fighting the islamic state

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"*The Last Hour will not come until the Romans land at al-A'maq or in Dabiq. An army consisting of the best soldiers of the people of the earth at that time will come from Medina.*"
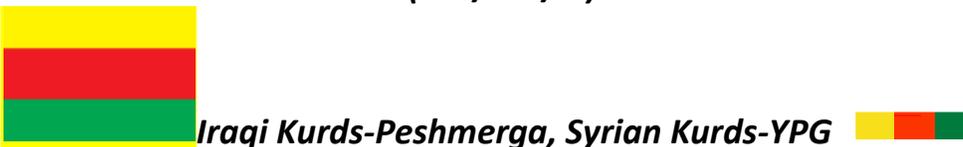- apocalyptic battle attributed to Muhammad

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This simulation addresses the actions of the major factions in Syria and Iraq during the years since the rise of the "Islamic State,"(ISIL/ISIS) and on to current times. This game does not yet have an ending, as the conflict there is on-going. Therefore, this is a "living" simulation that will continue to some unknown future point.

There are six primary factions in this war:
1. The Islamic State (called ISIS or Daesh by the media and ISIL by the US government)
2. Syrian (Assad) Regime (Syrians) and their ally, the Russians
3. Iran and its controlled proxies: Iraqi Shi'a Militias and Hezbollah (a Regime ally)
4. Kurds, with its primary fighting arm, the Peshmerga
5. Syrian Rebels (which includes many subfactions itself such as al Nusra, the Free Syrian Army, et al.)
6. Coalition: USA, the European Union or NATO allies (France, Britain), and the primarily Shi'a Iraqi Armed Forces (but also the Sunni Iraqi forces)
Turkey - a wild card that appears to switch sides

These factions will sometimes cooperate intentionally, sometimes unintentionally and sometimes they will be at cross-purposes. However, five of the six factions would be happy to see the sixth destroyed: the Islamic State. Therefore, this is about *Fighting the Islamic State*.

Factions' Symbols

 Assad Regime (Syrians) *and Russians*

 Iran/Iraqi Shi'a Militias/Hezbollah

 Islamic State (ISIS/ISIL/IS)

 Iraqi Kurds-Peshmerga, Syrian Kurds-YPG

Syrian Rebels:

Coalition: USA/European Union/Iraq

Iraqi Armed Forces

Turkey (wild card)

Druze (neutral unless invaded by any faction)

PLAYERS

The game can be played with 2, 3, 4, 5, or 6 players:

PLAYERS (6)
Assad Regime (Syrian Regime)/Russians
Iran/Iraqi Shi'a Militias/Hezbollah
Islamic State (I.S.)
Kurds-Peshmerga and YPG
Syrian Rebels
Coalition: USA/European Union/Iraq

PLAYERS (5)
Assad Regime (Syrian Regime)/Russians
Iran/Iraqi Shi'a Militias/Hezbollah/Kurds-Peshmerga and YPG
Islamic State (I.S.)
Syrian Rebels
Coalition: USA/European Union/Iraq

PLAYERS (4)
Assad Regime (Syrian Regime)/Russians, Iran/Iraqi Shi'a Militias/Hezbollah
Kurds-Peshmerga and YPG/Syrian Rebels
Islamic State (I.S.)
Coalition: USA/European Union/Iraq

PLAYERS (3)
Islamic State (I.S.)
Iran/Iraqi Shi'a Militias/Hezbollah/ Assad Regime (Syrian Regime)/Russians
Coalition/ Kurds-Peshmerga and YPG/ Syrian Rebels

PLAYERS (2)
Islamic State (I.S.) and Syrian Regime vs all others. Each player rolls for control of Iran each turn. The I.S./Regime player will control Hezbollah units, while the other player will control the Shi'a Militia and/or the Iranian air unit and its ground unit (the 81st Division) should it appear.

Set-Up. For game set-up, see section at end of rules.

TURN SEQUENCE

1. Islamic State player checks Resources and Cash and resolves. (See Replacement rule). The Coalition player removes one "hit" from every bombed infrastructure unless it was "destroyed."

2. Player with Momentum Player with Momentum gets two Actions. Each of the other players gets one Action for each faction it controls (separately for each of the factions). See Actions rule for more.
3. Each player selects all action(s) for the turn and places cards face down in front of him, separately for each faction and clearly delineated as to which faction each action applies, and in what order. (Note that cards are not dealt or shuffled. Each player has access to the cards he needs, and they are played as described.)
4. ROUNDS BEGIN. The player with Momentum selects, reveals and resolves his first action from the cards he had chosen.
5. Play then continues clockwise until all players have revealed and resolved an action for each faction controlled. (See Game Set-up for suggested seating order.)
6. The player with Momentum then selects, reveals and resolves a second action, if any. The player with Momentum gets the last move of the turn.
ROUNDS END
NOTE: The Coalition player may conduct Intervention on either or both rounds if he has Momentum.
7. Re-assign Momentum if events of this turn warrant it.
8. Advance the turn marker one turn, and the year marker as well, if a year has ended.
Note: The "phasing player," a term used throughout the rules, is the player who is currently conducting his/her turn.

Momentum

The "Momentum" counter provides benefits to its controller.
Each turn he moves both first and last, getting one more Action than each other player.
All other players will thus get only one action.
Player with Momentum also controls Turkey (See "Controlling Turkey")

Example: The Islamic State (I.S.) player has momentum. Each other player then may select only one action. All actions must be chosen before play continues, but they are held hidden, face-down but

on the board. The I.S. player commences Round 1, with each other player following with an action of his own, clockwise from the player with the Momentum counter. After every player has completed a turn, the I.S. player (who has Momentum) reveals his second and final action.

Losing Momentum. A player will lose Momentum when his forces suffer a defeat, defined as:
    a) another player captures more areas in his turn than the player with Momentum does;
    b) losing more areas in one turn than areas taken in that same turn;
    b) Starting in 2015, another player has more combat units in play than he does (all the player's units are counted, from all factions he controls);
    c) there are 5 air strike units in play against his units or areas he controls this turn. Loss of Momentum is determined as indicated in the Turn Sequence rule (at the end of the turn).
The Islamic State cannot lose Momentum if it successfully performed an Act of Terror against France, the European Union or the US during its turn.
If a player loses Momentum, he passes the Momentum Token to the player that caused him to lose it. If there is a tie, each player rolls a die with the highest roll getting Momentum.

Peoples

    There are a mix of ethnicities and religions in the region shown on the map. Each area is designated as follows:
Shi'a Muslims (yellow shaded area or unit)
Sunni Muslims (Orange shaded area, Brown/tan shaded unit)
Kurds (purple shaded area) Syrian Kurds/YPG is any Kurdish unit in Syria; Kurds-Peshmerga is any Kurdish unit in Iraq
Mixed (green shaded area, includes Christians and other ethnic groups such as Turkomen, the Druze and the Yazidis.)
Turkish (nation to the north of Syria and Iraq, not shaded any color)

Combat units function better when they are attacking or defending in a "home" area that matches their "People."

