3rd Lieutenant |
| 2          | Private         | 2nd Lieutenant |
| 3          | Lance Corporal  | 2nd Lieutenant |
| 4          | Lance Corporal  | Lieutenant     |
| 5          | Corporal        | Lieutenant     |
| 6          | Corporal        | Captain        |
| 7          | Sergeant        | Captain        |
| 8          | Sergeant        | Major          |
| 9          | Senior Sergeant | Major          |
| 10         | Sergeant Major  | Lt. Colonel    |

**IRAQI LIBERATION ARMY**

| <i>Die</i> | <i>Enlisted</i> | <i>Officer</i> |
|------------|-----------------|----------------|
| 1          | Private         | 2nd Lieutenant |
| 2          | Private         | 2nd Lieutenant |
| 3          | Senior Private  | 1st Lieutenant |
| 4          | Corporal        | 1st Lieutenant |
| 5          | Corporal        | Captain        |
| 6          | Sergeant        | Captain        |
| 7          | Sergeant        | Major          |
| 8          | Senior Sergeant | Lt. Colonel    |

**FRANCE**

| <i>Die</i> | <i>Enlisted</i> | <i>Officer</i> |
|------------|-----------------|----------------|
| 1          | Private         | 2nd Lieutenant |
| 2          | Lance Corporal  | 2nd Lieutenant |
| 3          | Lance Corporal  | Lieutenant     |
| 4          | Corporal        | Lieutenant     |
| 5          | Lance Sergeant  | Captain        |
| 6          | Sergeant        | Captain        |
| 7          | Color Sergeant  | Major          |
| 8          | Staff Sergeant  | Lt. Colonel    |

**UK MEFF**

| <i>Die</i> | <i>Enlisted</i> | <i>Officer</i> |
|------------|-----------------|----------------|
| 1          | Private         | 2nd Lieutenant |
| 2          | Private         | 2nd Lieutenant |
| 3          | Lance Corporal  | Lieutenant     |
| 4          | Lance Corporal  | Lieutenant     |
| 5          | Corporal        | Captain        |
| 6          | Corporal        | Captain        |
| 7          | Sergeant        | Major          |
| 8          | Sergeant Major  | Major          |

**Service Branch/Specialty Tables****U.S. NAVY**

|                                          | <i>Roll</i> | <i>Required</i> | <i>Skill Benefits</i>                                   |
|------------------------------------------|-------------|-----------------|---------------------------------------------------------|
| <b>Surface Warfare</b>                   |             |                 |                                                         |
| Gunnery                                  | 7           | —               | LCG: ½ cost, SBH: 20, RCN: 20, IF: 20, HW: 20, CMP: 20. |
| Helm                                     | 7           |                 | SBH: 40, RCN: 30, MET: 20, ELC: 20, CMP: 20.            |
| <b>Construction Engineers (Sea Bees)</b> |             |                 |                                                         |
| Cons Spec                                | 6           | CON             | CVE: ½ cost, TVD: 20, CBE: 30.                          |

**U.S. AIR FORCE**

|               | <i>Roll</i> | <i>Required</i> | <i>Skill Benefits</i>                      |
|---------------|-------------|-----------------|--------------------------------------------|
| Security Spec | 7           | CON             | CRM: 20, HW: 20, PST: 20, IF: 20, RCN: 20. |

**ISRAELI DEFENSE FORCE**

|                 | <i>Roll</i> | <i>Required</i> | <i>Skill Benefit</i>                                                         |
|-----------------|-------------|-----------------|------------------------------------------------------------------------------|
| <b>Airborne</b> |             |                 |                                                                              |
| Infantry        | 5           | CON             | CRM:30, HW:20, PAR:40, RCN:40, Either TVD or LCG at 20.                      |
| Combat Medic    | 6           | INT             | MED: ½ cost, PAR: 40, PST: 20.                                               |
| Heavy Weapons   | 6           | CON             | CRM: 20, HW: 40, PAR: 40, RCN: 20, Either TVD or LCG at 20.                  |
| Sayaret (Recon) | 7           | CON,INT         | CRM: 30, BC, RCN, For, at ½ cost; MTN: 40, PAR: 40; either TVD or LCG at 20. |

All Israeli characters, regardless of nationality, get Hebrew as a second language. Native born Israelis speak Hebrew as their primary language.

Israeli military courtesy is flexible. When the troops are in the field, they usually work on a first name basis with their officers. Officers are expected to lead by example.

**SPECIAL OPERATIONS FORCES (All Nationalities)**

|           | <i>Roll</i> | <i>Required</i> | <i>Skill Benefits</i>                                                                                                                                                                                                                        |
|-----------|-------------|-----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Army      | 10          | CON, INT        | CRM, HW, BC, RCN, FOR: (all at ½ cost); MTN: 40, PAR: 40, DEM: 40, SCD: 20, SBH: 20, Either CBE, MED, or ELC at 40, other two at 20.                                                                                                         |
| Air Force | 10          | CON, INT        | CRM: 40, PST: 30, HW: 20, FOR, RCN: both at ½ cost, MTN: 20, PAR: 40, DEM 20, SBH: 20, SCD: 20. If enlisted then either ELC, MED, or ACM at 40, other two at 20. If officer then LAP: 40, either JP, RWP, or MEP at ½ cost, other two at 30. |
| Navy      | 10          | CON, INT        | CRM, HW, BC, RCN, MC, DEM, FOR, all at ½ cost. MTN: 40, PAR: 40, SBH: 40, SWM: 40, MED: or ELC at 30.                                                                                                                                        |

Due to the nature of special operations forces, all members get an automatic + 1 to their rank rolls.

Since there are aircraft available for airborne operations, the following skill should be added to the Special Forces and Ranger service branches: PAR: 40.

## Additions to the Equipment List

The following is intended to act as a supplement and extension to the basic list included with *Twilight: 2000*. Availability codes are the same as in the basic game.

### Submachineguns

**Ingram M10:** A very small submachinegun designed primarily for clandestine operations, and used (although neverofficially adopted) by various arms of the U.S. military. The MAC 10 (as the M10 is popularly known) is most commonly available in two calibers, 9mmP and .45 ACP. The weight in parens is with the optional sound suppressor (which reduces, but does not eliminate, the weapon's report). A character attempting to spot an M10 fired using the supressor deducts 20% from the roll. *9mm Version— Ammo:* 9mmP, *Wt:* 3.5kg (4kg), *Mag:* 11, *Price:* \$350 (C/S). *.45 ACP Version- Ammo:* .45-ACP, *Wt:* 3.75kg (4.25kg), *Mag:* 10, *Price:* \$375 (C/S).

**Mini-Uzi:** A scaled-down version of the famous Uzi submachinegun. It is favored by vehicle crews because of its' smaller size. *Ammo:* 9mmP, *Wt:* 3kg, *Mag:* 11/7, *Price:* \$600 (C/S).

**MP5SD:** A variant of the MP5 submachinegun that has a built in silencer. The bullet is slowed to subsonic speeds with the resulting noise levels reported to be less than that of an air rifle. Because of this, any attempt made to spot a character using this weapon gets an automatic - 40% to their RCN roll. *Ammo:* 9mmP, *Wt:* 2.5kg, *Mag:* 10, *Price:* \$1,000 (S/R).

**CAR-15:** A submachinegun version of the M16 originally designed for aircrews. It is more accurate than the M231. The CAR-15cannot be fitted with the M203 grenade launcher but can fire rifle grenades. *Ammo:* 5.56N, *Wt:* 2.75kg, *Mag:* 10, *Price:* \$750 (S/R).

**Viking SMG:** An American submachinegun issued to security troops of the US Air Force. *Ammo:* 9mmP, *Wt:* 3.5kg, *Mag:* 7/12, *Price:* \$1,000 (S/R).

**MAT-49:** The MAT-49 was the standard issue submachinegun for the French military until it was replaced by the FA-MAS assault rifle. One unique feature of the MAT-49 is that the magazine well/handgrip and the magazine fold forward. *Ammo:* 9mmP, *Wt:* 4kg, *Mag:* 11, *Price:* \$700 (S/R).

**AMD-65:** A Hungarian made submachinegun, the AMD-65 is a cut down version of the AKM assault rifle. It uses the same magazines and ammo as the AKM. Because it fires an assault rifle cartridge, the recoil and the muzzle blast are formidable. It has a folding wire stock and front pistol grip. *Ammo:* 7.62S, *Wt:* 3.25kg, *Mag:* 10, *Price:* \$1,000 (R/S).

### Assault Rifles

**Galil ARM:** The standard combat rifle of the Israeli military. The Galil comes from a folding bipod, carrying handle, and folding stock. The bipod also doubles as a wire cutter. The Galil fires rifle grenades and can be fitted with the M203. *Ammo:* 5.56N, *Wt:* 4kg, *Mag:* 12, *Price:* \$500 (C/S).

**Galil SAR:** A short barrelled version of the Galil. The SAR has the same action and uses the same mags as the ARM. The forestock can be fitted with either a pistol grip or an M203. *Ammo:* 5.56N, *Wt:* 3.5kg, *Mag:* 12 or 16, *Price:* \$600 (C/S).

**Valmet M82:** A Finnish built "bull pup" assault rifle, the M82 has most of its' barrel and action encased in high impact plastic. *Ammo:* 5.56N, *Wt:* 3kg, *Mag:* 10, *Price:* \$1,000 (S/R).

### Sniper Rifles

**Galil Sniper Rifle:** The standard Israeli Defense Force sniper rifle, the Galil Sniper Rifle is a highly accurized 7.62N version of the standard Galil ARM. It has a built-in bipod, folding stock, and a sight bracket capable of mounting any type of scope or night sight. *Ammo:* 7.62N, *Wt:* 7kg, *Mag:* 7, *Price:* \$500 (S/R).

