RAID ON IRAN

STEVE JACKSON GAMES

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INTRODUCTION

Raid on Iran is a military simulation, or "wargame". It is an attempt to represent what might have happened if the U.S. raid on April 25, 1980, intended to free the hostages, had actually gone in. An alternate scenario (highly speculative) looks at the possibility that a commando team might have tried to kidnap the Ayatollah himself in order to exchange him for the hostages.

Before playing this game, we suggest that each player read the rules once, quickly, all the way through. Then set up the map and units and start to play, referring to the rules as you go. The rules sections appear in roughly the order you will need them as you play the game.

1. COMPONENTS

This game includes the following components: the embassy map, the rules sheet, the sheet of charts and tables, and 119 counters to represent U.S. and Iranian units. If this is the first time you have played, cut the sheets and counters apart. Otherwise, check to make sure you have all the components. You will also need at least two dice, a pencil and paper, and a straightedge.

1.1 The Map. The game map is based on actual maps and aerial photographs of the embassy area. However, the scale has been distorted as part of the "area" system of movement (see section 6). Buildings are shown much larger than life, since they contain many areas and are the focus of combat. Road areas are long and contact many other areas... because roads aid movement. Woods areas are small and close-set... because forest impedes movement.

There are four kinds of terrain shown on the map: buildings, woods, roads, and lawns.

Buildings are shown in shades of blue. They are also set off by heavier lines than the other areas. Buildings provide partial protection for units inside them.

Woods are shown in green, with tree symbols. They also provide some protection. However, woods may have been mined by the Iranians. (These "woods" are actually shaded part areas, now somewhat overgrown with brush)

Roads (and streets and parking lots, which are treated the same way) are shown in yellow-brown. They are convenient for movement, but very exposed. Roads are inside the Embassy; streets are outside.

Lawns (and the football field and tennis court) are shown in light green. They are very exposed, but make good helicopter landing zones.

1.2 Unit counters. The men and weapons of each side are represented by cardboard counters. These counters will also be called "units".

American units are white with red and blue markings.

Commandos are shown by a picture of an infantryman and a number. The number represents the amount of men in the unit. It is also the attack and defense strength of the unit. These counters are interchangeable; one 10 is the same as two 5's or ten 1's. Units may break up and recombine at any time.

Hostage counters carry a picture of a bound prisoner. The small number on each hostage counter is for identification. Each hostage counter may represent any number of hostages. A record should be kept of the number of hostages (and wounded soldiers) represented by each counter.

Helicopter counters are also numbered, 1 through 8. Each counter represents one RH 53-D "sea Stallion" helicopter, of the type used in the actual operation.

Special weapons counters represent one weapon each - four mortars and one .50-caliber machine gun - and are discussed in section 9.

Breach counters represent a hole in the embassy outer wall.

Iranian units are red with black markings.

Militants are shown by a picture of an armed Iranian "student", and a number. The number represents the amount of men in the unit. It is also the attack and defense strength of the unit. Militant counters, like U.S. units, are interchangeable and may combine or break up freely.

Mob counters represent groups of 20 to 30 lightly armed fanatics.

Khomeini. The counter representing the Ayatollah Khomeini himself is used in the "Sauce for the Goose" scenario.

1.3 Rules sheet and charts. The rules sheet (which you are reading) is separate from the charts and tables, for ease in reference.

2. SETUP

2.1 Iranian Setup. The Iranian player sets up first. The map is laid out (it may be a good idea to tape the corners down). The Iranian player then takes 4 hostage counters and 120 militants. He also takes the U.S. helicopter counters and Khomeini. These will be used for "dummy" counters.

Hostage Placement. The militants are holding 50 hostages in the embassy. At least 15 must be placed in the Residence basement; at least 20 must be placed in the Chancellery basement. The other hostages may be placed anywhere inside these two buildings (not on the roof). Thus, there may be as few as two groups of hostages at the start of the game, or as many as four. The Iranian player records the number of hostages represented by each counter.

Guard Placement. Militant units are placed as hostage guards. There may be up to five men guarding each hostage counter. If a hostage counter is placed on the map, but represents no hostages, the Iranian player may put militants with it. However, they do NOT count as "guards" - they're asleep.

Sentry Placement. 25 militants are placed as sentries. 10 go in Road 12 (the main gate); 5 go in Road 1 (the rear gate). The other 10 may be placed, together or separately, in any road area(s). They may not be set up except in road areas. Where

these rules refer to "sentries" later on, they mean Iranian units set up in the roads and not yet alerted.

Other Militants. The remainder of the 120 beginning militants are turned upside down and mixed up. The nine dummy counters are placed with them, also upside-down. One counter, still inverted, is now placed in each ground-floor building area that does not already contain Iranian units. Any leftover counters are distributed evenly among Buildings 1 through 5, as the Iranian player wishes. (Neither player knows where all the militants are.)

Once all Iranian counters are on the board, they are ALL turned upside down. Neither player may look at any of these counters again until it has been "alerted" and turned right side up.

2.2 U.S. Setup. The American player then takes enough counters for 90 troops (in any combination of units he likes) and two mortars. He also gets ten "satchel charges" for breaching walls, but no counters for these are necessary. The U.S. player puts his units in the street areas, outside the Embassy compound; he may start as many as he likes in any street area.

2.3 Special Advantages. Each player begins the game with *one* of the following special advantages. Each player writes down his choice before the game, and reveals it to the other player only when the time comes to use it.

American Options:

(1) Extra explosive charges. Instead of only 10 satchel charges, the U.S. player may take 50.

(2) Farsi speakers. The American troops may be accompanied by a number of friendly Iranians and agents who speak fluent Farsi (the Persian tongue). If this option is chosen, the American may add two to his die roll whenever he attempts negotiation or deception.

(3) Extraordinary diversion. It is assumed that U.S. agents outside the embassy would be creating diversions to delay Iranian reinforcements. This option allows for a truly *elaborate* diversion. Entry of Iranian reinforcements is delayed by four turns.