The Syrian Regime also has some special "home areas" in addition: Aleppo, Idlib, Hama, Homs, and Damascus also serve as home areas for the Syrian regime. These are marked on the map with a green star in the city.

Iraq Sunnis. The Iraqi nation was recreated after the Second Gulf War as a mix of Sunni, Shi'a and Kurdish affiliations within one government. The Kurds are quasi-independent, but the Sunnis (formerly in control under Saddam Hussein) are now in the minority. Iraq starts with three Sunni Iraqi units. These units have ZERO combat value and are immediately defeated if moved over by an enemy Sunni unit (i.e., Islamic State) using either Move/Combat or Rapid Advance Actions. The Islamic State replaces each defeated Iraqi Sunni unit with an I.S. recruit, if available. The Iraqi Sunni units are added back to the Iraqi force pool, where they can be rebuilt and then function normally as any other Iraqi 2-3 unit.

Druze. The Druze are a Tolerant (in game terms) People that are the majority in two areas in Southern Syria. These people are neutral, and no faction may invade them except the Islamic State. If their areas are invaded by the I.S., place the two 3-1 Druze units in either Druze area. These units receive the "home area" benefits as long as they are in those areas. If a unit is forced to leave the home areas, or area adjacent to these, it is eliminated. If the Islamic State invades, the Druze will join the Faction that has the most combat units adjacent to it. If tied, each Faction rolls a die, with the higher one controlling the Druze. The Druze are thereafter a regular member of that Faction.

Turkish. See "Controlling Turkey" rules.

Yazidis. A minority listed for historical reference. They usually fight with the Kurds.

Areas

The squares (or polygons) on the map represent areas of significance to the conflicts.

Areas with a blue dot are cities (or groups of smaller towns). Areas may also have an airbase, a power plant, a dam or some other terrain feature. Some rules apply to cities only.

Areas are connected by roads (red lines) and rarely, by trails (red dotted lines). Note that one road north of Syria, the Kurd-Turkey Road can only be used by the Kurds and only when a player other than the Islamic State controls the Turks.

ACTIONS

A player may take one to two actions (see Momentum Rules), as listed below. A player may choose any Action card he has available, but note some Actions are limited.

The Islamic State and US Coalition players get a "bonus" action during some turns. These may be played along with their normal action at the same time, or at other times during a turn as specified elsewhere in the rules ("Acts of Terror" and "Intervention-Boots on the Ground").

The Actions may be played in any order during subsequent rounds. An action does not have to be played: the player "passes" that round and loses the ability to play one selected action during the turn.

List of Actions

Recruit/Resupply. Faction that takes this action receives a new or replacement combat unit. See Reinforcements/Replacements for more details.

Rapid Advance. Select an area without an enemy combat unit adjacent to territory you control. Move a combat unit into the area. The unit that occupied the area may take another adjacent city if possible, without having to take another Action. This may be repeated three times in a turn (taking therefore up to four unoccupied cities) up to a unit's movement factor. Therefore, units with lower movement factors will not be as successful as units with higher movement factors.

Air Strike: Air units are moved into place to provide support or attack resources. see Air Strike rule for details.

Move/(Ground) Combat. This action applies to the phasing player who will move a

single unit or stack of units from one area to another. Select an area to move into that is within range of the moving unit's movement factor. Once the units arrive at the destination, they may attack at the end of movement. Alternatively, a player can select his units in a contested area and have them attack enemy units there without moving first. See Movement and Combat Rules for details.

Act of Terror (Islamic State only). The Islamic State player receives a mandatory bonus Terror Action each turn in addition to any Actions to which he is otherwise entitled. See Acts of Terror and also the chart at the end for details.

Intervention. Each turn during the Coalition phase the Coalition may elect to consult the Intervention chart one or more times and implement the results. This is a bonus Action and does not require a Action card. Separate Intervention cards are provided as a game aide, however. See Intervention for details.

Units

Most of the playing pieces represent combat units numbering from 150 fighters or so, up to several thousand, and their equipment. Units with the silhouettes of aircraft represent military aircraft of the nation or faction printed on the counter.

The flag represents the faction (in this case, the Syrian regime).

The shade of the unit indicates its religious affiliation: Shi'a (yellow), Sunni (tan/orange), or tolerant (white).

The numbers represent Combat factor (in this case "2") and the Movement factor (in this case "3").

Movement

Combat units may move through areas the owning player controls up to their movement factor limit.

Movement occurs along roads (red paths). If an area is drawn adjacent to another area, movement may also occur even if no road is shown. Areas that are merely "close" are not adjacent.

Each area entered costs one movement, so that a unit with three movement could move a maximum of three areas.

If the road is dotted, then it is a trail and movement cost to cross it is 2, not 1.

Units must stop when they reach an uncontrolled or contested area (however, see "Rapid Advance" and "Overwhelming Offensive" rules).

If a unit starts the turn in a contested unit, it must move into a controlled area to leave. If it cannot, it may not move. Note that another adjacent area which is contested is not controlled, but an area controlled by a Cooperating Faction is (see Cooperation Chart).

Aircraft are simply placed on the target area as a result of using an Air Strike action. They do not move like other ground combat units.

Restrictions. Syrian Regime or Syrian rebel units cannot enter Iraq.

Iraqi Shi'a units may not enter Sunni or wholly Kurdish areas in Iraq unless the Islamic State has control of an area solely within Iraq. Note that Shi'a Militia units are not Iraqi Shi'a units.

Iraqi Sunni units may not enter wholly Shi'a areas unless they are adjacent to or occupied by Islamic State forces.

Iraqi units and Shi'a Militia units cannot enter Syria until the US/Coalition player plays "Limited Intervention in Syria."

Kurdish units must always be in or adjacent to a Kurdish territory except they may also enter an area marked with the ISIS symbol. Kurdish units in Iraq may move, but they cannot leave Iraq or stack until an Islamic State enters an area that is completely in Iraq. After that occurs, Kurdish units

may move between Iraq and Syria, observing the previous limitation on Kurdish territory.

No units may enter Lebanon except Hezbollah.

No units may enter Turkey or Iraq except as noted in other rules.

See Air Strikes for additional rules.

Defending Home Areas. A "home" area is the same religion as a unit (see Peoples rule). An area can be home for more than one religion/people if it has multiple colors in its box. Factions may not vacate a "home" area if it is adjacent to an enemy ground unit that can enter the area. A faction's unit may always leave an area that is not adjacent to enemy ground units, or that is not a "home" area. Units may also vacate an area to initiate combat in an adjacent area if no other adjacent areas threaten the area being left.

Factions do not have to send a unit to an area that was previously 'safe' (not adjacent to an enemy unit), but which is not 'threatened' (now adjacent to an enemy unit).

However, at least one unit in a stack must stop movement if it moves into its own controlled unoccupied area adjacent to an enemy.

Stacking

Stacking is limited, especially early in the game. See Set-up rules.