**Fusil FR-F2:** The standard French sniper rifle, a bolt action magazine fed rifle with a telescopic sight, bipod, and sling. *Ammo:* 7.62N, *Wt:* 5kg, *Mag:* 3, *Price:* \$1,000 (S/R).

**Barret Model 82 .5 Caliber Sniper Rifle:** The largest caliber sniper rifle currently in use, the Barret Model 82 is a semiautomatic, magazine fed weapon that uses the same ammunition as the M2HB machine gun. It has a bipod and sling. *Ammo:* .50 BMG or SLAP, *Wt:* 15kg, *Mag:* 4, *Price:* \$2,000 (R/R).

### Automatic Rifles

**I-Max 100:** The standard squad automatic weapons of the Israeli Defense Forces; it has a folding stock, front pistol grip, carrying handle, bipod and sling. It uses a 33 shot drum or the 12 or 16 shot magazines of the Galil. *Ammo:* 5.56N, *Wt:* 4.75kg, *Mag:* 12, 16, or 33 shot drum, *Price:* \$800 (S/R).

### Machineguns

**M60E3:** A lightweight version of the standard M60 machinegun. The M60E3 has a lightweight bipod mounted under the receiver and a pistol grip instead of the usual forestock. It was originally used by the US Marine Corps but many have found their way into other services. The M60E3 uses the same 33 shot belt as the M60. *Ammo:* 7.62N, *Mag:* 33-shot belt, *Wt:* 8kg, *Price:* \$2,000 (S/R).

**BRG-15:** A Belgian designed 1 5mm Heavy Machinegun, the BRG-15 fills the gap between the M2HB .50 caliber HMG and the 20mm cannon. It has a dual belt feed system that gives the gunner a choice of ammunition. The BRG-15 uses the NATO Heavy Tripod and partially replaced the M2HB in the US Marine Corps and the Israeli Defense Force. It uses a 33-shot belt. *Ammo:* 15mm SLAPI or BMG, *Wt:* 55kg, *Price:* \$3,000 (S/R).

**NSV:** Originally thought to be a lightweight version of the DShK machinegun, the NSV is an entirely new design. It is used in the Soviet Airborne and Air Assault forces as a heavy support weapon. In this role, it is fitted with a shoulder stock, pistol grip trigger, and optical sight. It uses the Pact Heavy Tripod. *Ammo:* 12.7B, *Wt:* 25kg, *Price:* \$4,000 (R/S).

**HK-21:** A West German made MG considered by many to be the best of its' kind in the world. Many of its parts are interchangeable with the G3 battle rifle. It was originally issued to the Iranian People's Army but many of them have found their way into other hands. It has a front mounted bipod and uses the NATO Light Tripod. It uses the standard 33 shot belt, a 23 shot drum, or by changing the feed mechanism, the same 7 shot .magazine as the G3. *Ammo:* 7.62N, *Wt:* 8kg, *Price:* \$2,500 (S/R).

### Grenade Launchers

**IMI MGL-40:** Originally designed and built in South Africa, the MGL (Multiple Grenade Launcher)-40 was adapted by the Israeli Defense Force in the late 1980's to provide squad and platoon level heavy fire support. The weapon is semi-automatic and is fed from a six shot revolving cylinder. It has a front pistol grip, folding metal stock, and a sling. The cylindrical magazine is

loaded like a revolver. It uses the same ammunition as the HK69/M203. **Ammo:** 40mm grenades, **Mag:** 6, **Wt:** 5kg **Price:** \$800 (R/R).

### RocketLaunchers

**B-300 Light Anti-Armor Weapons:** The B-300 is a one man anti-armor weapon originally designed and built in Israel. The system is composed of two sections. The first is the launcher and sights. The second is the projectile itself in a sealed disposal container. The container acts as an extension of the launcher and is quickly attached to it, automatically making all the necessary connections. The launcher is equipped with a folding bipod, shoulder rest, sling, battle sight, and adapter for using other sighting devices. The B-300 is used by the U.S. and Israel. **Ammo:** 82mm Rockets, **Wt:** (launcher) 3.5kg, (rocket) 4kg, **Price:** (launcher) \$1,500 (C/S), (rocket) \$800 (C/S).

**LRAC 89 Rocket Launcher:** The standard rocket launcher of the French Army. The LRAC 89 is similar to the B-300 in that the ammunition is in a separate container. The launcher has an adjustable shoulder piece, small folding bipod, and adjustable front pistol grip that also holds the firing mechanism. The ammunition container has all the connections to complete the firing and forms an extension of the launcher when connected. The MAG given is for a two man crew (gunner and loader). If only one person is operating it, then double the reload time. **Ammo:** 89mm rockets, **Wt:** (launcher) 5.5kg, (rocket) 5kg, **Price:** (launcher) \$2,000 (S/R), (rocket) \$800 (S/R).

**DARD 120 Heavy Assault Weapon:** A French designed and built weapon, the DARD 120 system comes in two sections. The first part is the launcher. It has a front pistol grip/trigger that can be pivoted through 180° to allow firing be either left or right handed soldiers. The launcher also has a shoulder rest and sight unit. The second part is the ammunition container with all the electrical connections. It forms an extension of the launcher. The MAG given is for a two-man crew (gunner and loader). If only one person is operating it, then double the reload time. **Ammo:** 120mm rockets, **Wt:** (launcher) 4.5kg, **Price:** (launcher) \$3,500 (S/R).

### Large Caliber Guns

Notes: Most large caliber guns are an integral part of a vehicle. Prices and availability are given only for those which are available separately.

**ZU-23-2:** A towed, twin gun version of the 23mm autocannon. It is used against aircraft and ground targets. The guns are fed from two boxes which hold a 1 7 shot belt. When in the firing position, the weapon rests on jacks and the wheels are kept clear of the ground. It cannot be fired while being towed. It can also be mounted on a 2½-ton or larger vehicle. The ZU-23-2 takes 4 combat turns to set up. **Price:** \$ 15,000 (S/C), **RF:** +5, **Wt:** 950kg, **Mnt:** 2, **Crew:** 4.

**ASP 30mm Autocannon:** ASP stands for Automatic, Self-Powered. It is a gas operated version of the 30mm Chaingun designed as an infantry support weapon. It fits on an NHT (NATO Heavy Tripod) or any other mount that can take an M2HB MG. It is fed from a 17 shot belt. **Wt:** 48kg, **Price:** \$15,000 (S/R).

**40mm Autocannon:** A towed single barrelled version of the same gun mounted on the M988. It is fed by 4 shot magazines that are stacked in a 28 shot hopper. There are also 96 additional shots carried on the mount. The weapon has an armor class 15 gunshield. It has a crew of 5 and takes 4 combat turns

to set up. **Price:** \$60,000 (S/R), **RF:** +15, **Wt:** 5.15 tons, **Mnt:** 4, **Crew:** 5.

**57mm S-60 Autocannon:** A magazine fed autocannon either mounted on a BT-57 Light Combat Vehicle or a trailer. The weapon is fed from a 4 shot magazine. The following data applies to the towed version only. **Set Up Time:** 4 combat turns, **Price:** \$40,000 (R/S), **RF:** +5, **Wt:** 4.5 tons, **Mnt:** 4, **Crew:** 8.

**60mm Autocannon:** A magazine fed Israeli designed and built autocannon mounted on the Ze'ev MAGS-60 and several other light combat vehicles. It is fed by either a 3 or 7 shot magazine.

**90mm Gun:** A low recoil, low pressure, large caliber gun that is mounted on a number of Light Combat Vehicles. It is manually loaded.

**76.2mm D-56TM Gun:** A large caliber gun mounted on the BT-76 Light Combat Vehicle. The BT-76 is equipped with an autoloader.

**100mm D-10 Gun:** A large caliber gun mounted on the T-55 tank and the M1955 field/antitank gun. The M1955 has an armor class 15 gunshield which provides protection for the crew if fired at from the front. The M1955 takes 8 combat turns to setup. **Price:** (M1955) \$40,000 (R/S), **Wt:** (M1955) 3.3 tons, **RF:** +15, **Mnt:** 6, **Crew:** 8.

**115mm U5TS Gun:** A manually loaded large caliber gun mounted on the T-62 series of tanks.

**120mm L11A5 Rifled Gun:** A manually loaded, long range, large caliber gun mounted on the Chieftain, Challenger, and Valiant series of tanks.

**130mm M1946 Gun:** A manually loaded, large caliber gun mounted on the SU-130 assault gun and the M1946 towed field gun. The M1946 field gun has an armor class 15 gunshield which provides cover for the gunner and loader if fired at from the front. The M1946 field gun takes 10 combat turns to set up. **Price:** (Field Gun) \$75,000 (R/S), **Wt:** (Field Gun) 8.45 tons, **RF:** +15, **Mnt:** 6, **Crew:** 9.

### Artillery Rocket Launchers

**BM 21:** A Soviet built 60 tube, multiple rocket launcher. The BM 21 is usually mounted on a 5-ton truck. Data includes truck. **Reload Time:** 20 combat turns. **Price:** \$45,000 (S/C), **Ammo:** 122mm Rockets, **ROF:** 40, **Mag:** 60, **Mnt:** 0 **Crew:** 6.

**BM 14:** A Soviet built 16 tube, multiple rocket launcher. The BM 14 is either mounted on a 2½-ton truck or a trailer. The following data is for the trailer mounted version. **Reload Times:** 18 combat turns, **Price:** \$25,000 (R/S), **Ammo:** 140mm rockets, **ROF:** 16, **Mag:** 16, **Wt:** 1.5 tons, **Crew:** 7.