(4) Mole in the Militants. One of the embassy militants could have been a "mole" - an agent under deep cover. If this option is chosen, the U.S. player begins the game knowing where each hostage counter is, how many hostages are represented by each counter, and how many guards are on each.

(5) More special weapons. The U.S. player may take either two more mortars or one .50-caliber machine gun. (Use of this option is the only way the American player can get the machine gun.)

Iranian Options:

(1) Better communications. Entry of Iranian reinforcements is speeded by three turns. Thus, they would begin on turn 7 (or turn 11, if the American player picked option 3).

(2) Extra manpower. The Iranian player starts with 140 men instead of 120.

(3) Extreme fanaticism. If this option is picked, the Iranian militants have received intensive anti-American indoctrination, speeches by Khomeini, etc. Thus, they are especially fanatic. The American must subtract 2 from his die roll whenever he tries to

negotiate. The Iranian player adds 2 to his die roll whenever an attempt is made to execute hostages.

(4) Booby traps. The militants have threatened at times to mine the embassy grounds. If this option is chosen, they do so. The Iranian player writes down the numbers of any three woods areas. These areas are mined. Any unit or group of units that enters one of these areas, throughout the game, suffers an immediate ranged attack on the 11-15 column (no die-roll modifications).

(5) Changed hostage location. One hostage counter, representing up to 10 hostages, may be set up inside *any* building area. There must still be at least 15 hostages in the Residence basement and 20 in the Chancellery basement.

3. TURN PHASING

RAID ON IRAN is played in turns: first an American turn, then an Iranian turn (however, the Iranian player may miss his first few turns if the U.S. player avoids alerting his sentries - see below). Each turn has several phases. The phases of a turn must be carried out in their proper order.

American Turn:

(1) Make any breaches in outer wall.
(2) Attempt negotiation (if any).
(3) Make all ranged attacks.
(4) Land helicopters. Move units (except those that made ranged attacks).
(5) Resolve all close attacks created by movement.

Iranian Turn:

(1) Bring in reinforcements (if any).
(2) Make all ranged attacks.
(3) Move units (except those that made ranged attacks).
(4) Attempt die rolls to alert "sleeping" units.
(5) Resolve close attacks created by movement.

Changing Facing: Each unit may either make a ranged attack or move on each turn - but it may *not* do both. (Exception: the U.S. double move. See Section 6.1). A convenient way to keep track of which units have fired is to begin your with all units facing "up" - that is, north-south. When a unit makes a ranged attack, turn it sideways. After you finish with ranged combat, only those units, which have not been turned, are eligible to move and/or initiate close combat. Facing has no other effect on play.

Record Keeping: On a separate piece of paper, the players should keep track of the following things:

(1) What turn it is.
(2) The turn on which the Iranian sentries were alerted.
(3) The turn on which helicopters enter.
(4) How many U.S. troops and hostages have been executed or eliminated in combat.
(5) The number of hostages and/or wounded troops represented by each numbered hostage counter.
(6) The number of satchel charges which have been used.
(7) Damage to each helicopter and turns it has hovered.

4. STARTING PLAY

The American player moves first. On his first move, he will send some or all of his units from the street into the embassy proper. He may do this in several ways:

4.1 Stealth. Commando units may climb over the embassy wall, from road to street or vice versa; this counts as a regular move. Any number of commandos may climb the wall each turn; however, no more than 10 per turn may enter in any one area. If the sentries have not yet been alerted, the commandos may try to get over the wall without alerting them. This is an "entry by stealth".

Each turn that commandos climb the wall, the U.S. player rolls two dice and consults the Entry By Stealth table (Table 1). A successful roll means that the entry did not alert the sentries; a failed roll means the sentries *were* alerted by the commandos' entry. See Section 5. Commandos may climb the wall even after the sentries have been alerted. The "stealth" table is no longer needed.

Attacking Sentries: If there are sentries (any number) in an area to be entered by stealth, the U.S. player subtracts 4 from his die roll. Whether or not the sentries are alerted by the entry itself, the U.S. troops must immediately close attack. Only if they enter without being seen, and then make a successful "quiet attack" (see Section 10) will they avoid alerting the rest of the sentries.

4.2 Deceit. If the Iranian sentries have not been alerted, the American commandos may attempt one "entry by deceit". Disguised as a supply convoy, they can try to talk their way into either the front or rear gate.

The fake "supply convoy" may contain up to 50 American (plus, if desired, any or all of the special weapons). To see if the Iranians are fooled, the American rolls two dice and consults the Stealth Table, based on the number of men entering. However, he *adds* two to his die roll, and does not subtract for any of the modifications listed there. Thus if there were 30 men in the fake convoy, it would enter successfully on a roll of 6 or better. (If the U.S. troops have Farsi speakers with them, their die roll is improved by 2).

If the ruse works, no sentries are alerted. To *continue* the deception, the convoy must act normally while in view of the sentries. Convoy units must stay together, moving on roads or parking lots only, until they reach an area at least 2 areas away from any sentries. The convoy may also break up, move into other kinds of areas - or attack - while close to the sentries. To do so will alert all sentries immediately, unless the attack is a successful "quiet attack". If the convoy enters another area containing sentries, it must make *another* die roll, as above.

If the convoy is detected at any time, its units make an *immediate* close attack on any Iranian units in their area. Similarly, if something else alerts sentries while the convoy is in their area, the convoy units close attack *immediately*.

The convoy may enter on the same turn that other units attempt an entry by stealth. However, if the entry-by-stealth occurs first and is detected, the sentries are alerted, and the convoy loses any chance to enter the gate without combat.

4.3 Force. The Americans have 10 satchel charges, any one of which will open a breach in the outer wall. There are no counters for satchel charges; until they are all used up, the American may use one anywhere he has commandos.

When a charge is used on the outer wall, place a "BREACH" counter there. Units may now move between the street and road areas there, as though the wall did not exist, starting that same turn. Any number of units may use a breach.