After initial set-up is over, units may begin stacking (some may stack during set up). The stacking limit is three ground units per faction, except for the Islamic State which may stack five. Air Strike counters do not count against the stacking limit, nor do game markers.

Stacking limits apply at the end of movement/combat, but also at the instant before combat occurs. If units are over-stacked, the controlling player selects one or more and eliminates them.

Stacking applies only to each faction. It is possible for multiple factions to be in a contested area and each faction could be at its stacking limit. It is also possible to stack with units from a cooperating faction.

If units from different, non-cooperating factions are stacked together, the area is "contested," and combat may be initiated if a Move/Combat action is used there.

Russian and American units do not count towards the stacking limit of the Syrian Regime and Iraq (or Turkey if Coalition-controlled) respectively. For example, it is possible that 3 Shi'a Iraqis, 3 US ground units, and 3 Shi'a Militia (Iranian-controlled) might stack together and cooperate in attacks.

Although Iraqi Sunni combat units and Iraqi Shi'a combat units may not stack they both share Baghdad as the source for replacements. Therefore, they may stack in Baghdad only. However, if attacked there they may jointly defend if the attacker declares he is attacking all units in the area (see Combat).

Air Unit Stacking.

The US, Britain, French, Turkey, and Coalition air units may stack together at any time.

The Russian air units may not stack with US/Coalition/Turkish air units, and vice versa. Whichever side gets into an area first controls the air space there until it leaves.

If a US/Coalition air unit is placed in an area where there is a Syrian or Iranian air unit, the latter unit is moved to another valid area by its controller.

Acts of Terror

Only the Islamic State can conduct this Action. This player must attempt at least one Act each turn but can conduct more by selecting additional Acts.

The player must conduct the terror acts in the order they are listed on the Acts of Terror Chart, at the end of these rules. The player may only attempt a "higher" level act if all those below it have been successfully completed. The IS player may be able to repeat some of the previous Acts as noted on the chart (such as Social Media).

If the I.S. player successfully completes all Acts on the chart, he may repeat each Act once in whatever order he chooses (Social Media may be repeated as noted on the chart).

The I.S. player is required to take at least one Act of Terror Action each turn but may take more if he uses his Actions to select additional Acts of Terror.

The first Terror Act in a turn is a bonus Action and does not count against his turn limit of Actions. This means the I.S. player may play two, or even three (if he has Momentum) Terror Acts during a single round. He may play his bonus at any time during his turn if he has Momentum, or he may play his bonus before or after the selected Action as he chooses.

Note that recruits that are received as a result of an Act are subject to all other rules about reinforcement/replacements, including revenue support and others. Such reinforcements, if otherwise permitted, are received upon completion of an Act.

Some Terror Acts require a die roll to succeed. Any time the I.S. player fails, he may add +1 to the next time he rolls for that event. This bonus can compound upon multiple failures.

Combat

Combat is not required. Combat may occur when enemy ground units (with or without air support) are in the same area during the round of the player conducting a Move/Combat Action with a stack or single unit. Moving one or more units from an area into the area where combat is desired activates all friendly units already present in the combat area.

To attack, the attacker must have a total modified combat strength equal to or greater than the enemy. Air units may be included but cannot attack by themselves.

In the event there are different factions in the area, one can be selected as the target for combat, or some or all can be attacked. The Attacker chooses which faction(s) he will attack and will declare so before the die is rolled.

Air units never have combat with other air units. See Air Unit Stacking.

Retreat Before Combat. Defender may retreat ground units before combat. Retreating units may move up to their full movement factor, but only through friendly or unoccupied areas, stopping at the first area it doesn't control or a contested area, if any. If over-stacked, continue moving if possible, otherwise excess units are eliminated. Retreat into a contested area is permitted only if the retreating player already has units there. A retreating player with multiple units may move each one separately, taking a different path. Retreating units are not required to retreat to the same area. The player may also retreat some, but not all units in an area. Turkish units may retreat into Turkey by exiting at a border area. They cannot be followed by any other faction.

In the event the attacker is attacking multiple defenders from different factions, the turn order determines which defender must decide to retreat first.

Calculating Combat. All or some friendly units in the area may participate in the attack. Combat odds are determined by subtracting the defender's value from the attacker's value, including all modifiers. To attack, the result must be at least zero. For every value above zero, the attacker adds one to the die roll result (see Combat Results Table at end of rules).

Combat Strength Modifiers.

Defender's first unit is doubled if it is in its home People area. Additional defenders are counted normally. Only one unit per area may ever be doubled for defense even if there are multiple factions defending together.

Attacker may add one if it is in its home People area and its opponent is not. The attacker bonus does not apply if the area is the "home" of both the Attacker and Defender.

Either Attacker or Defender may add any available air units in the target area to the combat, at a value of 2. Only one air unit may be added. Because enemy air units may not share the same area, only one player will get this bonus.

Cooperating Units. Some factions are semi-allied because they have compatible goals. If a cooperating unit is in a stack it may defend or attack with the other faction if the other faction's controlling player grants permission. These units may cooperate in combat:

SHI'A

       Syrian Regime - Hezbollah, Shi'a Militia*
       Iraqis Shi'a units - Shi'a Militia*
       US - Iraqi Shi'a units*
       US - Shi'a Militia - only if the Islamic State has units in Iraq in non-border areas, and cooperation only may be in Iraq.

TOLERANTS

       US - Kurds*

SUNNIS

       US - Iraqi Sunni units*
       US - Turks*
       US - Syrian Rebels (only if Full Syrian Intervention has been played)
       Syrian Rebels - Turks (after 13-Turkey Unilateral Move Intervention has been played)
       Kurds - Iraqi Sunni units*
       Kurds in Iraq - Turks (if not I.S. controlled)
       Kurds - Syrian Rebels*

Iraqi Units. Note that the Iraqis have Sunni units, Shi'a units, and Shi'a Militia (controlled by Iran), and Iraqi Kurds (controlled by Kurds).

Note that Sunni Iraqis and Shi'a Iraqis may not cooperate, and neither may the Iraqi Kurds and the Shi'a Iraqis. However, they also may never attack each other either. They may move through each other's units but may not stack except in Baghdad. See Stacking rules.

* May never attack each other.

During combat, cooperating units may join an attack, even if the combat is initiated by the other cooperating player. To be "cooperating" their respective players must agree. No units may ever cooperate with the Islamic State.

When cooperating in combat, the faction that initiated the combat must take the first loss if one is required. If defending, the loss may come from either side. If the factions do not agree on which side should take the loss, the attacker decides.

See Cooperation Chart for summary.

Contested Areas. The attacker may move some or all his units into an area, stacked with any opponents. A maximum of three units from each faction can be in such an area (5 for the Islamic State). Combat is not required.

Contested Areas are controlled by the player who was the last to solely occupy the area. If no one has done that, then no one controls the area. Use Control Markers as needed.