### Surface to Air Missile Systems

**Crotale:** A French built antiaircraft missile system. The firing unit consists of four launch containers and a fire control radar that can be mounted on a variety of tracked and wheeled vehicles. Guidance is by a SACLOS (Semiautomatic Command Line of Sight) system that uses a combination of IR and radar to guide the missile to its' target. Data is for an individual missile. **Price:** \$35,000 (R/S), **Wt:** 80kg.

**Rapier:** A British built antiaircraft missile system, the Rapier uses a SACLOS system that utilizes a combination of radar and optical tracking to guide the missile to its' target. There is also a variant of the system that uses a laser designator in place of the optical tracker. The Rapier is mounted on a variant of the M113 chassis. Data is for an individual missile. **Price:** \$45,000 (R/R), **Wt:** 42kg.

**SA-9 Gaskin:** A Soviet built antiaircraft missile system. The

SA-9 uses an IR homing system. The system consisting of 4 launch tubes is mounted on a variant of the BRDM Armored Car. The vehicle has no radar capabilities and must rely on the Gun-dish Radar on the ZSU-30-6 for detection capabilities. Data is for individual missile. **Price:** \$40,000 (R/S), **Wt:** 9kg.

**SA-13 Gopher:** A Soviet built antiaircraft missile system. The SA-13 Gopher system consists of 4 launch containers and a search radar mounted on a variant of the MT-LB tracked carrier. The vehicle carries 12 additional missiles. Data is for an individual missile. **Price:** \$50,000 (R/R), **Wt:** 55kg.

### Unarmored Cargo Vehicles

**Renault VLM:** A French built light cargo vehicle built in the late 1980's for the FAR. There is a weapons mount (P) on a post between the front seats; however, no weapons are initially installed. The mount is equivalent to an NHT. **Price:** \$5,000 (C/S), **Tr Mov:** 250/50, **Com Mov:** 80/35, **Fuel Cap:** 85 liters, **Fuel Cons:** 25 liters, **Fuel Type:** G, A, **Load:** 500kg, **Veh Wt:** 2 tons, **Mnt:** 2, **Crew:** 2 + 3.

**Land Rover LWB (Long Wheel Base):** The British designed Land Rover was produced in Iran before the war, and it remains a common vehicle in the region. **Price:** \$8,000 (C/S), **Tr Mov:** 180/45, **Com Mov:** 60/35, **Fuel Cap:** 90 liters, **Fuel Cons:** 30 liters, **Fuel Type:** G, AvGas, A, **Load:** 850kg, **Veh Wt:** 2.5 tons, **Mnt:** 2, **Crew:** 2 + 6.

### Armored Personnel Carriers

**Commando V-150:** An American built four-wheeled amphibious armored personnel carrier/scout vehicle. There is a gunner's hatch on the top deck, hatches for the driver and commander on the front deck, and another hatch on the rear deck. The V-150 has three doors, one on each side of the hull and the third in the right rear hull. There are also two firing ports on each side of the hull. The basic vehicle comes unarmed, but fitted with a ring mount (G) on the gunner's hatch and a pintle mount (P) on the rear deck hatch. The G mount is equivalent to an NHT, the P mount to an NLT (Nato Light Tripod). **Price:** \$70,000 (S/R), **Tr Move:** 170/80, **Com Move:** 55/30, **Fuel Cap:** 300 liters, **Fuel Cons:** 120 liters, **Load:** 1500kg, **Veh Wt:** 8 tons, **Fuel Type:** D, A, **Mnt:** 6, **Crew:** 2 + 6.

**FV 103 Spartan:** A British built tracked ARC based on the FV 101 Scorpion light tank. There is a driver's hatch on the left front deck, a commander's hatch and a gunners' cupola on the top deck, and a powered ramp in the rear of the vehicle. The gunners cupola (G) is equivalent to an NHT. **Price:** \$70,000 (S/R), **Tr Move:** 170/150, **Com Move:** 60/50, **Fuel Cap:** 390 liters, **Fuel Cons:** 156 liters, **Load:** 600kg, **Fuel Type:** G, AvG, A, **Vehicle Wt:** 7 tons, **Mnt:** 12, **Crew:** 3 + 4.

**Ze'ev IFV:** An Israeli built tracked, IFV variant of the Ze'ev Mobile Armored Gun System. The IFV has a remote turret mounted on the center top deck. The commander, driver, and gunner ride in the chassis along with 6 infantrymen. There are two firing ports on each side of the vehicle. There are separate hatches for the commander, driver and gunner on the top deck. There is a powered ramp door with two additional firing ports in the rear hull of the vehicle. **Price:** \$15,000 (R/R), **RF:** +30, **Armament:** 35mm autocannon, Mk 19 AGL, **Ammo:** 100x35mm, 100x40mm, **Tr Move:** 140/110, **Com Move:** 50/40, **Fuel Cap:** 650 liters, **Fuel Cons:** 260 liters, **Fuel Type:** D, A, **Load:** 500kg, **Veh Wt:** 19 tons, **Mnt:** 10, **Crew:** 3 + 6.

**MCV-80:** A British built, tracked infantry fighting vehicle. Main entrance to the passenger compartment is by a drop ramp in

the rear of the vehicle. There is also a driver's hatch on the left front hull deck and hatches for the commander and gunner on the top of the turret. **Price:** \$250,000 (S/R), **RF:** +15, **Armament:** 35mm Autocannon, **Ammo:** 200x35mm, **Tr Move:** 160/85, **Com Move:** 55/30, **Fuel Cap:** 772 liters, **Fuel Cons:** 280 liters, **Fuel Type:** D, A, **Load:** 1.5 tons, **Veh Wt:** 20 tons, **Mnt:** 9, **Crew:** 3 + 8.

**AMX-10P:** A French built, tracked infantry fighting vehicle. Main entrance to the passenger compartment is by a large drop ramp in the rear of the vehicle. There's hatch on the left front deck for the driver and hatch for the commander on top of the turret. **Price:** \$100,000 (S/R), **Armament:** 20mm Autocannon, **Ammo:** 300x20mm, **Tr Move:** 120/70, **Com Mov:** 40/30, **Fuel Cap:** 526 liters, **Fuel Cons:** 130 liters, **Load:** 2 tons, **Veh Wt:** 13 tons, **Fuel Type:** D, A, **Crew:** 2 + 9.

**EE-11 Urutu:** A Brazilian built, six-wheeled, amphibious, armored personnel carrier. There is a hatch for the driver on the left front deck and a hatch for the commander on top of the turret. There is a door on each side of the vehicle and rectangular overhead hatches on the rear deck for the passengers. Main entrance to the passenger compartment is by two large hinged doors in the rear of the vehicle. **Price:** \$50,000 (R/R), **RF:** none, **Armament:** KPV MG, **Ammo:** as cargo, **Tr Move:** 180/70, **Com Mov:** 60/30, **Fuel Cap:** 360 liters, **Fuel Cons:** 100 liters, **Load:** 2 tons, **Fuel Type:** D, A, **Veh Wt:** 10 tons, **Mnt:** 8, **Crew:** 2 + 13.

**BMD-B:** A Soviet built, tracked, amphibious, infantry combat vehicle developed for use by airborne and air assault units. There is a driver's hatch on the center front deck and hatches for the commander and gunner on top of the turret. The rear passenger compartment is open-topped. Access is by climbing the sides of the vehicle. **Price:** \$100,000 (R/S), **RF:** +5, **Armament:** 30mm Autocannon, PK MG, **Ammo:** 200 x 30mm, **Tr Move:** 160/80, **Com Mov:** 60/30, **Fuel Cap:** 520 liters, **Fuel Cons:** 130 liters, **Load:** 1000kg, **Veh Wt:** 9 tons, **Fuel Type:** D, A, **Mnt:** 12, **Crew:** 3 + 6.

### Assault Guns

**SU-130:** The SU-130 is an assault gun built on the chassis of the T-62A tank. It is armed with the M1046 gun mounted in the chassis. Although it has no turret, the SU-130 does have an enlarged fighting compartment. There are hatches for the commander and driver on the top deck (the loader uses the commanders hatch). There is a weapons mount (C) next to the commander's hatch. The SU-130 has no indirect fire capability. **Price:** \$250,000 (R/S), **RF:** +20, **Armament:** 130mm gun, PK MG, DShK MG (C), **Ammo:** 30 x 130mm, **Tr Move:** 90/50, **Com Move:** 30/15, **Fuel Cap:** 912 + 280 liters, **Fuel Cons:** 380 liters, **Load:** 700kg, **Veh Wt:** 39 tons, **Fuel Type:** D, A, **Mnt:** 35, **Crew:** 4.

### Light Combat Vehicles

**Commando Armored Car:** A four-wheel drive American built armored car, the Commando Armored Car has a two-man turret with hatches on the front deck for the driver and passenger and a hatch on the rear deck. The vehicle has three doors, one on each side of the hull and on the right rear hull. There are also two firing ports on each side of the hull. There is a ring mount (NHT) on the commander's hatch and a pintle mount (NHT) by the rear deck hatch. **Price:** \$85,000 (S/R), **RF:** +15, **Armament:** 35mm autocannon, MAG MG, M2HB MG (C), **Ammo:** 132 x 35mm, **Tr Move:** 170/80, **Com Move:** 55/30, **Fuel Cap:** 300 liters, **Fuel Con:** 120 liters, **Load:** 800kg, **Veh Wt:** 9.5 tons,

**Fuel Type:** D, A, **Mnt:** 6, **Crew:** 3 + 2.

**Commando 90 Armored Car:** A variant of the Commando AC that has a slightly larger turret and is armored with a 90mm gun. All statistics apply with the exception of the following: **Price:** \$95,000 (S/R), **RF:** +30, **Armament:** 90mm gun, **Ammo:** 40 x 90mm, **Veh Wt:** 10 tons.