Any number of charges may be used to breach a wall (though one is enough). Each charge used against the embassy wall counts as a ranged attack (strength of 2) against any sentries on the other side. Three charges thus equal a ranged attack with strength of 6. If U.S. units move through the breach that turn, they must close attack any surviving sentries. Note that any explosion will instantly alert *all* sentries and any other units within 3 areas of the road where it occurs.

5. IRANIAN ALERT

The raid was to take place in the early hours of the morning, local time... a surprise attack. Therefore, no Iranian unit may move or attack until it has been "alerted". All Iranian units (and the hostages) begin the game upside down to indicate that they are not alerted. When a unit is alerted, turn it right side up.

5.1 Alerting Sentries. The *sentries* are those Iranian units that being the game in road areas. They are awake, and are presumed to carry radios. If one sentry is alerted, they are ALL immediately alerted.

All sentries are instantly alerted if:
(a) Any satchel charge, mortar round, or booby trap goes off anywhere.
(b) Any U.S. unit makes any attack except a successful "quiet attack".
(c) Any U.S. entry by stealth or deceit (see Sections 4.1 and 4.2) is detected.

5.2 Alerting other Iranian units. Other Iranian units must be individually alerted. They begin the game off-duty, cooped up with the hostages, or (for the most part) asleep. Furthermore, the Iranian player doesn't know for sure where all his units are. A non-sentry unit is instantly alerted when:

(a) An American unit fires on it, or calls for its surrender.
(b) A booby trap, mortar round, or satchel charge goes off within 3 areas of its position.
(c) Any unit fires on an enemy (or is fired upon) within two areas of its position, or anywhere inside the same building.
(d) Another Iranian unit alerts it. To alert another unit, an Iranian must move into its area and then roll a 1, 2 or 3 on 1 die. The "alerting" unit rolls as soon as it enters the area. On a successful roll, the unit becomes alerted immediately, but may not move or attack until its next turn. On an unsuccessful roll, the alerting unit may try again once per turn until it succeeds. Exception: If a *guard* unit (that is, any Iranian unit in an area with hostages) has not been alerted, it will be alerted *automatically* by any Iranian unit entering the area.

5.3 Helicopter alert. When the first U.S. helicopters appear, *all* remaining Iranian units are alerted (and the U.S. player gets his helicopter counters back).

5.4 Alerting dummies. When a newly alerted unit proves to be a dummy (Khomeini or a helicopter), remove it from the board.

6. MOVEMENT

This game uses a system of "area movement". The map is divided in 138 areas, each of which has a name. Areas represent differing amounts of territory – all fairly large. Any number of units may occupy an area.

The black lines on the map represent area boundaries. Extra-heavy lines are used to indicate building walls and the wall around the embassy compound.

Normally, each unit may move *one area per turn*. In other words, it may move out of its own area into any adjacent area. Areas are adjacent only if they share a border. Areas which touch only at corners (for example, Woods 44 and 53) are not adjacent.

The *embassy wall*, near the edge of the map, is the only area boundary that blocks movement. Units may *not* cross the embassy wall (that is, move from a "street" area to a "road" area, or vice versa) unless they use a gate (Street 1 or Street 14) or a breach made by a satchel charge. Exception: US troops may climb over the wall (see section 4.1) in either direction. No more than 10 may climb over the wall in any one area each turn. Hostages or wounded soldiers may not climb the wall.

Each counter may move once (and only once) per turn, unless (a) it made a "ranged attack" that turn (in which case it cannot move at all) or (b) it is a U.S. unit making the "double move".

Each building has at least two areas: ground floor and roof. The Chancellery has two stories; the Ambassador's Residence has three. (Each of these buildings also has a basement). Each story is a separate area. Furthermore, the larger buildings are divided in half geographically: north/south or east/west. Thus, the Library comprises two sections. The Library North is separate from the Library South; the two roof sections are likewise separate. Thus, the Library has four areas. The Residence has five separate areas; the Chancellery has seven.

Movement within a building is treated like movement between any other areas. Areas are not adjacent unless they share a boundary. For instance, a unit in the Chancellery West on the first floor may (a) go up to the second floor west; (b) go down to the basement; or (c) go across to the first floor east. No other areas within the building are adjacent.

To reach the roof areas of most buildings, it is necessary to enter the buildings. However, the roof areas of the small houses and Buildings 3 and 4 are adjacent to ground areas. These roofs can be reached from the ground.

6.1 The Double Move. Commando units are in top training, and habitually do the unexpected. Once per turn, a single U.S. unit (or group of units acting together) may make a DOUBLE move. In the double move, they may either (a) make a ranged attack and then move one area each, or (b) make two moves of one area each. They may not move one area and then make a ranged attack.

If a unit chooses to move twice, its first move may not be into an Iranian-occupied area. However, its second move may (this will result in a close attack).

All U.S. troops, helicopter crew members, and hostages may participate in a double move. Because of their weight, machine-guns and mortars cannot. If the unit carrying them makes a double move, the machine-gun or mortar(s) must be left behind.

NOTE: It is legal for some units in an area to make a double move, while others do not.

In order for a group of U.S. units to double move together, they must all do the same thing. They must all start and finish in the same area. If they make a ranged attack, they must all fire – but not necessarily at the same area.

The U.S. player does not have to designate which stack will take a second move until after the rest of his turn is finished. At that time, he simply takes one unit or stack that has already acted – and moves it one area further. If this results in a close attack, that attack is then resolved.

Special Cases. (1) It is possible for a unit, using its double move, to attack twice per turn – one ranged and one close. This is legal. (2) If a unit's double move brings it into a close attack, and U.S. units from other areas are close attacking the same enemies that turn, the U.S. player makes that double move before that attack is resolved. Otherwise, he would be making two separate close attacks against the same area in one turn – which is illegal. See Section 8.

6.2 Stacking. Any number of units may occupy the same area. They are treated as a unit for *defensive* purposes. However, they do not all have to attack the same way, or attack the same enemy. If the American player has 30 men atop the roof of the North Library, he could have 10 make a ranged attack against Lot 3, 10 make a close attack against foes on the South Library roof, and 10 move down into the North Library – all on the same turn.