Overwhelming Offensives: The Islamic State and Coalition player (for US ground units only) have a special combat ability. When attacking after using a "Move/Combat" Action, the forces that win a battle and solely occupy the target area due to retreat or elimination of all the enemy units may immediately advance some or all the stack that attacked into any adjacent enemy-occupied area and attack again that same phase without having to play another Action card. This ability may be repeated in up to three areas per turn (the initial attack and up to three more attacks in new areas). If the enemy retreats before combat and uses more than one movement, the attacking stack may pursue it up to the "three attacks per turn" limit. In any case the attackers can never use this ability to advance more than three additional areas after the first attack.

In the case of the US, the benefit only occurs when US forces initiate the combat, not when cooperating forces that may be stacked with US units does.

If defender does not retreat before combat, consult the Ground Attack Table at the end of the rules. To continue the offensive, the attacker must eliminate all enemy units, not just some of them.

Reinforcements/Replacements

Combat units that do not start the game on the map, or that are eliminated during combat can be brought into play two ways: using the

Recruit/Resupply Action or using some of the options on the Intervention chart. The Islamic State player can also use Acts of Terror.

Some factions may receive additional reinforcements/replacements when the Coalition player invokes "Arms Shipment" or other interventions. See Intervention chart for details.

Syrian regime units appear in one of the following cities: Damascus, Latakia, Tartus, Idlib, Aleppo, Homs or Hama. Additionally, the Regime player must either control a city outright to put a new unit there or have at least one of his own units in the city if it is contested.

Syrian Rebel units appear in any rebel-controlled city, or in a city which he contests.

The Kurds' units appear in Kurdish-controlled purple area, or a contested purple area. Kurds may not recruit in Iraq until the Islamic State enters an area that is completely in Iraq.

Iraqi Shi'a units appear in Baghdad, but the Iraqi Sunni units appear in Mosul. If the Coalition player does not control Baghdad or Mosul then no Iraqi units of the respective types may be brought into play.

Hezbollah units appear in Lebanon in the Hezbollah area there.

Shi'a militia units appear in Karbala or Najaf. If the Islamic State controls either of these areas, then no Shi'a militia units may be brought into play in the one that the I.S. controls.

The sole Iranian unit (81st Division) will enter at Jawala on the Iraq-Iran border if the Islamic State enters any of the areas adjacent to Jawala, or if the I.S. takes more than 10 Kurdish areas, or more than 15 Sunni areas within Iraq. If the I.S. controls Jawala, the unit does not appear or re-appear until some other Shi'a unit controls Jawala.

Islamic State Revenue and Replacements/Reinforcements

Islamic State replacement and reinforcements appear as a result of Acts of Terror, Recruit/Supply, certain Interventions, or overrunning Iraqi Sunni units as described under the rule "Peoples."

Islamic State units appear in Ar-Raqqah, or if that area is not controlled, in any IS-controlled or contested Sunni area. In order to bring in a unit, the I.S. must have at least one of the following:

- control at least one border area (city with a red equal sign), or;
- control any one of: Mosul, Baghdad, Fallujah, Hama, Homs, Damascus, Idlib, or Aleppo.

In addition, the I.S. must also control resources and cash sufficient to support its army. The I.S. may not have more combat units in play in excess of its current resources and cash, which is tracked using counters provided. This is determined during Step 1 of the "Turn Sequence" rule each turn. (See Penalties, below).

Revenue Sources:

The Islamic State starts the game with 11 resources and 21 cash. These each have separate markers in order to track them on the map chart. I.S. revenue is tracked two ways:

1) cash, earned each turn and which can be accrued, and

2) resources, which produce revenue each turn, but cannot be accrued.

Cash includes revenue from the following:

a) Archaeological cities (areas with three small white circles - see map legend) with a one-time per-game looting value of 2 cash each (does not produce each turn - only once);

b) Other income sources (extortion, taxation, kidnapping, sex-slavery, fake 'humanitarian' aid, etc): brings in funds for 5 cash each turn;

c) Turkish border revenue bonus: +2 cash each turn if the Islamic State controls Turkey, +1 cash each turn if not. 0 cash if no borders with Turkey are controlled or if Intervention has closed the border.

Controlled resources produce revenue each turn unless they are damaged or destroyed via Air Strikes. They cannot be destroyed via ground units (due to their value to all belligerents except those with aircraft). Resources include:

a) Any power plant = 3 (sale of electricity)

b) Tabqa Dam = 3 (sale of electricity)
c) Mosul Dam = 2 (not controlled at start)
d) Other dams, oil well, or oil refinery =1 each

        The I.S. player will always want to use resource income to support its army units, only using cash if it must. However, use of cash is always at the discretion of the I.S. player.

        Example: At the beginning of his turn, the I.S. player has 20 units on the map, controls 15 resources and has 30 in reserve cash. He produces 6 cash per turn, including this turn. To pay his army, he first uses the 15 resources, leaving 5 to be paid, which he does out of the incoming cash. This leaves 1 cash surplus, which means his cash reserves are now 31. Note that if he had used only 10 resources to pay the army, the other 5 would simply have been lost, as they cannot be accrued. Therefore, the I.S. player will always use resources first, then cash.

Penalties

        At the beginning of the I.S. faction turn, check to see if the Islamic State controls enough revenue (resources and cash). The Islamic State player may select which units to eliminate if necessary due to insufficient revenue.

        If the Islamic State loses a revenue resource printed on the map (such as an oil well), it immediately reduces its revenue count accordingly. The Islamic State can lose revenue because another faction occupies it, or it is damaged or destroyed by Air Strike actions. Destroyed resources cannot be repaired within the time frame of the game. See Air Strikes rule for damage and repair of resources.

Occupying an Area

        Occupying an area means controlling the area, not just moving through it. Occupation occurs:
1. after combat when a player's forces are the only ones that remain in the area;
2. when the Rapid Advance action is taken;
3. If, at the beginning of a new turn, a player has a combat unit in the area and no one else does.

        Unless using the Rapid Advance action, if a player moves a unit or stack of units into an unoccupied area that he does not control, his unit(s) must stop and can move no further that turn unless a second Action reactivates them.

        Air Strike units can never control an area.
Restrictions. Shi'a Militia and Hezbollah units may not occupy areas in their own name. While cooperating with Iraq and the Syrian regime, respectively, these Iranian-controlled forces may occupy areas in the name of the cooperating faction, or the Iranian player may decline to do so.

Refugees

        Refugees are tracked on the map's chart using the counter provided until five have been created. This then implements the following rule: "When more than 5 Refugees have been created: +1 to Intervention for each new Refugee created." The limit of +3 net Intervention per turn still applies, however.

        See Optional Rules for a more detailed handling of refugees.

Air Strikes

        An Air Strike is an action playable only by members of the US/Coalition, Syria/Russia or Iran. Air Strikes Actions allow movement of the air units, which otherwise cannot move. Air Strikes may be targeted as listed below. Once placed, Air Strikes stay where they are and may function in any permitted capacity each turn there until moved via another Air Strike action. That is, it is not necessary to play an Air Strike action to use the air unit, only to move it. If eligible to bomb infrastructure, it may bomb every turn even if an Air Strike is not chosen. Air strikes occur anytime during the controlling player's turn.