**Scorpion Mk 2/90:** A British built tracked recon vehicle. The Scorpion has a two-man turret with hatches for the commander and the gunner. There is a hatch on the front deck for the driver. There is a ring mount (NHT equivalent) on the commander's hatch (C). **Price:** \$90,000, **RF:** +30, **Armament:** 90mm gun, MAG MG, MAG MG (C), **Ammo:** 30 x 90mm, **Tr Move:** 170/150, **Com Move:** 60/50, **Fuel Cap:** 390 liters, **Fuel Con:** 156 liters, **Load:** 300kg, **Fuel Type:** G, AvG, A, **Veh Wt:** 8.7 tons, **Mnt:** 12, **Crew:** 3.

**Scimitar Mk 2 (I):** A variant of the Mk 2 Scorpion built specifically for Iran. All statistics apply except the following. **Price:** \$80,000 (S/R), **RF:** +15, **Armament:** 35mm autocannon, **Ammo:** 132 x 35mm, **Veh Wt:** 7.9 tons.

**EE-3 Jaracara Recon Vehicle:** A lightweight recon vehicle made in Brazil. The EE-3 has a driver's hatch on the front deck and hatches for the commander and gunner on the main deck. There is a door on each side of the vehicle. There is a weapons mount by the gunner's hatch (G) that is an NHT equivalent. **Price:** \$25,000, **Armament:** None initially installed, **Tr Move:** 240/100, **Com Move:** 80/40, **Fuel Cap:** 135 liters, **Fuel Con:** 65 liters, **Load:** 600kg, **Fuel type:** D, A, **Veh Wt:** 5 tons, **Mnt:** 4, **Crew:** 3.

**EE-9 Cascavel Armored Car:** An amphibious Brazilian built armored car. The EE-9 has a driver's hatch on the front deck and hatches for the commander and the gunner on the turret deck. There is a weapons mount by the commander's hatch (C) that is an NHT equivalent. **Price:** \$70,000 (R/R), **RF:** +30, **Armament:** 90mm gun, MAG MG, MAG MG (C), **Ammo:** 44 x 90mm, **Tr Move:** 180/70, **Com Move:** 60/30, **Fuel Cap:** 360 liters, **Fuel Cons:** 100 liters, **Load:** 500kg, **Fuel Type:** D, A, **Veh Wt:** 1 2.9 tons, **Mnt:** 8, **Crew:** 3.

**Ramta RAM Mk5:** An Israeli built recon vehicle. The RAM has hatches for the driver and commander. There is a weapons mount (P) on a post between the driver and commander that is an NHT equivalent. There is a weapons mount on each side of the fighting compartment that is an NMT (NATO Medium Tripod) equivalent. **Price:** \$30,000 (S/R), **Armament:** None initially installed, **Tr Move:** 200/70, **Com Move:** 70/30, **Fuel Cap:** 160 liters, **Fuel Cons:** 75 liters, **Load:** 1300kg, **Fuel Type:** D, AvG, G, A, **Veh Wt:** 4 tons, **Mnt:** 4, **Crew:** 2 + 6.

**Ze'ev Mobile Armored Gun System:** The Ze'ev was designed and built in Israel in the late 1980's as a low cost alternative to the Merkava MK. 1 MBT. It carries its main armament in a remote control turret with an auto loader system. The commander, driver, and gunner ride in the chassis. They each have a separate hatch on the chassis deck. **Price:** \$200,000 (S/R), **RF:** +40, **Armament:** 105mm gun, MAG MG, MAG MG (C), **Ammo:** 40 x 105mm, **Tr Mov:** 140/110, **Com Mov:** 50/40, **Fuel Cap:** 650 liters, **Fuel Cons:** 260 liters, **Fuel Type:** D, A, **Load:** 400kg, **Veh Wt:** 21 tons, **Mnt:** 10, **Crew:** 3.

**Ze'ev MAGS-60:** A variant of the basic system mounting a 60mm hypervelocity autocannon in a remote controlled turret. The basic description and statistics are the same except for the following: **Price:** \$180,000 (S/R), **Armament:** 60mm autocannon, **Ammo:** 60 x 60mm, **Veh Wt:** 19 tons.

**Ze'ev MAGS/AA:** An anti-aircraft variant of basic system that

mounts two 35mm autocannons in a remote turret and fittings for mounting a hypervelocity rocket pod on each side of the turret. The basic description and statistics are the same for the other vehicles except for the following: **Price:** \$150,000 (S/R), **RF:** +15, **Armament:** 2 x 35mm autocannon, **Ammo:** 200 x 35mm, **Veh Wt:** 17.5 tons.

**AML-90:** An amphibious, four-wheeled, French made armored car. There is a door on each side of the chassis. There's a driver's hatch on the front deck with hatches on the turret deck for the gunner and the commander/loader. There is a weapons mount by the commander/loader's hatch (C). **Price:** \$40,000 (R/R), **RF:** +15, **Armament:** 90mm gun, MAG MG, MAG MG (C), **Ammo:** 20 x 90mm, **Tr Mov:** 220/90, **Com Mov:** 60/30, **Fuel Cap:** 156 liters, **Fuel Cons:** 100 liters, **Load:** 700kg, **Fuel Type:** G, A, **Veh Wt:** 5.5 tons, **Mnt:** 6, **Crew:** 3.

**BT-76:** A Soviet built amphibious light tank designed to give mobile fire support to airborne and air assault units. The BT-76 replaced the PT-76 and the ASU-85 in Soviet service. There's a driver's hatch in the center of the front deck, and hatches for the commander and gunner on the turret deck. There is a weapons mount (C) located by the commander's hatch. **Price:** \$70,000 (R/S), **RF:** +30, **Armament:** 76.2mm D-56TM gun, PK MG, NSV MG (C), **Ammo:** 40 x 76.2mm, **Tr Mov:** 160/80, **Com Mov:** 60/30, **Fuel Cap:** 300 liters, **Fuel Con:** 125 liters, **Load:** 800kg, **Fuel Type:** G, A, **Veh Wt:** 13.5 tons, **Mnt:** 12, **Crew:** 3.

**BT-57:** A variant of the BT-76 armed with a 57mm autocannon. All characteristics are the same as for the BT-76 except for the following: **Price:** \$75,000 (R/S), **RF:** +30, **Armament:** 57mm S-60 autocannon, PK MG, NSV MG (C), **Ammo:** 60 x 57mm.

**Fox Armored Car:** A British built four-wheeled amphibious armored car. There is a driver's hatch on the front deck, hatches on the turret deck for the commander and gunner, and another hatch on the left side of the vehicle. **Price:** \$50,000 (S/R), **RF:** +30, **Armament:** 35mm autocannon, **Ammo:** 132 x 35mm, **Tr Mov:** 200/60, **Com Mov:** 70/25, **Fuel Cap:** 390 liters, **Fuel Cons:** 180 liters, **Load:** 400kg, **Fuel Type:** G, AvG, A, **Vehicle Wt:** 6.1 tons, **Mnt:** 6, **Crew:** 3.

**AMX-10RC:** A French built six-wheeled amphibious armored car. The AMX-10RC is more of a wheeled light tank than armored car. There is a driver's hatch on the left side of the front deck and hatches for the commander and loader on the turret deck. The gunner uses the commander's hatch. **Price:** \$100,000 (R/R), **RF:** +40, **Armament:** 105mm gun, MAG MG, **Ammo:** 38 x 105mm, **Tr Mov:** 160/100, **Com Mov:** 55/35, **Fuel Cap:** 400 liters, **Fuel Cons:** 160 liters, **Load:** 800kg, **Fuel Type:** D, A, **Veh Wt:** 15.8 tons, **Mnt:** 8, **Crew:** 4.

### Main Battle Tanks

**AMX-40:** A French built tracked main battle tank, the AMX-40 was initially designed for the export market. As they are armed with the same 120mm gun as the M1A1 Abrams, they were the logical choice to send to the Middle East. The AMX-40 has a driver's hatch on the left side of the front deck. There's a hatch on the turret deck for the loader while the commander and gunner use a cupola on the turret deck. There's a weapons mount (C) on the cupola. **Price:** \$500,000 (R/R), **RF:** +40, **Armament:** 120mm gun, 20mm autocannon, MAG MG (C), **Ammo:** 37 x 120mm, 100 x 20mm, **Tr Mov:** 120/90, **Com Mov:** 40/30, **Fuel Cap:** 1100 liters, **Fuel Cons:** 350 liters, **Load:** 750kg, **Fuel Type:** D, A, **Veh Wt:** 40 tons, **Mnt:** 16, **Crew:** 4.

**AMX-30S:** A French built tracked main battle tank. There is a driver's hatch on the left front deck, and commander's and loader's hatches on the turret deck. A weapons mount (C) is located by the commander's hatch. **Price:** \$400,000 (R/R), **RF:** +15, **Armament:** 105mm gun, MAG MG, M2HB (C), **Ammo:** 50 x 105mm, **Tr Mov:** 130/100, **Com Mov:** 45/35, **Fuel Cap:** 970 liters, **Fuel Cons:** 350 liters, **Load:** 500kg, **Fuel Type:** D,G, AvG, A, **Veh Wt:** 36 tons, **Mnt:** 16, **Crew:** 4.