It is quite possible for both players to have units in the same area at once. This happens as a result of close combat (Section 8.3). The player whose turn it is must move his units out or make a close attack himself.

6.3 Leaving the Map. Either player may move units off the map. Once a unit leaves the map, it may not return.

U.S. units may move off the map in a helicopter (Section 16.1) or on the street (Section 16.2). Once off the map, they have escaped.

The Iranian player may escort hostages off the map to prevent their rescue. No Iranian unit may leave the embassy compound (i.e. enter a street area) until 10 turns after the sentries are alerted. If the sentries are alerted on Turn 3, hostages could be taken into a street area on Turn 13. One the next move (Turn 14), the Iranian player may move them out of the street area and off the map. Once a hostage counter has been moved off the map, it cannot be rescued.

7. RANGED COMBAT

There are two different kinds of combat: ranged combat and close combat.

Ranged combat takes place before movement. In ranged combat, a unit in one area fires on a unit in another area. There is no risk to the attacking unit. A unit that makes a ranged attack cannot move that turn. You cannot have ranged combat with units that are in the same area.

Normally, a unit's range of fire is only one area – that is, a ranged attack can only be made against enemies *in an adjacent area*.

However, a unit may fire at greater range if it is above ground level.

7.1 Increased Range for Height. A unit on a *first-floor roof*, or on the *second floor*, has a range of *two areas*, counting from the ground floor of that section of building. Example: A unit on the Library North Roof could make a ranged attack against enemies in Woods 6, 9, or 10, or Roads 19 or 20 – all of which are two areas away from the North Library ground floor.

A unit on a *second-* or *third-story roof*, or on the *third floor*, has a range of *three areas*, counting from the ground floor of that section of building. Example: A unit on the Chancellery West roof could fire as far away as Woods 7 or 8, or the Library North – all of which are three areas away.

7.2 Range of Special Weapons. Mortars and machine guns have an unlimited range (on this map scale, that is). A mortar can make a ranged attack against any area except one inside a building. A machine gun may fire on any area as long as it has a line of sight (see below).

7.3 Line of Sight. A unit attacking an adjacent area automatically has a line of sight, or LOS. (Exception: the embassy wall blocks LOS between street areas and the adjacent roads). Attacks at longer ranges must have a clear LOS.

To determine LOS, put a straightedge on the map. If it is possible to join *any* portion of the attackers' area with *any* portion of the defenders' area *without* passing through a woods or building area, the LOS is clear. LOS must join the interiors of the areas at some point... any point. LOS cannot run along the *edge* of a woods or building area – it must be totally clear.

Note that it is perfectly all right to fire *into* a woods or building area – but the LOS cannot go all the way *through* one. A mortar does not need LOS.

Line of sight to any *building* area is always figured from its ground floor. If the ground floor of a building area has a clear LOS, the roof and upper stories do too. In the case of the houses and Buildings 3 and 4, if the roof has a clear LOS, the inside of the building does too. (In reality, upper areas of all buildings are the same shape as the ground floor). *Basements* have no LOS outside!

The embassy wall blocks LOS and movement except at gates and breaches.

LOS through units. Units (friendly or enemy) do not block LOS. Units are not endangered by long-range attacks passing through or over their area.

7.4 Height. A first-story roof is above all ground and ground floor areas. The second story is higher than a first-story roof. The second story roof is higher than the second story, and so on.

Attacks against an enemy at a higher level are at a -1 on the die roll. Attacks against an enemy on a lower level receive no die roll advantage. However, a unit with a height advantage gains a range advantage, and may fire on units at a distance – while often those units cannot fire back at all.

7.5 Resolving Ranged Combat. Only one ranged attack may be made against each enemy-occupied area each turn. Combine the strengths of all units joining in that attack, even if they are firing from different areas. In ranged combat, only the attackers'

strength is important; the strength of the defenders has no effect on the result.

The attacker rolls one die and refers to the appropriate column of the Ranged Combat Table to determine what losses the defender takes. Note that several factors (listed below the table) may modify the result. These modifications are cumulative, and apply to both ranged and close combat.

7.6 Ranged Attack Within Buildings. It is *impossible* for any number of men to lay down ranged fire within a building. A massed attack up the stairwells (or through floors) is possible, but dangerous. Mass sniping up the stairs is impossible! About the most you could do would be to use a few grenades. Therefore, if a ranged attack is made from one building area to another area *in the same building*, it is never resolved on more than the "6-10" column, even if more than 10 men are attacking.

7.7 Ranged Attack Against Areas Containing Friendly Units. If units belonging to both players are in the same area, a player attacking with ranged fire may endanger his own units. The player making the ranged attack has two choices:

(1) He can reduce the effectiveness of his fire to avoid hitting his own men. He subtracts an extra 2 from his die roll against the enemy units. His own units in that area are not endangered. A mortar attack cannot take this option.

(2) He can fire at the enemy, and hope his own troops keep their heads down. In this case, a normal die roll is made against the enemy units. A second die roll, at the same attack strength, is then made against the friendly units in that area. If the U.S. player is firing, he may subtract 2 from this roll (better training counts!) All modifiers for terrain, height, etc., also remain in effect.

8. CLOSE ATTACKS

The second kind of combat is the *close attack*, made by a unit actually entering an enemy-held area. Close attacks are resolved after all movement takes place. A close attack usually means casualties for both the attacker and the defender; in fact, a close attack at bad odds is suicidal.

To make a close attack, the attacker moves one or more units into an enemy-held area. The attacking units may come from more than one area. Only one close attack may be made on each enemy-held area per turn.

8.1 Resolving Close Attacks. The total strength of the attackers is combined and compared to the total strength of the defenders in the area. The ratio is then rounded off in favor of the DEFENDER. For instance, if 20 men close attack 10, the attack is at "2 to 1". However, if 19 men attack 10, the attack is rounded down to a "1 to 1". An attack at less than "1 to 3" is resolved on the "1-3" column of the Close Attack table; an attack at better than "4 to 1" is resolved on the "4-1" column.