        Air strikes may target infrastructure that is controlled by the Islamic State (only) or may support land units in attack or defense. An air unit may never attack a ground unit by itself.

        The player conducting a Strike must 1) be eligible to select the Action, and 2) then select an area to attack or defend if combat occurs, or an area with infrastructure (or both). When bombing areas with multiple infrastructure targets, an air

unit must designate which resource is being bombed before rolling the die. "Hits" on infrastructure last a limited number of turns unless a "destroyed" result occurs. Mark destroyed areas with a coin or keep a list. Use extra dice to track hits on non-destroyed infrastructure or keep a list. During Step 1 of the Turn Sequence, the Coalition player will remove one "hit" from each damaged infrastructure (if using dice, flip a die with "4" hits to the "3" side to indicate 3 hits). Any infrastructure that is "destroyed" remains so for the remainder of the game.

The Syrians start with 3 Air Strike counters, any or all of which it may use when an Air Strike Action is played. Syrians may fly only in Syria until the Coalition/US forces fly their first air strike in Syria.

Russian air units appear the turn after the Syrian regime has lost four areas and/or four combat units. Russian Intervention causes +2 to the Intervention chart. Russian air units are like other air units, except the Russian air units come with a Russian-only Air Strike action that is a bonus action for the Syrian Regime player, treated similarly to the Air Strike bonus Action the US receives after playing the Boots on the Ground Intervention. Russians and US/Coalition air units may not stack- the first side into an area prohibits the other from entering until the first player there moves out of the area.

Iran starts with 1 Air Strike counter, which it may use when an Air Strike Action is played. Iran may only bomb in Iraq until Limited Syrian Intervention is played.

US may not use the Air Strike Action until the "US Airstrikes" Intervention option has been played, and then only one per unit may be on the map. To fly the second unit, the US/Coalition player must play the "US Airbase in Turkey" option. Playing the "Form Coalition" allows 3 moves per Air Strike.

After the Islamic State has successfully committed an Act of Terror in France, Belgium, or the European Union, the US player may fly all or some of the Coalition, British, France units in either Syria or Iraq, even if the "US Airstrikes" and other pre-requisites have not been played.

The US/Coalition may not fly air strikes in Syria until " Limited Intervention in Syria" has been played or the Islamic State has committed the aforementioned terror act. Note that some areas have territory in both Syria and Iraq. Such areas may be targeted.

An area may have multiple Air Strike units from different players, but only one from each faction. However, the Russian air unit and the Coalition or Turkish air units may not be in the same area, and the US/Coalition will "bump out" Syrian and Iranian air units as described elsewhere.

The Syrian/Russian player must control one airbase in Syria for each air strike unit it has in play on the map. If he controls no airfields then he may no longer fly air strikes and must remove all Air Strike counters on the map, including the Russian.

Russian Units

The Russian units appear as follows:
At Start:

3-3 in Tartus, which is a Russian "home area" as well as one of the Syrian Regime.
The turn after the Syrian Regime loses any combination of four areas and/or combat units: two Russian Air Units appear in play. Note that one Russian Air Unit is on the reverse of a Syrian air unit, which means the Syrians lose one air unit because of the Russians' appearance.

Restrictions and Bonuses:
The Russian air units appears "in play" - that is, it can be placed directly on any area the Syrian Regime can fly to and is "in play" at the instant it is placed. No Air Strike Action is required that turn.
+2 to Intervention the turn the Russian air units appear.

The 3-3 unit can move only if attacked. If attacked, it may then move. It may not move into an area where there is any coalition air unit or a US ground unit.

If any faction other than the Syrian Regime controls Tartus, all Russian units are removed from play for the remainder of the game.

If Russian units take an area by themselves, it is considered controlled by the Syrian Regime.

Note that Russian ground unit does not count against the stacking limit for Syrian Regime or Iran's Hezbollah units.

Truce and Russian Withdrawal

Truce: The Syrian Rebel player *may* declare a truce with the Syrian Regime/Russians anytime after the Russians have appeared followed by the Syrian Regime capturing at least 3 areas from the rebels (areas captured from the Islamic State don't count). The truce only affects these two factions. While in effect, neither faction may attack the other.

Withdrawal: After the Russians have appeared, they will withdraw if the following conditions are in place:

1) the Syrian Regime has recaptured at least 3 areas since the Russian arrival, and lost none during the Russian presence;

2) a truce between the Rebels and the Syrian Regime is in place.

The Russian 3-3 unit in Tartus does not withdraw.

One Russian air unit also remains, but may only target Islamic State units.

Controlling Turkey

The player with Momentum controls Turkey. By "control" this may mean that Turkey simply declines to act and will turn its head while other factions do act. The Islamic State controls Turkey at the beginning, and that allows the I.S. to benefit from additional revenue from smuggling. At the same time, I.S. can attempt acts of terror against Turkey without reprisal.

The US/Coalition player cannot play a key Intervention (#8, Turkey Allows US Use of Airbases) until I.S. no longer has Momentum, or it reaches a higher Intervention level.

When and if Turkish units appear in play (via Intervention), they are placed on any border area on the Turkish border with Iraq or Syria by the player listed in the applicable rule.

Any player that controls Turkey may move its units if they are in play. However, Turkey will never attack the Coalition Faction, no matter who controls them. The controlling player may attack other units.

If units are eliminated, the US/Coalition may replace them using Action or Intervention. They are placed in Turkey and will enter any border area when and if an Action is given to them to do so.

After the US/Coalition player successfully plays "13 - Unilateral Turkish Move" the Turks can no longer be controlled by the Islamic State player and the Turkish air unit may be played by the US/Coalition player.

Intervention

US and Coalition military intervention was limited to advisors and weapons for much of the early Islamic State advances. Other nations (Iran, Russia) also intervened to support certain factions. Decisions to increase outside military presence or aid also occurred as Islamic State atrocities, acts of terror, and military successes increased.

Use of Intervention is entirely at the discretion of the US/Coalition player, but if it is used it will sometimes benefit other factions. It functions similarly to an Action but is played at any time during the US/Coalition player's turn, before or after the Action(s) chosen, as the player chooses. Intervention is a "bonus" - it does not count as an Action.

Using the Chart: Place Intervention value using the provided counters at 1 at the start of the game. Increase the Intervention level as noted below:

- I.S. takes a city +1
- Syrian Regime takes a city or retakes a previously lost city +1
- I.S. successfully commits Act of Terror: increase as noted on Act of Terror chart
- When more than 5 Refugees have been created: +1 to Intervention for each new Refugee created
- Civilian Casualties: +1 for each Casualty as a result of actions except -1 for each Casualty

caused by the Coalition player (also see Air Strikes table).

Playing an Intervention Event. To play an Intervention event, the Coalition player must have as many Intervention points showing on the map chart as the number of the Intervention. For example, to play "4-US Airstrikes" he must have at least 4 Intervention points on the chart. Once played, the Coalition adjusts the points as per instructions on the Intervention event. In the above example, the Coalition player reduces available Intervention points by 2 because the card reads "-2 Intervention."