**Chieftain Mk8:** A British built tracked main battle tank. There is a driver's hatch on the center front deck, and a commander's hatch and loader's hatch on the turret deck. The gunner uses the loader's hatch. A weapons mount (C) is located by the commander's hatch. **Price:** \$600,000 (R/R), **RF:** +40, **Armament:** 120mm L11A5 gun, MAG MG, MAG MG (C), **Ammo:** 64 x 120mm, **Tr Mov:** 80/30, **Com Mov:** 30/12, **Fuel Cap:** 950 liters, **Fuel Con:** 380 liters, **Load:** 450kg, **Fuel Type:** D,A, **Veh Wt:** 53.5 tons, **Mnt:** 16, **Crew:** 4.

**Challenger MkIIA:** A British built tracked main battle tank. There's a driver's hatch on the center front deck, and a commander's hatch and loader's hatch on the turret deck. The tank's gunner uses the loader's hatch. A weapon mount (C) is located by the commander's hatch. **Price:** \$850,000 (R/R), **RF:** +40, **Armament:** 120mm L11A5 gun, MAG MG, M2HB (C), **Ammo:** 60 x 120mm, **Tr Mov:** 110/45, **Com Mov:** 35/20, **Fuel Cap:** 1250 liters, **Fuel Con:** 500 liters, **Load:** 500kg, **Fuel Type:** D,G,AvG, A, **Veh Wt:** 58 tons, **Mnt:** 18, **Crew:** 4.

**Vickers MBT Mk4:** A British built main battle tank. A driver's hatch is located on the right front deck and a commander's hatch and loader's hatch are located on the turret deck. There is a pintle mount (C) located by the commander's hatch equivalent to an NHT. **Price:** \$425,000 (R/R), **RF:** +30, **Armament:** 105mm gun, MAG MG, M2HB (C), **Ammo:** 50x105mm, **Tr Mov:** 120/70, **Com Mov:** 40/30, **Fuel Cap:** 1,000 liters, **Fuel Cons:** 400 liters, **Load:** 500kg, **Fuel Type:** D, G, AvG, A, **Veh Wt:** 38.6 tons, **Mnt:** 16, **Crew:** 4.

**Vickers Valiant Mk1/120:** A British built tracked main battle tank. There is a driver's hatch on the center front deck and commander's hatch and loader's hatch on the turret deck. The gunner uses the commander's hatch. A weapons mount (C) is located by the commander's hatch. **Price:** \$750,000 (R/R), **RF:** +40, **Armament:** 120mm gun, MAG MG, M2HB (C), **Ammo:** 44x120mm, **Tr Mov:** 120/80, **Com Mov:** 40/30, **Fuel Cap:** 1,000 liters, **Fuel Con:** 330 liters, **Load:** 500kg, **Fuel Type:** D,A, **Veh Wt:** 41 tons, **Mnt:** 14, **Crew:** 4.

**T-55A:** A Soviet built tracked main battle tank. There is a driver's hatch on the left front deck and a commander's hatch and a loader's hatch on the turret deck. The gunner uses the commander's hatch. A weapons mount (C) is located by the commander's hatch. **Price:** \$200,000 (R,S), **RF:** +15, **Armament:** 100mm gun, PK MG (C), **Ammo:** 43 x 100mm, **Tr Mov:** 100/60, **Com Mov:** 35/20, **Fuel Cap:** 960 + 280 liters, **Fuel Cons:** 240 liters, **Load:** 500kg, **Fuel Type:** D, A **Veh Wt:** 36 tons, **Mnt:** 35, **Crew:** 4.

**T-62M:** A tracked main battle tank built in the Soviet Union, Czechoslovakia, and North Korea. There is a driver's hatch on the front deck. The turret has a commander's hatch and a loader's hatch. The gunner uses the commander's hatch. There is a weapons mount (C) by the commander's hatch. **Price:** \$300,000 (R/S), **RF:** +30, **Armament:** 115mm U5 S gun, PK MG, DSHK MG (C), **Ammo:** 40 x 115mm, **Tr Mov:** 100/60, **Com Mov:** 35/20, **Fuel Cap:** 912 liters, **Fuel Cons:** 380 liters, **Load:** 500kg, **Fuel Type:** D,A **Veh Wt:** 36.5 tons, **Mnt:** 40, **Crew:** 4.

**Super Centurion:** A British built tracked main battle tank that has been extensively modified in Israel. There is a driver's hatch on the right front deck and a commander's hatch and loader's hatch on the turret deck. The gunner uses the commander's hatch. **Price:** \$300,000 (S/R), **RF:** +30, **Armament:** 105mm gun, MAG MG, MAG MG (C), **Ammo:** 72x105mm, **Tr Mov:** 100/70, **Com Mov:** 35/30, **Fuel Cap:** 1,037 liters, **Fuel Cons:** 308 liters, **Load:** 700kg, **Fuel Type:** D,A, **Veh Wt:** 51 tons, **Mnt:** 24, **Crew:** 4.

**Merkava MkII:** An Israeli built main battle tank. There is a driver's hatch on the left front deck and hatches for the commander and loader on the turret deck. The gunner uses the commanders hatch. There is a two-part clamshell door on the rear hull. Normal ammo load is 92 rounds, but by removing 72 rounds up to six passengers can be carried. Two weapons mounts (C), (L), are located by the commanders and loaders hatches. **Price:** \$800,000 (S/R), **RF:** +40, **Armament:** 105mm gun, MAG MG, MAG MG (C), MAG MG (L), 60mm mortar, **Ammo:** 92 x 105mm, 30 x 60mm, **Tr Mov:** 100/70, **Com Mov:** 35/30, **Fuel Cap:** 900 liters, **Fuel Cons:** 360 liters, **Load:** 700kg, **Fuel type:** D,A, **Veh Wt:** 60 tons, **Mnt:** 12, **Crew:** 4.

**Merkava MkIII:** An upgraded version of the MkII with a 120mm gun. Normal ammo load is 72 rounds, but by removing 54 rounds up to six passengers can be carried. The 120mm gun is the same as on the M1A1 and Leopard III. All characteristics are the same as the MkII except: **Price:** \$900,000.

## Additions to the Firing Charts

### Submachineguns: W,TO

| Type         | ROF | Mag  | Rng | Dam | Arm |
|--------------|-----|------|-----|-----|-----|
| Mac 10 (.45) | 10  | 10   | 15  | 2   | x3  |
| Mac 10 (9mm) | 11  | 11   | 15  | 1   | x3  |
| Mini-Uzi     | 5   | 11/7 | 20  | 1   | x3  |
| MP5SD        | 3   | 10   | 15  | 1   | x4  |
| CAR-15       | 4   | 10   | 30  | 1   | —   |
| Viking       | 4   | 7/12 | 30  | 1   | x3  |
| MAT-49       | 4   | 11   | 30  | 1   | x3  |
| AMD-65       | 3   | 10   | 40  | 3   | x2  |

### Assault Rifles W, ½

| Type        | ROF | Mag   | Rng | Dam | Arm |
|-------------|-----|-------|-----|-----|-----|
| Galil ARM   | 4   | 12/16 | 60  | 2   | —   |
| Galil SAR   | 4   | 12/16 | 40  | 2   | —   |
| Valmet M82A | 4   | 10    | 50  | 2   | —   |

### Sniper Rifles

| Type           | ROF | Mag | Rng | Dam | Arm |
|----------------|-----|-----|-----|-----|-----|
| Galil Sniper   | 3   | 7   | 75  | 4   | —   |
| Fusil FR-F2    | 1   | 3   | 70  | 4   | —   |
| Barret BMG     | 2   | 4   | 150 | 6   | —   |
| Barret 82 SLAP | 2   | 4   | 150 | 6   | 1/2 |

### Automatic Rifles

| Type      | ROF | Mag | Rng   | Dam   | Arm |
|-----------|-----|-----|-------|-------|-----|
| I-Max 100 | 2   | 4   | 12/16 | 50/75 | —   |

### Machineguns

| Type         | ROF | Mag   | Rng | Dam | Arm |
|--------------|-----|-------|-----|-----|-----|
| M60E3        | 4   | 33    | 120 | 4   | —   |
| BRG-15 BMG   | 4   | 33    | 250 | 8   | —   |
| BRG-15 SLAPI | 4   | 33    | 250 | 8   | 1/2 |
| NSV          | 3   | 17    | 150 | 6   | —   |
| HK-21        | 5   | 23/33 | 150 | 4   | —   |

Grenade Launchers

| Type       | Rnd   | Rng | Dam  | Arm | KDR | Burst | IFR |
|------------|-------|-----|------|-----|-----|-------|-----|
| IMI MGL-40 | HE    | 100 | x10C | 10  | 5   | 10    | 400 |
| ROF: 6     | HEDP  | 100 | x10C | x2  | 2.5 | 5     | 400 |
| MAG: 6     | CHEM  | 100 | x1C  | x10 | —   | 5     | 400 |
|            | ILLUM | 100 | —    | —   | —   | 100   | 400 |

Magazine is not detachable; only one shot may be reloaded per combat turn.