A few more examples of combat odds calculation: 12 to 14 = "1 to 2". 35 to 14 = "2 to 1". 40 to 5 counts as "4 to 1". 5 to 40 counts as "1 to 3".

8.2 Retreat. If the modified die roll in a close attack is 1 or more, any surviving attackers stay in the area they close attacked. However, if the modified result is a zero or less, the attackers are

"driven back with light losses". The attackers automatically lose 2 men, and must *retreat* to the area from which they attacked.

Therefore, when a close attack is made by units from several areas combining into one assault, *keep track* of which units attacked from where. If they are forced to retreat, the survivors must retreat to the areas from which they entered. They can't all join and retreat to the same area.

8.3 Forced Close Combat. If a close combat does not result in an "X" result (eliminating one side) or a retreat, it will leave units of both sides occupying the same area. This will *force* close combat if the enemy elects to stay in the same area in his turn.

Whenever a player's units begin a turn in the same area with enemy units, they have only two options: they can move out, or stand and close attack the enemy units in that same area. Treat this as a normal close attack. It is possible for friendly units from an adjacent area to move in and join them in the close attack.

If attackers who began in the same area with the enemy get an adjusted die roll of zero or less, they have two choices: (a) lose two men and *retreat* to any adjacent area not occupied by enemy units, or (b) lose 5 men and stand their ground. Units that have no free area to retreat to must take the second option.

Special Case. It is possible that units will (a) begin their move in an area with enemy units, (b) move out of the area to close attack enemies in an adjacent area, and (c) get a result of zero or less. They are "caught between two fires!". They must immediately retreat to the area from which they came, and make a close attack on the enemy units there. This is an exception to the general rule that a unit may not attack twice per turn. A unit may be bounced back and forth like this until it either gets a result of better than zero or is eliminated.

9. SPECIAL WEAPONS

There are three kinds of "special weapons" available to the U.S. player. These weapons increase the printed combat strength of the units using them.

9.1 Satchel Charges. The U.S. player starts with ten of these, mainly for use against the walls. If they are not expended against the walls, they may be used in combat. There are no counters for these charges. The American player must keep track of how many he has used — but until they're all used up, he may use one wherever he has a commando unit.

A satchel charge is nothing but a packet of high explosive with a fuse or short timer. The only quick way to use one in combat (without severe danger to the user) is to drop it on the enemy. Therefore, a satchel charge adds 5 to any ranged attack IF the attackers are firing from an upper story of a building (or a roof) onto the ground below. The commandos just set the timer for about ten seconds, and toss it off. A commando unit may also use a satchel charge by throwing it over the Embassy wall — from a street area to an adjacent road area, or vice versa. This is the only way a ranged attack may e made through the wall unless a gate or breach is present. Used this way, a charge also has a strength of 5, and does not breach the wall.

A satchel charge *may not* be used in combat in any other way. It's theoretically possible... but too dangerous to the user and the men with him.

Any number of satchel charges, up to the number of men in the unit using them, may be thrown in one turn. A soldier *may* fire on the turn he throws a satchel charge.

9.2 Mortars. This counter represents a 60mm light mortar. Two men are required to *carry* or *fire* a mortar. They cannot fire their own weapons on any turn they use the mortar. The mortar may not move by itself — it has to be carried. The mortar may not be in a stack that makes a double move.

The mortar may fire from any area on the board except woods or the inside of a building. It may be used against any area except an area inside a building. It is capable or ranged attack only, but its range is unlimited and it does NOT require a clear LOS. It has an attack strength of 5 – that is, it is equivalent to 5 men attacking. It counts as zero in defense.

9.3 The .50 Caliber Machine Gun. This weapon is available only as an option. It is extremely heavy and bulky; the commandos probably wouldn't have taken it. Once set up, though, a heavy machine gun would be very useful.

Like a mortar, the .50 caliber cannot move or attack by itself. It takes two men to *fire* it; they may not fire their own weapons that turn. It takes *five* men to *move* it, due to the great weight of the gun, tripod, and ammunition.

Once the machine gun has entered an area, it must stand still for one turn before it can be fired. This represents the time it takes to set it up. If the U.S. player gets the gun where he wants it on Turn 6, he must spend Turn 7 setting it up, and can fire it on Turn 8. It does not require a turn to disassemble; it may be moved on any turn. It may not be in a stack that makes a double move.

The machine gun may fire once per turn. It may make ranged attacks only, firing at any range where LOS can be established. It has an attack strength of 25.

If a close attack is made against an area containing the machine gun, its 25-point strength is added to the defensive strength in the area, as long as two men are available to operate the gun. They cannot fire their own weapons in the defense, so the gun adds a net 23 to the defense of an area.

9.4 Capture of Special Weapons. Due to the difficulty of firing an unfamiliar weapon immediately – plus the certainty that the commandos would take any opportunity to disable a heavy weapon rather than let it fall into enemy hands – the Iranian player may not capture special weapons. If a weapon is abandoned or all U.S. units in its area are eliminated, remove the weapon as well. Since there are no counters for satchel charges, they are never eliminated until used.

10. QUIET ATTACKS

The U.S. commandos carried certain quiet weapons. While not suitable for a pitched battle, these weapons (i.e. gas grenades, silenced firearms) would have been capable of removing a few sentries without alarming the rest. *Special weapons* (Section 9) may *not* be used in a quiet attack!

When the American player attacks an Iranian *sentry* who has not yet been alerted, he may attempt a "quiet" attack. This may be either a ranged or a close attack. He rolls on the appropriate CRT, but does not add 3 to the roll because his target is "not alert". Instead, he *subtracts* two from the roll. If the "quiet attack"

eliminates all Iranians in the area, no one is alerted! If any sentries survive the attack, all other sentries (and any other units within 2 areas) are alerted.

Quiet attacks may only be made against sentries – that is, units on the road. If you are in an unfamiliar building, it is very hard to find and neutralize an opponent without making a certain amount of noise.

A quiet attack may not be attempted through either gate. The militants aren't crack troops – but the gate is where they *expect* an attack.