The Coalition player may play Intervention events before his Action, after his Action, or in between Actions (if he has Momentum). He may play as may Interventions in one turn as he has points to spend.

Limits: The <u>net</u> maximum increase for intervention in one turn is 3, unless noted in another rule. The maximum decrease is 3 per turn except for Intervention penalties which always apply. The maximum value of intervention is 25. Events that would increase intervention above 25 are instead held at 25.

Special Cities: If Baghdad or Damascus are controlled by the Islamic State, then add +5 Intervention above the net 3 per turn limit.

Political Limitation: The Intervention "20-Boots on the Ground" may not be played during the following turns: Sep-Oct 2016 or Nov-Dec 2016 due to the Presidential election in the US.

Cease Fire: The Syrian Regime player and the Syrian Rebel player may agree to a Cease Fire at any time. Once declared, each side selects an Action as normal (face down) during the next turn. When it is their turn they can reveal the Action or pass. If the Action is revealed and results in Air Strikes or a combat against the other player, then the Cease Fire is over. Actions against other Factions do not break the Cease Fire.

See Tables for the "Intervention Table."

GAME SET-UP

Players may sit in any convenient order. First turn play starts with the Islamic State then proceeds clockwise. If players want a more formal arrangement, sitting arrangements should be in this order: Islamic State, Kurds, Iran, US/Coalition, Syrian Rebels, Syrian Regime.

No stacking is permitted at start, except as noted in the following. (Note: units from different factions may start in contested areas.)
Set up units in the following order:
10 x Iraqi Army (Shi'a) in Iraq in any Shi'a areas.
3 x Iraqi Army (Sunni) in Iraq in these areas: Tal Afar, Qaryat, Mosul (one in each).
20 x Syrian Regime in areas with its insignia. Each area adjacent to an enemy controlled area must have at least one unit. 2 unbuilt. 3 Air units may be placed on any area containing Regime units. These are in play and are defending. The 3-3 Russian unit is placed in Tartus.
Iran: 2 x Hezbollah: one 1-4 in Lebanon home area, one 1-4 in Syria in Homs. 1 unbuilt. One Iran air unit available for Air Strike in Iraq.
16 x Syrian Rebels in areas with its insignia, stacking up to three in any city area. Each area adjacent to an enemy controlled area must have at least one unit. 5 unbuilt.
12 x Kurd/Peshmerga one each in these Iraqi areas: Sulamaniyah, Erbil, Bashiqa, Dohuk. Remainder in Syria in each Kurdish areas indicated with insignia. 1 unbuilt.
18 x Islamic State (I.S.) in any area with its insignia, stacking up to two in these areas as he chooses. Each area adjacent to an enemy controlled area must have at least one unit. Has Momentum marker. 7 unbuilt. The Islamic State starts the game with 11 resources and 21 cash
All other units are not yet in play (Turks, US ground forces, Shi'a Militia, all coalition air units.
Intervention is at "1."
Refugees is at "0."
Date is Jan 2014.

VICTORY CONDITIONS

There are three levels of victory for each faction. It is possible (even likely) that there will be more than one faction that achieves some level of victory.

Islamic State

Strategic Victory - the Islamic State Controls 60 of the 98 areas on the map, including Damascus and Baghdad by end of game.

Operational Victory - the Islamic State has at least 23 combat units in play (all but two), plus 15 functional resources

Marginal Victory - the Islamic State controls at least 12 areas by end of game, including at least one in Iraq that is not a border area

Modifiers: If the I.S. controls Fallujah raise its Level of Victory by one level;

If the I.S. has not completed every Terror Act at least once, lower the Level of Victory by one level.

Syrian Regime/Russians [Alawite Shi'a]

Strategic Victory - controls 44 or more areas in Syria, including all Shi'a areas and all "home cities."

Operational Victory - controls 30 or more areas in Syria, including at least 4 airfields and 4 oil wells and/or refineries.

Marginal Victory - controls all its Shi'a areas, at least 4 airfields, and at least 3 other "home area" cities, plus has no more than 5 of its ground units off the map.

Iran / Iraqi Shi'a Militias/Hezbollah [Shi'a]

Strategic Victory - there at least twice as many Shi'a units (Iraqi Shi'a units, Hezbollah, Shi'a Militia, or Syrian Regime units) of any faction on the map as Sunni units

Operational Victory - There are more Shi'a units of any faction on the map than Sunni units

Marginal Victory - Syrian Regime gets at least a marginal victory, and all Iraqi Shi'a areas are in Iraqi/Coalition control.

Kurds-Peshmerga [Tolerant]

Strategic Victory - Kurds or US/Coalition forces (including Iraqi) control all Kurdish areas, plus at least one other non-Kurdish area that is Kurdish controlled

Operational Victory - controls (as above) all Kurdish areas except for five of them

Marginal Victory - controls (as above) 20 or more Kurdish areas.

Syrian Rebels (Sunni)

Strategic Victory - controls more areas in Syria than all other players combined

Operational Victory - controls more areas in Syria than Syrian Regime

Marginal Victory - Controls as many areas as it did when game started, plus one

USA/Coalition [Tolerant, Sunni, Shi'a]

Strategic Victory - the Islamic State is eliminated, Syrian Rebels gets at least a marginal victory

Operational Victory - the Islamic State controls less than 10 areas, Iran does not achieve any victory conditions

Marginal Victory - the Islamic State controls no areas in Iraq and fewer than 10 in Syria

Coalition, continued:

PLUS Raise Level of Victory by one for each of the following achievements:

Kurds do not get a Strategic Victory

No Russian ground units remain in Syria

OPTIONAL RULES

Refugees

Refugees are created when acts of war or terror disrupt normal life. They may be created (up to the counter limits) in Syria, in Kurdish areas in Syria or Iraq, and elsewhere in Iraq. Once created, they will automatically move each turn as listed below. However, no refugee will move into an Islamic State controlled city, nor will they move into a city that is currently contested except under the conditions listed below.

Add this rule if you want a graphic demonstration of why and where refugees occur and then leave Syria.

1. Syrian Refugees, moved by the Syrian Rebel player, will move one area towards Turkey, Lebanon or Jordan each turn.

2. Kurdish Refugees, moved by the Kurdish player, will move toward the nearest Kurdish area except they will not enter a contested area unless Kurdish forces are there, and they will not enter an area controlled by the Syrian/Russian player.

3. Iraqi refugees, moved by the USA player, will move toward Turkey, Iran or Jordan, whichever is closer.

When refugees reach their target, remove them from the map for use again as needed, but keep track of the total number on the Refugee Track.

If Refugee unit cannot move for reasons above, remove the unit and roll a die. On a "6" an atrocity was committed. On atrocity, increase Intervention by 2. Add one to die roll if combat units are in the area but are not the same People as the Refugee. (Islamic State is never the same People.)