Rocket Launchers

| Type     | Rnd  | Rng | Dam  | Arm | KDR | Burst |  |
|----------|------|-----|------|-----|-----|-------|--|
| B300     | HEAT | 100 | x20C | —   | 2.5 | 10    |  |
| ROF: 1   | HE   | 125 | x25C | x10 | 5   | 30    |  |
| MAG: (2) |      |     |      |     |     |       |  |
| LRAC     | HEAT | 150 | x18C | —   | 2.5 | 10    |  |
| ROF: 1   | HEDP | 250 | x15C | x2  | 5   | 20    |  |
| MAG: (2) | WP   | 250 | x15C | x10 | —   | 20    |  |
| DARD 120 | HEAT | 150 | x30C | —   | 5   | 20    |  |
| ROF: 1   | HE   | 150 | x35C | x10 | 10  | 30    |  |
| MAG: (2) | WP   | 150 | x15C | x10 | —   | 40    |  |

Large Caliber Guns

| Type        | Rnd    | Rng | Dam  | Arm | KDR | Burst | IFR   |
|-------------|--------|-----|------|-----|-----|-------|-------|
| 60mm ac     | APFSDS | 500 | x18  | 1/2 | —   | —     | —     |
| ROF: 8      | HE     | 400 | x20C | x10 | 5   | 20    | —     |
| MAG: 40     |        |     |      |     |     |       |       |
| D-56TM      | APFSDS | 300 | x12  | —   | —   | —     | —     |
| ROF: 1      | HEAT   | 250 | x15C | —   | 2.5 | 10    | —     |
| MAG: 1      | HE     | 250 | x20C | x10 | 5   | 15    | —     |
| 57mm S-60   | APFSDS | 500 | x17  | 1/2 | —   | —     | —     |
| ROF: 4      | APHE   | 400 | x8C  | —   | —   | —     | —     |
| MAG: 4      | HE     | 350 | x16C | 10  | 5   | 15    | —     |
| 100mm D-10  | HE     | 250 | x30C | x15 | 10  | 20    | 21000 |
| ROF: 1      | HEAT   | 250 | x15C | x10 | 5   | 10    | 21000 |
| MAG: (2)    | APHE   | 250 | x7C  | —   | —   | —     | 21000 |
|             | APC    | 300 | x20  | —   | —   | —     | 21000 |
| 115mm U5TS  | APDS-  | 400 | x25  | —   | —   | —     | —     |
| ROF: 1      | HEAT   | 30  | x20C | —   | 5   | 10    | —     |
| MAG: (2)    |        |     |      |     |     |       |       |
| 120mm L11A5 | APDS   | 60  | x30  | —   | —   | —     | —     |
| ROF: 1      | HESH   | 450 | x28C | —   | 15  | 25    | —     |
| MAG: (2)    |        |     |      |     |     |       |       |
| M1946       | HEAT   | 500 | x30  | —   | 5   | 25    | 27000 |
| ROF: 1      | HE     | 500 | x35C | x10 | 15  | 30    | 27000 |
| MAG: (2)    | APFSDS | 550 | x25  | —   | —   | —     | —     |
|             | CHEM   | 500 | x2C  | x10 | —   | 20    | 27000 |

Artillery Rockets

| Type         | Rnd | Rng | Dam  | Arm | KDR | Burst | IFR   |
|--------------|-----|-----|------|-----|-----|-------|-------|
| 122mm Bm21   | HE  | —   | x30C | x10 | 10  | 30    | 20000 |
| ROF: 40      |     |     |      |     |     |       |       |
| MAG: (60)    |     |     |      |     |     |       |       |
| 140mm Bm14   | HE  | —   | x35C | x10 | 15  | 40    | 10600 |
| ROF: 16      |     |     |      |     |     |       |       |
| MAG: (36/48) |     |     |      |     |     |       |       |

Anti-aircraft Missiles

| Type    | Rof | Mag | Rng   | Dam | Arm | KDR | Burst |
|---------|-----|-----|-------|-----|-----|-----|-------|
| Crotale | 2   | 4   | 10000 | x25 | x5  | 2.5 | 15    |
| Rapier  | 2   | 4   | 7000  | x20 | —   | 2.5 | 10    |
| Sa-9    | 4   | 4   | 3000  | x15 | x5  | —   | 5     |
| Sa-13   | 2   | 4   | 10000 | x20 | x5  | 2.5 | 15    |

Additions to the Hit Location Charts

Commando V-150

|                        |             |
|------------------------|-------------|
| R: LH(20),G(30),HB(10) | C,S,P,E,F   |
| L: LH(20),G(30),HB(10) | D,R,S,P,E,F |
| R: TF,TB               | Miss        |
| C: TF(30),TB(10)       | W,G         |
| L: TF,TB               | Miss        |
| TS:                    | Miss        |
| F: HS(15)              | D,C,R       |
| C: HS(15)              | P,G,S       |
| R: HS(15)              | F,E,P       |

|                        |                   |
|------------------------|-------------------|
| FD (10)                | D,R,C             |
| TD (10)                | W,G               |
| BD (10)                | P,S,F,E           |
| ZE'EV IFV              |                   |
| R: LH(20),G(40),HB(15) | E,A,C,P,F         |
| L: LH(20),G(40),HB(15) | D,G,R,A,P,F       |
| R: TF,TB               | Miss              |
| C: TF(50),TB(10)       | X,W,N,A,L         |
| L: TF,TB               | Miss              |
| TS: (40)               | W,N,A,X,L         |
| F: HS(30)              | D,C,R,E           |
| C: HS(30)              | G,A,P,S           |
| R: HS(30)              | S,P,F             |
| FD (15)                | D,R,E             |
| TD (15)                | X,W,L,C,G,L,S,A,C |
| BD (15)                | P,F,E             |

AMX 10P

|                        |       |
|------------------------|-------|
| R:LH(15),G(15),HB(15)  | E,F,P |
| L: LH(15),G(15),HB(15) | D,R,P |
| R: TF,TB               | Miss  |
| C: TF(15),TB(10)       | W,G   |
| L: TF,TB               | Miss  |
| TS:                    | Miss  |
| F: HS(10)              | D,E,F |
| C: HS(10)              | G,S,P |
| R: HS(10)              | S,P   |
| FD (10)                | D,E,F |
| TD (10)                | W,G   |
| BD (10)                | P,S   |

FV 103 SPARTAN

|                        |                 |
|------------------------|-----------------|
| R: LH(15),G(30),HB(15) | E,C,A,P,S,F     |
| L: LH(15),G(30),HB(15) | D,R,G,A,P,S,F   |
| R: TF,TB               | Miss            |
| C: TF(30),TB(10)       | W,G             |
| L: TF,TB               | Miss            |
| TS:                    | Miss            |
| F: HS(20)              | E,D             |
| C: HS(20)              | C,S,P           |
| R: HS(20)              | SP,A            |
| FD (10)                | E,D             |
| TD (10)                | X,W,C,G,N,S,P,A |
| BD (10)                | S,P,A           |

MCV-80

|                        |             |
|------------------------|-------------|
| R: LH(25),G(50),HB(15) | E,F,A,P     |
| L: LH(25),G(50),HB(15) | D,R,S,P     |
| R: TF(35),TB(30)       | X,C         |
| C: TF(35),TB(30)       | W           |
| L: TF(35),TB(30)       | M,G,W,N     |
| TS: (30)               | M,W,G,C     |
| F: HS(15)              | D,E,F       |
| C: HS(15)              | S,C,G,A     |
| R: HS(15)              | S,P         |
| FD (10)                | D,E,F       |
| TD (10)                | C,G,X,M,W,N |
| BD (10)                | P,S         |

VAB APC

|                        |         |
|------------------------|---------|
| R: LH(30),G(60),HB(15) | E,F,P   |
| L: LH(30),G(60),HB(15) | D,R     |
| R: TF(0),TB(0)         | X,N,W   |
| C: TF(0),TB(0)         | X,W,N,C |
| L: TF(0),TB(0)         | N,W,C   |
| TS (0)                 | C,N,X,W |
| F: HS(30)              | D,E,F   |
| C: HS(30)              | C,S,P   |
| R: HS(30)              | S,P     |
| FD (10)                | D,E,F   |
| TD (0)                 | X,W,N,C |
| BD (10)                | P,S     |

**Note:** If the commander's hatch does not have a cupola mounted MG, count all turret hits (except TD hits) as misses. TD hits are: TD(0) C,P.

**EE-11 URUTU**

R: LH(20),G(30),HB(15)  
 L: LH(20),G(30),HB(15)  
 R: TF,TB  
 C: TF(15),TB(15)  
 L: TF,TB  
 TS: (15)  
 F: HS(15)  
 C: HS(15)  
 R: HS(15)  
 FD (10)  
 TD (10)  
 BD (10)

P,S,E,F  
 D,R,C,P,S,E,F  
 Miss  
 X,W,N,G  
 Miss  
 X,W,N,G  
 E,D  
 C,S,P  
 P,S,A  
 E,D  
 X,W,G  
 P,S,F,E

F: HS(20)

C: HSI(20)

R: HS(20)

FD (10)

TD (10)

BD (10)

**EE-3 LRV**

R: LH(10),G(15),HB(10)  
 L: LH(10),G(15),HB(10)  
 R: TF,TB  
 C: TF(15),TB(15)  
 L: TF,TB  
 TS  
 F: HS(10)  
 C: HS(10)  
 R: HS(10)  
 FD (5)  
 TD (5)  
 BD (5)

**RAMTA RAM V-3**

R: LH(10),G(15),HB(10)  
 L: LH(10),G(15),HB(10)  
 R: TF,TB  
 C: TF(15),TB(15)  
 L: TF,TB

TS:

F: HS(15)

C: HSI(15)

R: HS(15)

FD (10)

TD

BD (10)

**ERC 90 AC**

R: LH(40),G(40),HB(15)  
 L: LH(40),G(40),HB(15)  
 R: TF(20),TB(20)  
 C: TF(20),TB(20)  
 L: TF(20),TB(20)  
 TS (20)  
 F: HS(40)  
 C: HS(40)  
 R: HS(40)  
 FD (15)  
 TD (15)  
 BD (15)