11. AMERICAN CASUALTIES

In normal battle, there will be several wounded for every man actually killed. Even in a special operation of this sort, not every casualty is KIA.

Whenever U.S. troops or helicopter crewmen are eliminated by combat, it is assumed that half of them (round *down*) are only wounded – perhaps too severely to fight, but not too severely to walk or to assist other wounded men. Certainly, the U.S. forces would have left no wounded men (or even bodies) behind unless there was no alternative. Thus, if the U.S. player loses one man, he is actually killed. However, if he loses *two* men at once, one is killed and on is only wounded.

Wounded men are added to the "hostage counter" (see Section 12). If there is no hostage counter in the area, place one there and note the wounded men. They are treated like hostages for movement and combat purposes. They can no longer fight or climb walls, but can otherwise move normally. Example: 7 U.S. troops and 3 hostages, in a woods area, are hit by ranged fire from 25 men. The die roll modifier is -4 (-2 because Iranians are firing, -2 because the defenders are in the woods). The die roll against the troops is 4 (a -2 result). The roll against the hostages is 2 (a -1 result). One hostage is therefore killed. Two soldier units are removed from the board. The hostage counter remains, but the hostage record is changed to show that the counter now represents two hostages and one wounded soldier.

When a mixed group of hostages and wounded soldiers is attacked (in any fashion), losses are always taken from the wounded soldiers before any hostages are lost. Hostages and already wounded soldiers are not "wounded" again; if eliminated, they are dead.

Note, therefore, that an "X" combat result will (a) eliminate all hostages and wounded soldiers in the area, (b) kill half the troops in the area (rounded up) and (c) leave the rest of those troops wounded.

It is not necessary to keep any record of Iranian units eliminated.

12. THE HOSTAGES

Hostages are represented by the 10 numbered "hostage counters". At the beginning of the game, when the Iranian player places the hostages, he notes on a separate piece of paper how many hostages are represented by each counter. A counter may represent any number of hostages or none at all.

Identification of hostages. The four hostage counters that begin the game are inverted, along with all the Iranian units. They are turned face up when their guards are alerted. However, the U.S.

player does not find out how many hostages a counter represents until he moves a unit into their area. The Iranian player must then tell him how many hostages are there, whether he recaptures them or not. Later in the game, the Iranian player is entitled to know how many hostages (or wounded soldiers) are in an American controlled hostage counter whenever Iranian units enter its area.

Movement of hostages. Hostages are moved by the player controlling them. They move like other units. Freed hostages can double move.

The Iranian player may *not* move any hostage counter until the guards with it have been alerted.

Hostage counters may be combined or split up by the player controlling them. For instance, if Hostage Counter #6 contains 8 hostages, the player controlling it may mark two of those hostages off, put down a new hostage counter, record that it represents two hostages, and move it away.

Rescuing hostages. A hostage counter is controlled by the Iranians until there are no Iranian units left in its area. It is then controlled by the American player. The Iranians can recapture hostages only if they move militant or mob units onto them when no unwounded U.S. troops are left in the area.

12.1 Accidental death of hostages. If hostages are in an area that comes under fire, they may be killed accidentally. Hostages that are stacked with an *attacking* unit are *never* killed – only hostages in an area that is attacked.

12.11 U.S. attacks. If the U.S. player makes a *close attack* on an area containing hostages, they are not endangered. Concussion grenades, gas, and other non-lethal attack agents were carried for just this purpose. A U.S. close attack can eliminate militants without endangering hostages (or wounded) in the area.

If the U.S. player makes a *ranged attack* on an area containing hostages, follow rule 7.7. The U.S. player must either reduce the effectiveness of his fire or risk injuring the hostages.

12.12 Iranian attacks. An Iranian close attack *will* endanger hostages in the area attacked. If the result of the attack is an "X" then *all* noncombatants (hostages and wounded) in the area are killed. Half the troops are killed; the other half are wounded and automatically captured. However, if the result is not an "X", no noncombatants are killed, even if all U.S. troops in the area are lost. Otherwise, no hostages or wounded soldiers are lost.

If the Iranian player makes a *ranged attack* on an area containing hostages or wounded soldiers, he also follows rule 7.7. He has the option of treating the hostages as "friendly" (so he can try to recapture them) or of attacking normally (and making a second die roll against the hostages there).

12.2 Executing the Hostages. The Iranians have constantly threatened to execute the hostages if a rescue attempt was made. They might do it.

Once an Iranian unit has been alerted, it may attempt to execute any hostages in its area. This takes place after Iranian movement; it is considered a close attack with automatic success. It only takes one unit to execute hostages, but he may not make another attack that turn.

To attempt an execution, the Iranian player rolls one die, to see if the guards will actually shoot the hostages.

On a result of 3 or less, the guards scream imprecations at the Americans, but do not execute any hostages that turn.

On a result of 4 or 5, they decide to kill some of the hostages as a warning. Roll one die. They kill that many hostages, or all hostages in the area – whichever is less. If there are both hostages and wounded troops in the area, they shoot troops first.

On a result of 6 or more, they kill all the hostages in the area.

The Iranian player may attempt to execute all the hostages at once, or only those in some areas. If he is trying to execute hostages in more than one area at once, he rolls separately for each area.

Subtract 1 from the die roll if the closest Americans are more than 2 areas away.

Add 2 to the above roll if the Iranian militants are "extreme fanatics" (see Section 2.3, option 3).

If the Iranians execute any hostages (or wounded troops), the commandos will react with outrage. For the rest of the game, when any U.S. troops fire on Iranians, they add an extra 1 to their die roll. This does not apply if hostages or wounded troops die in combat – only if they are murdered.

Note that hostages may also be executed as a result of a failed attempt to negotiate (see Section 13). This too will cause outrage.

12.3 Captured Americans (new hostages). One of the more unpleasant possibilities of the raid was that the Iranians would take some of the commandos prisoner. A botched raid could leave the Ayatollah with more hostages than he started with!