Modify the turn sequence as follows:

7. US/Coalition Player checks Contested Areas for new Refugees and rolls a die. On DR=4-6, a new refugee counter is placed there. Kurds move Kurdish refugees, Syrian rebel moves Syrian refugees, and the USA/Coalition player moves all other Refugee counters one area each if possible, including any just placed. If the unit cannot move, an atrocity has occurred. Remove the refugee unit and increase Intervention by 2.

Islamic State Income Modification:
Refugees that are "trapped" in Islamic State territory and cannot move are instead enslaved. +1 to cash and remove the refugee counter.

Designer's Comments. Designing a game about current events is tricky business. I approached this task primarily because I wanted to study what was going on in Syria and Iraq and how the Islamic State functioned (ISIL if you're the US government; ISIS or Daesh if you're in the media). I hope, therefore, that this game will be an educational tool for you as it was for me.

Part of the problem in designing the game was that the goals are mixed. For example, the US would like the Iraqi government to remain sectarian with significant involvement in the government for the Sunni and Kurdish citizens, while the Shi'a majority runs things. But Iraq's past makes this nearly impossible. The US backs the Kurds, because they are the most reliable fighters against the I.S., but to do so may make them so strong that they split off into a new state, which will threaten Turkey, which is heavily Kurdish in the east, and unfriendly to one Kurdish faction in Iraq and most of the Syrian Kurds as well. In Syria, most of the West believes that Assad must go, but the Syrian rebels (they don't like that name) contain elements of Al-Qaeda (al Nusra), making US support to the rebels iffy at best. Once Russia entered the conflict, but not as part of the coalition, international concerns are added to the problems and US support for some rebels increased.

Then there's Turkey. Its leader has cited Hitler's Germany as the model he'd like to see for his nation. He has sent military units into Kurdish Iraq without permission, then withdrawn some of them. Turkey shot down the Russian jet, threatening escalation beyond a regional conflict. The Turks have shelled the Syrian Kurds. The Turks claim to stop I.S. smuggling, but then say the border is long and not all can be stopped. The I.S. keeps getting new recruits from overseas, and the smart money is that they get to I.S. through Turkey. Turkey wants the Iraqi Kurds to succeed against I.S., but fights the PKK segment of the Kurdish population, while clamping down on Kurds there in Turkey and shelling those in Syria. Perhaps you can see why I modeled them as a wild card, but still presumably loyal to NATO if push comes to shove.

It's just guess work as to what will happen in the future, especially with a US Presidential election coming up (and the fellow that won says one thing one week and the opposite the next).

Luckily, we publish our rules on line, so we can alter them to allow actual events to occur (and we've done that once already).

Generally, we seek to design games of skill with no dice used, but we had to make an exception for this simulation. It's too hard to design a game without dice when the story has yet to be finished.

TABLES

GROUND ATTACK TABLE

Die Roll (Note 1)	Result	Additional Result
1	Back ^	
2	Contested*	
3	Contested*	Create a Refugee
4	-1 each	
5	-1 attacker, -2 defender but -1 to either if in Home People area	Create a Refugee
6	-2 defender or -1 if in Home People area	Create a Refugee/Roll for Atrocity**
7+	-2 defender or -1 if in Home People area	Civilian Casualties

^unless in an Area that the attacker already Contested before Move/Combat

"-1" means an entire unit is lost, "-2" means two are lost, etc.

*Contested: Units of different factions remain in the area. The last player to have control over the area remains in control of the area.

Note 1. The die roll is modified for superior or inferior forces. Add 1 to the roll for each combat factor above defender's value. The difference must be zero or greater to attack.

****Roll Again if battle occurred in an enemy People's territory: if dr = 1-5, no effect. dr = 6: Atrocity (+2 Intervention) Add one to die roll if ground attack took place in an area populated by a People different than the attacker's People. Note that "Tolerant" peoples do not roll.

AIR STRIKE TABLE

AIR STRIKES - Target	Primary Result (USA adds one to its die rolls)	Additional Result
Power Plant (Syrian Regime cannot bomb this)	DR 1-5 = damaged for # turns equal to die roll* DR 6 = destroyed	Create one Refugee per turn while damaged; for remainder of game if destroyed; -2 Intervention (INT)
Oil Storage (Syrian Regime cannot bomb this)	DR 1-4 = damaged for # turns equal to die roll* DR 5-6 = Destroyed	-1 INT if destroyed
Oil Well (Syrian Regime cannot bomb this)	DR 1-3 = damaged for # turns equal to die roll DR 4-5 = no effect DR 6 = destroyed	-1 INT if destroyed
Oil Transport Trucks (target any I.S.-controlled refinery, even if destroyed)	DR 1-3 damaged for # turns equal to die roll* DR 4 = no effect DR 5-6 = Destroyed -1 I.S. cash for each turn damaged	On DR=5-6: Civilian Casualties (-1 INT); can no longer bomb this area
Dam (Syrian Regime cannot bomb any dam in Syria)	DR=1 no effect DR=2-5 damaged for # turns equal to die roll* DR 6 = destroyed	Civilian Casualties - 1 INT; -3 INT if Tabrqa or Mosul dam
Combat Support (limit one unit per faction)	+2 to friendly Ground Combat units, attack or defense. Max air combat value = +2	

*(add to previous total if any, max=6 turns)

Intervention (INT) Changes (in addition to above)

1. the Islamic State takes a city +1
2. Syrian Regime takes a city +1
3. the Islamic State successfully commits Act of Terror: increase as noted on Act of Terror chart
4. Refugees: When more than 5 Refugees have been created: +1 INT for each new Refugee created
5. Civilian Casualties: +1 for each Casualty as a result of Islamic State or Syrian Regime/Russian action;   -1 for each Casualty caused by any other player

ACTS OF TERROR CHART *(print and use for each new game played)*

Target	Result	Additional Result	Historical Date	Status
Kidnapping and Ransom (playable successfully only once)#	+1 Cash/turn for remainder of game^	DR 1-3: no effect, DR 4-6 +1 intervention^	Pre-2014	
Social Media Propaganda *(may be repeated once after each subsequent Act with a *, but only once per *)*	+1 Recruit	No effect unless Act has been attempted in France, Euro, or USA, then: +1 Inter-vention for each use	Pre-2014	
Attempt Act in Turkey (DR 1-3 fails; DR 4-6 success)*#	+1 Recruit ^	+1 Intervention	Pre-2014	
Assassination Attempt on Enemy Combat Leader*# *(May not play on USA, France, Britain or Coalition counter.)*	Pick one of any Player's factions. If successful, may not be played again on same faction until next calendar year.	DR 1-4 no effect DR 5 target removes one combat unit of his choice, +1 I.S. recruit^ DR 6, as 5 above but +1 more I.S. recruit^	At least by Feb 2014	
Attempt Act in Africa (DR 1-2 fails; DR 3-6 success)*#	+1 Recruit ^	None	At least July 2014	
Beheading of Westerner*	+1 Recruit	+1 Intervention^	August 2014	
Attempt Act in Arab States (DR 1-3 fails; DR 4-6 success)*#	+2 Recruit^	+2 Intervention^	At least Dec 2014	
Attempt Act in France or Belgium (DR 1-4 fails; DR 5-6 success)*#	+2 Recruits ^ DR=6, as above but +1 more I.S. recruit	+5 Intervention unless already above 10, then +2 even if in excess of turn limit^	Nov 2015	
Attempt Act in USA (DR 1-4 fails; DR 5-6 success)*#	+2 Recruits ^ DR=6, as above but +1 more I.S. recruit	+5 Intervention unless already above 10, then +2 even if in excess of turn limit^	"sleeper cells" in US since Aug 2014; Dec 2015 attack "inspired"	
Attempt Act elsewhere in Euro Union (DR 1-4 fails; DR 5-6 success)*	+2 Recruits ^ DR=6, as above but +1 more I.S. recruit	+5 Intervention unless already above 10, then +2 even if in excess of turn limit^	"Sleeper cells" only	
Attempt Act in Muslim Nation (e.g., Indonesia) (DR 1-4 fails; DR 5-6 success)*	+2 Recruits ^ DR=6, as above but +1 more I.S. recruit	+1 Intervention^	Jan 2016	