**AML-90 AC**

R: LH(15),G(20),HB(10)  
 L: LH(15),G(20),HB(10)  
 R: TF(15),TB(10)  
 C: TF(15),TB(10)  
 L: TF(15),TB(10)  
 TS: (10)  
 F: HS(10)  
 C: HS(10)  
 R: HS(10)  
 FD (10)  
 TD (10)  
 BD (10)

**AMX-10RC**

R: LH(25),G(30),HB(15)  
 L: LH(25),G(30),HB(15)  
 R: TF(25),TB(15)  
 C: TF(25),TB(15)  
 L: TF(25),TB(15)  
 TS: (15)  
 F: HS(10)  
 C: HS(10)  
 R: HS(10)  
 FD (10)  
 TD (10)  
 BD (10)

E,D

G,C,S

S,A

E,D

X,W,C,G,N,S,A

S,A

C,S,F,E

D,R,S,F,E

Miss

W,G

Miss

W,G

D,S

G,C,S

E,F

D,R

W,G

F,E,A

C,P,S,E,F

D,P,S,E,F

Miss

W,G

Miss

W,G

D,R,C

S,P

E,F

D,C,R

P,S

E,F

E,F,P

D,R,C

X,N,W

X,W,N,G

N,W,G

G,N,W,X

D,E,F

G,S,P

S,P

D,E,F

X,W,N,G

P,S

D,R,G,E,F

D,C,S,E,F

X,C

W,G,A

G,W,N

X,W,N,G,C

D,R

C,G,A,S

F,E

D,R

X,W,G,N,C,A

S,F,E

D,R,G,E,F

D,L,S,E,F

G,C,A

X,W,N,A

L,A

L.C.G.W.A.X

D,R

L,G,S

E,F

D,R

X.W.C.G.L.N.S.A

F,E,A

**ZE'EV MAGS**

R: LH(40),G(80),HB(15)  
 L: LH(40),G(80),HB(15)  
 R: TF,TB  
 C: TF(100),TB(20)  
 L: TF,TB  
 TS (80)  
 F: HS(50)  
 C: HS(50)  
 R: HS(50)  
 FD (30)  
 TD (30)  
 BD (30)

E,A,C,F

D,G,R,A,F

Miss

X,W,N,A,L

Miss

W,N,A,X,L

D,C,R,E

G,A,S

S,F

D,R,E

X,W,L,C,G,L,S,A

FE

**BT-76, BT-57**

R: LH(40),G(60),HB(20)  
 L: LH(40),G(60),HB(20)  
 R: TF,TB  
 C: TF(60),TB(20)  
 L: TF,TB  
 TS: (20)  
 F: HS(20)  
 C: HS(20)  
 R: HS(20)  
 FD (10)  
 TD (10)  
 BD (10)

E,AP,F

D.C.R.A.P.F

Miss

M,X,W,N,G

Miss

M,X,W,N,G

D,C,R,E

G,A,S

F,A

D,C,R,E

M.X.W.N.G.A

S,F

**FOX ARMORED CAR**

R: LH(20),G(20),HB(10)  
 L: LH(20),G(20),HB(10)  
 R: TF(20),TB(15)  
 C: TF(20),TB(15)  
 L: TF(20),TB(15)  
 TS: (20)  
 F: HS(15)  
 C: HS(15)  
 R: HS(15)  
 FD (10)  
 TD (10)  
 BD (10)

D,R,G,E,F

D,C,S,E,F

X,C

W,G,C

G,W,N

X,W,N,G,C

D,R

C,G,A,S

F,E

D,R

X,W,G,N,C,A

S,F,E

**AMX-30S**

R: LH(75),G(250),HB(75)  
 L: LH(75),G(250),HB(75)  
 R: TF(250),TB(40)  
 C: TF(250),TB(40)  
 L: TF(250),TB(40)  
 TS (40)  
 F: HS(40)  
 C: HS(40)  
 R: HS(40)  
 FD (25)  
 TD (25)  
 BD (25)

D,R,G,E,F

D,L,S,E,F

G,C,A

X,W,N,A

UA

L,C,G,W,A,X

D,R

L,G,S

E,F

D,R

X,W,C,G,L,N,S,A

F,E,A

**CHALLENGER MKIIA**

R: LH(200),G(1000),HB(80)  
 L: LH(200),G(1000),HB(80)  
 R: TF(800),TB(90)  
 C: TF(800),TB(90)  
 L: TF(800),TB(90)  
 TS (150)  
 F: HS(85)  
 C: HS(85)  
 R: HS(85)  
 FD (40)  
 TD (40)  
 BD (40)

D,R,G,E,F

D,L,S,E,F

G,C,A

X,W,N,A

L,A

L,C,G,W,A,X

D,R

UG,S

,E,F

D,R

X,W,C,G,L,N,S,A

FEA

**VICKERS VALIANT MKI**

R: LH(150),G(500),HB(75)  
 L: LH(150),G(500),HB(75)  
 R: TF(600),TB(50)  
 C: TF(600),TB(50)  
 L: TF(600),TB(50)  
 TS (200)

D,R,G,E,F

D,L,S,E,F

G,C,A

X,W,N,A

L,A

L,C,G,W,A,X

**COMMANDO AC, COMMANDO 90**

R: LH(20),G(30),HB(10)  
 L: LH(20),G(30),HB(10)  
 R: TF(35),TB(20)  
 C: TF(35),TB(20)  
 L: TF(35),TB(20)  
 TS (25)  
 F: HS(15)  
 C: HS(15)  
 R: HS(15)  
 FD (15)  
 TD (15)  
 BD (15)

P,S,E,F  
 D,R,C,S,E,F  
 X,C  
 W  
 G,W,N  
 W,G,C  
 D,P,R  
 S,C,G,A  
 F,E,P  
 D,R,P  
 C,G,X,W,N  
 P,S,F,E

**SCIMITAR MK2 (I)**

R: LH(15),G(30),HB(15)  
 L: LH(15),G(30),HB(15)  
 R: TF(25),TB(15)  
 C: TF(25),TB(15)  
 L: TF(25),TB(15)  
 TS: (10)  
 F: HS(20)  
 C: HS(20)  
 R: HS(20)  
 FD (10)  
 TD (10)  
 BD (10)

E,C,A,F  
 D,R,G,A,F  
 X,C  
 W  
 G,W,N  
 C,G,W,A,X  
 E,D  
 G,C,S  
 S,A  
 E,D  
 X,W,C,G,N,S,A  
 S,A

**EE-9 AC**

R: LH(20),G(35),HB(10)  
 L: LH(20),G(35),HB(10)  
 R: TF(35),TB(20)  
 C: TF(35),TB(20)  
 L: TF(35),TB(20)  
 TS (25)  
 F: HS(15)  
 C: HS(15)  
 R: HS(15)  
 FD (10)  
 TD (10)  
 BD (15)

S,E,F  
 D,R,C,S,E,F  
 X,C  
 W  
 G,W,N  
 W,G,C  
 D,P,R  
 S,C,G,A  
 F,E,P  
 D,R,P  
 C,G,X,W,N  
 P,S,F,E

**SCORPION MKII 90**

R: LH(15),G(30),HB(15)  
 L: LH(15),G(30),HB(15)  
 R: TF(25),TB(15)  
 C: TF(25),TB(15)  
 L: TF(25),TB(15)  
 TS (10)

E,C,A,F  
 DRGAF  
 C,A  
 X.W.N.A  
 L,A  
 C,G,W,A,X

F: HS(75)  
 C: HS(75)  
 R: HS(75)  
 FD (50)  
 TD (50)  
 BD (50)

D,R  
 L,G,S  
 E,F  
 D,R  
 X,W,C,G,L,N,S,A  
 F,E,A

**CHIEFTAIN MKVIII**

R: LH(150),G(750),HB(75)  
 L: LH(150),G(750),HB(75)  
 R: TF(750),TB(95)  
 C: TF(750),TB(95)  
 L: TF(750),TB(95)

D,R,G,E,F  
 D,L,S,E,F  
 G,C,A  
 X,W,N,A  
 L,A

TS: (135)  
 F: HS(85)

L,C,G,W,A,X  
 D,R

C: HS(85)  
 R: HS(85)  
 FD (30)  
 TD (30)  
 BD (30)

U,G,S  
 E,F  
 D,R  
 X,W,C,G,L,N,S,A  
 F,E,A

**VICKERS MBT MK4**

R: LH(75),G(100),HB(50)  
 L: LH(75),G(100),HB(50)  
 R: TF(100),TB(40)  
 C: TF(100),TB(40)  
 L: TF(100),TB(40)

D,R,G,E,F  
 D,L,S,E,F  
 G,C,A  
 X,W,N,A  
 L,A

TS: (60)  
 F: HS(60)  
 C: HS(60)  
 R: HS(60)  
 FD (25)  
 TD (25)  
 BD (25)

L,C,G,W,A,X  
 D,R  
 L,G,S  
 E,F  
 D,R  
 X,W,C,G,L,N,S,A  
 FEA

**MERKAVA MKI-II**

R: LH(200),G(1000),HB(80)  
 L: LH(200),G(1000),HB(80)  
 R: TF(600),TB(80)  
 C: TF(600),TB(80)  
 L: TF(600),TB(80)  
 TS: (250)  
 F: HS(100)  
 C: HS(100)  
 R: HS(100)  
 FD (50)  
 TD (50)  
 BD (50)