As described in Section 11, half of the American casualties (rounded down) are only wounded. Their unit counters are removed from the board, and the wounded soldiers represented by a hostage counter. Keep separate track of the number of wounded troops and hostages in each counter.

Wounded soldiers *cannot fight* and are treated exactly like hostages for all purposes, with two exceptions: (1) If noncombatants are killed for any reason, all wounded troops in the area are lost before any hostages are lost; (2) The American player gets victory points for each *hostage* rescued. He neither gains nor loses victory points for rescuing wounded troops. The Iranian player, of course, gets victory points for *any* American prisoners he can keep.

13. NEGOTIATION

Any U.S. unit(s) may attempt to negotiate with Iranians in an adjacent area. They can promise the militants their lives if they will lay down their weapons, free their hostages, and leave. If a group of Iranians has no hostages, they may still be invited to surrender. However, sentries cannot be asked to surrender.

Negotiation takes place before any movement or combat. If the U.S. player wants to negotiate, he says so (the Iranian player may not open negotiations). He rolls one die. Results are as follows:

On a result of 1 or less, the militants roll one die and shoot that many hostages immediately. If they have no hostages, they get one free ranged attack (taking place immediately) on any of the Americans calling for surrender.

On a 2 or 3, the militants prepare to shoot the hostages. If the U.S. player cannot eliminate all militants in that area before the next Iranian turn, they will then roll one die and shoot that many hostages. (If they have no hostages, they get a free ranged attack, as above).

On a 4 or 5, the Iranians get a free, immediate ranged attack on the U.S. troops, but do not shoot any hostages.

On a result of 6 or more, all militants in that area surrender. Remove all Iranian units in the area. Any hostages there are unharmed.

Modifications:

Add 2 to the roll if the Americans took the "Farsi Speaker" option.

Add 1 to the roll if the Americans calling for the surrender outnumber all Iranians adjacent to them (in any area) by better than 4 to 1. Special weapons and hostages don't count.

Subtract 2 from the roll if the Iranians being asked to surrender outnumber the Americans asking them to surrender.

Subtract 2 if the militants took the "extreme fanaticism" option.

If the Iranians in an area refuse to surrender, the U.S. player must attack them at least once before he can call for surrender a second time.

If the Iranians in an area have not yet been alerted, an attempt to negotiate will automatically alert them.

14. IRANIAN REINFORCEMENTS

The American commandos must complete their mission quickly. Within minutes after they are detected, Iranian reinforcements will begin to arrive.

The Iranian player begins to get reinforcements on (a) his first turn after any American helicopters arrive (whether they land or not) or (b) his tenth turn after his sentries are first alerted. If his sentries are first alerted on turn 6, for instance, his first reinforcements arrive on turn 16. If the Iranian chose the "better communications" option, his reinforcements are speeded by three turns; if the American chose the "extraordinary diversion" option, reinforcements are slowed by four turns – unless, of course, a helicopter shows up first.

The Iranian rolls two dice to see what reinforcements he gets, and where. Refer to the Iranian Reinforcement Table (Table 4). Reinforcements appear in the street; their first move may bring them into the adjacent road area. They may attack on the turn they appear if an American unit is within range.

Reinforcements, which are listed as appearing in "any street area", may be placed in any street area the Iranian player wishes. However, they may not enter the embassy compound except through gates or breaches.

The Iranian player may roll twice for reinforcements on any turn that a U.S. helicopter is *hovering* over the embassy – see Section 15.3.

15. MOBS

The Iranian player begins with no mob counters; they are only available as reinforcements. A mob counter represents a group of 20 to 30 yelling, rock-throwing, knife-waving fanatics. A mob cannot make *ranged* attacks of any kind. In *close combat*, it has an attack strength equivalent to 10 soldiers. Its defensive strength against a close attack is also 10.

Mobs like to attack – but they dislike being on the receiving end of violence. Whenever an Iranian area containing mobs receives a combat result of -5 or more (for any reason, whether the Iranians were attacking or defending, all mobs in that area immediately panic and disappear. However, combat losses of less than 5 men do not affect a mob at all. When the American player attacks an area containing mobs, *all losses are taken by the mobs first*. Therefore:

An "X" result will still destroy all Iranians in the stack.

A result of -5 or greater will eliminate all mob units but will not affect any militants stacked with them.

A result of -4 or less will not affect either the mobs or the militants; nothing happens to that stack. Thus, a mob is excellent "life insurance" for Iranian units. The militants can direct the mob while remaining relatively safe.

15. HELICOPTERS

The U.S. player has eight helicopters for his escape. The helicopter counters are numbered 1 through 8, so that players can keep track of which helicopters have already come in an taken off, and how much damage each one takes.

15.1 Helicopter entry. The U.S. player may bring in his escape helicopters in one of two ways:

(1) He may write down, before the game begins, the turns he wants his helicopters to come in on, and how many are to appear each turn. At the proper turn(s), he shows this to the Iranian player. The helicopters then arrive on schedule; the Iranian player does not know they're coming until they appear.

(b) If he does not do this, he may call for the helicopters at any time during the game. They appear 5 turns later. The Iranian player, of course, then has 5 turns' warning that they're coming. Example: If the U.S. player called for them during his 10th turn, they would appear at the beginning of his 15th turn. He could also (for instance) call for 4 helicopters on the 10th turn, call for 2 more on the 11th, and call for 2 more on the 12th. The Iranian player does not know which option has been taken until the U.S. player calls for the helicopters or shows the note to tell him they're arriving.

15.2 Helicopter landing. Helicopters land wherever the U.S. player wishes when they appear (he doesn't have to decide ahead of time). They may land in any lawn-type area (light green) or parking lot. Each such area has a number in the corner to show how many helicopters may occupy it at any one time. For example, Lot 1 may only hold one helicopter at a time.

Helicopters may land in an area even if it is occupied by Iranians. This is considered a close attack (see section 15.52). It's a good way to lose helicopters.