*see Social Media; # +1 for subsequent die rolls each time DR fails; ^if successful

Cooperation Chart for Ground Combat Units
(X=not cooperating)

	Islamic State	Syrian Regime	Syrian Regime - Russians	Iran-Hezbollah	Iran - Shi'a Militia	Kurds	Syrian Rebels	Coalition - Iraqi Shi'a	Coalition - Iraqi Sunni	Coalition - Turkey	Coalition - US
Islamic State	X	X	X	X	X	X	X	X	X	X	X
Syrian Regime	X	X				X	X	X	X	X	X
Syrian Regime - Russians	X		X			X	X	X	X	X	X
Iran - Hezbollah	X			X		X	X		X	X	X
Iran - Shi'a Militia	X				X	X	X		X	X	*
Kurds	X	X	X	X	X	X		X		*	
Syrian Rebels	X	X	X	X	X		X	X		*	*
Coalition - Iraqi Shi'a	X	X	X			X	X	X	X		
Coalition - Iraqi Sunni	X	X	X	X	X			X	X		
Coalition - Turkey	X	X	X	X	X	*	*			X	
Coalition - US	X	X	X	X	*		*				X

INTERVENTION TABLE (Coalition player manages this.)

Level	Intervention Type	Reaction	Historical Date
1	None	None	
2	Economic blockade	Playable once against Islamic State. US/Coalition rolls one die. The Islamic State loses cash equal to the die roll. -1 Intervention	UN Resolution Against ISIS, August 2014
3	US Drones; Shi'a Militia 1. Iran supports 3 "Shi'a Militia" Units in Iraq and 2. US Drones Sent to Iraq	1. Place one Shi'a Militia in play in its start area per turn until all three are in play. 2. Must be used before "US Airstrikes" or "Personality Strikes" can be played. -1 Intervention	~June 2014
4	US Airstrikes	US may add one air counter to the map each turn an Air Strike action is taken. or move no more than one air unit per turn if already on the map, until all three US air units are in play. -2 to Intervention	August 2014
5	Arms Shipment	Benefits several players. Playable on Faction once per year. Faction receives one combat unit as a replacement or reinforcement if available. 1. If played on Kurds, Iraqis, Syrian Rebels, or US: get a combat unit and -2 Intervention plus Syrian Regime also receives a unit. 2. Iran: Iranian player may replace any lost unit under Iranian control. 3. Anytime Syrian Regime or Iran takes a unit, +1 to Intervention for each.	June 2015
6	Security Forces	Special Forces, CIA, etc. sent. Select one Faction (Kurds, Iraqis, or Rebels). Replace or reinforce a combat unit if available. Playable once/year per Faction. -1 to Intervention	December 2015

7	None		
8	US Airbase in Turkey	Required before "Increased Airstrikes" may be played. Cannot be played if Islamic State has Momentum unless Intervention is at 16 or more. -2 Intervention	July 2015
9	Personality Strike (Target an enemy faction.)	Assassination Attempt. DR 1-5 No effect DR 6: Target player puts one of his combat units in the replacement pile. +1 to DR if "US Drones" has been played. +1 to DR if "Security Forces" has been played. +1 if previous attempt failed this year on this Faction. Playable once/year per faction if successful. -2 Intervention if successful	October 2015
10	Increased Airstrikes	After this intervention the US may move two air units per Air Strike action. Cannot be played until "US Airstrikes" and "US Airbase in Turkey" have been successfully played. -3 Intervention	After July 2015
11	Form Coalition	Not playable until "Increased Airstrikes" has been successfully played. US leads a coalition against the Islamic State. Add all remaining Coalition, France, and British air units to the available mix of playable units. Add Turkish air unit anytime Turkey is not controlled by Islamic State. Coalition may now move three air units per Air Strike Action. -3 Intervention	November, 2015 (for air units)
12	Unilateral Turkish Move (playable no matter which faction controls Turkey)	Turkey send one unit into Iraq to fight the Islamic State. Place a 2-3 Turkish combat unit in any border area in Iraq. The	December, 2015

		unit is permanently controlled by the US/Coalition player. The unit may move (and attack) the turn it appears without requiring an Action. Intervention varies: DR: 1-2 No effect; 3-4 +2 INT; 5-6 -2 INT	
13	Limited Intervention in Syria (affects both US and Iran)	US may conduct air strikes in Syria, but only against I.S.-controlled areas or Kurdish-controlled areas or contested areas containing either; ALSO Add 3 more Shi'a Militia to available unit mix (total is now 6 available); Shi'a Militia may enter Syria.	November 2015
14-16	None	***The following must be played in order. None can be skipped.***	
17	Close Turkish Border; International flights suspended to Syria	Playable only if I.S. does not have Momentum or if the Coalition player pays double the Intervention cost. Turkey closes the Syrian border; Coalition bans all international flights to Syria. Islamic State border revenue now = 0. The first Islamic State recruit to appear each turn is instead eliminated. -4 (or -8) to Intervention	?
18	Full Syrian Intervention	US/Coalition may conduct air strikes against any target in Syria except any area containing a Russian air or ground unit. -4 Intervention	?
19	Turkish Intervention	Turkish combat units enter Syria. Place three Turkish combat units (four if Unilateral Turkish Move has not been played) on any border area on Turkey-Syria border. The units may move and attackwithout an Action card the turn they appear. May not be played if Islamic State has momentum	Russians accuse Turkey of planning this in January 2016

		unless intervention cost doubled. -5 (-10) Intervention; +3 I.S. recruits.	
20	Boots on the Ground	US sends ground forces and increases air role. Place 3 US combat units in any controlled Iraqi Shi'a area. Each turn, the US/Coalition player gets a bonus Air Strike Action in addition to any other Actions, playable before or after the regular Action(s). -5 Intervention +5 Islamic State recruits	
In the event the text on an Intervention Card conflicts with the text herein, the chart text takes precedence.			