E,F,D,R,G  
 E,F,D,L,S  
 G,C,A  
 X,W,A  
 UN, A  
 L,C,G,W,A,X  
 E,F,D  
 L,G,S  
 S,A  
 E,F,D  
 X,W,C,G,L,N,S,A  
 S,A

**T-62A**

R: LH(100),G(350),HB(50)  
 L: LH(100),G(350),HB(50)  
 R: TF(200),TB(80)  
 C: TF(200),TB(80)  
 L: TF(200),TB(80)  
 TS: (80)  
 F: HS(60)

D,R,G,E,F  
 D,L,S,E,F  
 G,C,A  
 X,W,N,A  
 L,A  
 L,C,G,W,A,X  
 D,R

C: HS(60)  
 R: HS(60)  
 FD (20)  
 TD (20)  
 BD (20)

L,G,S  
 E,F  
 D,R  
 X,W,C,G,L,N,S,A  
 F,E,A

**T-55A**

R: LH(100),G(300),HB(50)  
 L: LH(100),G(300),HB(50)  
 R: TF(170),TB(80)  
 C: TF(170),TB(80)  
 L: TF(170),TB(80)  
 TS: (80)  
 F: HS(60)

D,R,G,E,F  
 D,L,S,E,F  
 G,C,A  
 X,W,N,A  
 L,A  
 L,C,G,W,A,X  
 D,R

C: HS(60)  
 R: HS(60)  
 FD (20)  
 TD (20)  
 BD (20)

L,G,S  
 E,F  
 D,R  
 X,W,C,G,L,N,S,A  
 F,E,A

**SUPER CENTURION**

R: LH(75),G(185),HB(50)  
 L: LH(75),G(185),HB(50)  
 R: TF(300),TB(80)  
 C: TF(300),TB(80)  
 L: TF(300),TB(80)

D,R,G,E,F  
 D,L,S,E,F  
 G,C,A  
 X,W,N,A  
 L,A

TS: (100)

L,C,G,W,A,X

F: HS(80)

D,R

C: HS(80)

L,G,S

R: HS(80)

E,F

FD (30)

D,R

TD (30)

X,W,C,G,L,N,S,A

BD (30)

F,E,A

**AMX-40 MBT**

R: LH(75),G(300),HB(50)  
 L: LH(75),G(300),HB(50)  
 R: TF(300),TB(45)  
 C: TF(300),TB(45)  
 L: TF(300),TB(45)

D,R,G,E,F  
 D,L,S,E,F  
 G,C,A  
 X,W,N,A  
 L,A

TS: (50)

L,C,G,W,A,X

F: HS(50)

D,R

C: HS(50)

L,G,S

R: HS(50)

E,F

FD (30)

D,R

TD (30)

X,W,C,G,L,N,S,A

BD (30)

F,E,A

**SU-130**

R: LH(125),G(400),HB(50)  
 L: LH(125),G(400),HB(50)  
 R: TF,TB  
 C: TF,TB  
 L: TF,TB

D,R,W,G,E,F  
 D,R,W,L,A,E,F  
 Miss  
 Miss  
 Miss

TS

Miss

F: HS(60)

DRW

C: HS(60)

L,C,S

R: HS(60)

E,F

FD (20)

D,R

TD (20)

X,W,C,G,L,N,S,A

BD (20)

F,E,A

## Glossary

**AJITF:** The abbreviation for Allied Joint Intelligence Task Force, a combined espionage organization, built up from various pro-NATO spy organizations operating in the Persian Gulf (see page 15).

**Bakhtiari:** One of the most numerous and politically active tribal groups in Iran (see page 34).

**Baluchi:** A tribal group in Iran, Pakistan and Afghanistan. A Baluchi nationalist movement has gained strength in recent years, urged on by the Soviet-backed *Tudeh* (see page 35).

**Comsomol:** The Soviet Communist Party youth organization. Membership in the Comsomol is considered vitally important to a career in the upper levels of the Soviet government.

**Desant:** Soviet Airborne troops. The individual soldiers are called *Desantniki*.

**Dir-Al-Iraq:** The French-backed Iraqi government faction (see pages 8-9). The armed forces of this government (operating out of Basra, Iraq) are known as the Iraqi Liberation Army.

**Force Action Rapide (FAR):** The French Rapid Action Force, similar in purpose to the American CENTCOM (see page 19).

**GRU:** the abbreviation for *Glavonye Razvedyvatelnoye Upravleniye*, the Soviet military intelligence organization (see page 19 of this booklet and page 30 of *The Black Madonna*).

**Iran Nowin:** The new Iran party, a pro-NATO group which currently dominates the National Emergency Council (see page 13).

**Iranian People's Army (IPA):** The military forces of the pro-NATO National Emergency Council.

**Iraqi Republican Army:** The armed forces of the pro-Soviet Iraqi government (see page 8).

**KGB:** The abbreviation for *Komitet Cosudarstvennoi Bezopasnost'i*, the Soviet espionage and security agency (see page 14 of this book and page 31 of *The Free City of Krakow*).

**Kommando Yomi:** Hebrew for the Israeli naval commando

forces, units of which are operating with CENTCOM in 2000 (see page 35).

**Kurds:** A tribal group in Iran, Iraq, and Turkey, of varying sympathies (see page 34).

**Legion Etranger:** The French Foreign Legion (see page 35).

**Lur:** A nomadic tribal group in Iran, mostly loyal to the NEC (see page 34).

**Ma'dan:** A tribal group in Iraq, inhabiting the marshes around the mouth and lower reaches of the Tigris/Euphrates river system. They are largely sympathetic to the French (see page 34).

**Mourabitin-al-Islam:** One of several groups of guerillas sympathetic to the Soviets, operating in Syria, Lebanon, Iran and Pakistan (see page 3). Iranian members of this group have been largely absorbed into the *Tudeh*.

**National Emergency Council (NEC):** The government of Iran recognized by the NATO powers. It is a coalition of various pro-western factions, currently dominated by the *Iran Nowin*.

**Pasdaran:** The Islamic fundamentalist faction of the Iranian government (see pages 3-4).

**Qashqai:** A nomadic tribe inhabiting the plains and highlands of Iran, mostly sympathetic to the NEC (see page 35).

**Shiite:** One of several sects of Islam (see page 11).

**Spetsnaz:** The shortened form of the Russian *Spetsial Nazir-sky*, or special operations forces (see page 36 of this book and page 31 of *The Black Madonna*).

**Troopes Aeroporte:** Airmobile troops of the French Union.

**Tudeh:** Strictly, *Tudeh* refers solely to the Iranian Communist Party, but the term is commonly used in reference to pro-Soviet Iranian guerilla groups.

**Unione Francais (French Union):** The unofficial title of the nation, headed by France, which arose after the war. It consists of France, Belgium, former colonies of France (such as Senegal), and occupied territories in Holland, Luxemburg, and Germany. This grouping is also known as the Franco-Belgian Union.



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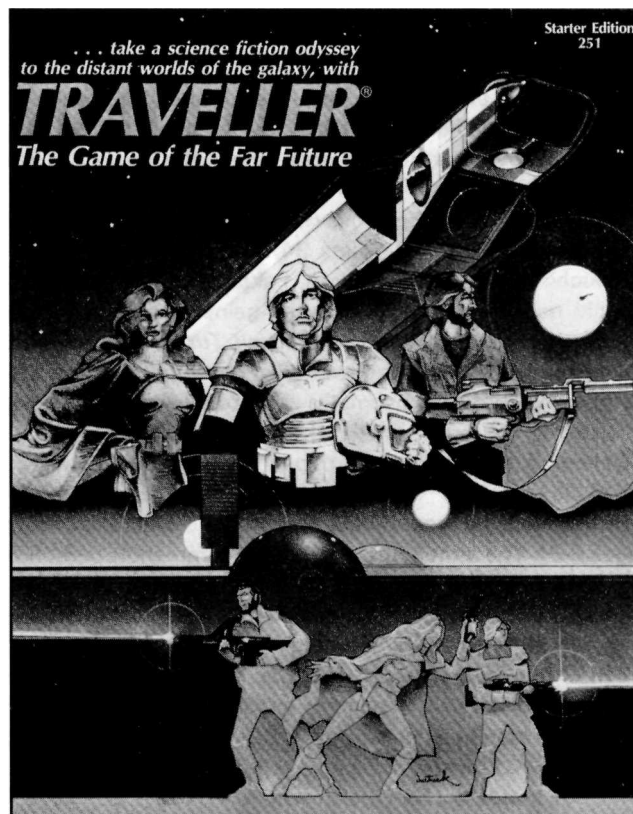
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# RDF Sourcebook



When we got to Bremerhaven, we found that instead of going to America, we could ship out to the Persian Gulf and join the U.S. Central Command (the RDF, some still call it).

I should have known better...especially when he started talking about needing "experienced combat veterans, like you men."

*RDF Sourcebook* is different from other *Twilight: 2000* publications. It is not an adventure in itself, but instead, sets the stage for a series of adventure modules.

The *RDF Sourcebook* contains:

- A map of southern Iran.
- Character generation tables for Americans (USMC, USN, and USAF), British, Iranians, Iraqis, and others.
- An Order of Battle for the remaining forces in the area: U.S., Soviet, Iranian, Iraqi, Saudi, and the British, among others.
- Details and specifications in *Twilight: 2000* terms, of over 30 vehicles and weapons, including selected French, Israeli, British, German, and Brazilian equipment.
- Short descriptions of the major personalities and organizations opposing each other in the Persian Gulf.
- A mission resolution system, allowing referees to take their players on a variety of military missions, ranging from conventional patrol and escort missions to special operations deep behind the enemy lines.

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# 'TWILIGHT: 2000™

**Series Module**

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