15.3 Hovering. A helicopter does not have to land immediately. Helicopters that do not land may hover over the embassy. Hovering has two disadvantages: it attracts attention and it wastes fuel. No helicopter may hover for more than 10 turns. After it uses up its ten turns of hovering, it must immediately leave play or land. If it lands, it my leave play immediately when it takes off.

To indicate that a helicopter is hovering, place it on the black "RAIN ON IRAN" logo on the football field. Helicopters placed in the green part of the field have landed.

Whenever it is the Iranian's turn and even one helicopter is hovering, he may roll *twice* for reinforcements. Double reinforcements continue as long as any helicopters are hovering.

15.4 Wave-offs. If a helicopter is hovering (or has not yet appeared), the U.S. player may "wave it off" at any time, sending it away, if he is sure he will not need it. Once a helicopter has been waved off, it cannot be recalled.

15.5 Combat involving helicopters. The U.S. helicopters may attack or be attacked while they are on the ground.

15.51 Attack strength of helicopters. A helicopter's door guns give it an attack strength of 5. Each commando in a helicopter adds 1 to its attack strength, up to a maximum of 5 commandos; thus, 10 is the *maximum* combat strength for a helicopter. A helicopter can make ranged attacks against enemies in an adjacent area. It can also make close attacks against Iranians who entered its own area on a previous turn. When it lands, it may close attack (with the door guns only – strength of 5) any Iranian units in the area it lands in.

15.52 Attacks against helicopters. If the Iranian player attacks a helicopter, the attack is separate from the others in that same area. An attack against one helicopter does not affect any other units in that area – and vice versa. This is the only instance in which several separate attacks of the same kind may be made against one area. Example: If there are 3 helicopters and 5 U.S. soldiers in the football field, and 40 Iranians in Woods 8, the Iranians may make from 1 to 4 attacks. The troops count as one target; each helicopter counts as one target. Any U.S. units in a helicopter are counted with that helicopter. The Iranians in the example could attack with all 40 troops against one helicopter; divide and attack with 20 each against two of the helicopters; put 30 men on one helicopter and the other 10 on the troops... whatever they wished. However, no unit may ever attack more than once per turn, and no helicopter may undergo more than one ranged attack and one close attack each turn.

Ranged attacks against helicopters: Like other ranged attacks, these are calculated on the basis of the number of men firing. Remember that all Iranian attacks are at -2 on the die roll. When a helicopter is attacked, a -1 result puts one "hit" on it. A -2 result puts two hits on it, and so forth. Each helicopter counter is numbered, so players can keep track of the hits it has taken. Accumulated hits reduce a helicopter's chance to take off (see Section 16.13).

Explosion: If a helicopter receives an "X" result, or takes more than 5 hits from any single attack, it immediately explodes. Remove the helicopter and roll an immediate ranged attack (strength of 20) against its occupants, including the crew. If any

survive, they are now outside the burning helicopter. They may enter another helicopter during their next movement phase, if one is in the area.

Close attacks against helicopters: A helicopter's defensive strength against close attacks is the same as its attack strength: 5, plus 1 for each commando inside it up to a maximum of 5. A successful close attack puts hits on a helicopter (or blows it up) just as described above.

Troops inside helicopters: Up to 5 commandos may fight from inside a helicopter, adding their strength to that of the helicopter itself, as described above. Other troops cannot fight while inside a helicopter. Mortars and the machine gun cannot be brought into a helicopter.

Empty helicopters: The combat strength of a helicopter is reduced to zero at any time there are not two crewmen (or troops) inside it to man the door guns. A helicopter cannot take off without at least two crewmen aboard. If the Iranian player close attacks a totally empty helicopter, it is automatically destroyed. The Iranians cannot actually capture a helicopter or use the door guns.

15.53 Combat involving flying helicopters. Helicopters are armed only with two M-60 door guns each. This would make them relatively ineffective if they fired from the air; therefore, they would be unlikely to risk it. Neither would they be likely to hover low enough to be shot at! For the purposes of this game, then, a helicopter may neither attack nor be attacked while it is hovering.

15.6 Helicopter crew. A helicopter has a crew of 5 men. They carry both side arms and rifles, but have no commando training. If a helicopter is damaged or destroyed, use an inverted 5-man U.S. counter to represent its crew. These 5 men move as though they were regular troops. If attacked, they count as 5 soldiers for defensive purposes. However, they cannot attack.

If a stack of U.S. units containing both commandos and crewmen is attacked (in any way), the U.S. player may choose to lose whichever units he wishes.

16. EVACUATION

In order to win the game, the U.S. player must get most of his units out alive. This can be done in two ways: helicopter evacuation or ground evacuation. Helicopter evacuation is preferable.

16.1 Helicopter evacuation. Each helicopter can hold up to 30 Americans (any type) plus its own crew of five.

16.11 Entering helicopters. A helicopter counts as a separate area *for movement purposes only*. Therefore, when a U.S. unit and a helicopter are in the same area, it takes one *further* turn for the unit to enter the helicopter. The U.S. player may use his double move to have one unit (or stack of units) enter the area with a helicopter AND enter that helicopter on the same turn.

16.12 Leaving helicopters. Once inside the helicopter, units may leave again if the U.S. player wishes... for instance, to get out of a badly damaged helicopter. Commandos in a helicopter may also leave it to close attack Iranians in the same area. Leaving a helicopter (like entering it) counts as a move.

16.13 Helicopter takeoff. A helicopter *may* take off on the same turn that units enter it. Once a helicopter takes off, it may escape immediately or go to the "hover" area. If it hovers, it must remain hovering for at least one turn; it may then (if the U.S. player wishes) land again in any area to pick up or drop off units. *Remember* that each helicopter has a ten-turn limit on the total time it can hover.

The disadvantage in landing again after takeoff is that a helicopter may malfunction. Takeoffs are NEVER certain.

Any time a helicopter is ready to take off, the American player rolls two dice. On a result of 4 or better, the helicopter takes off. However, the American must subtract 1 from his roll for every hit the helicopter has taken. If it has taken 3 hits, for instance, it must roll a 7 or better. If it has taken more than 8 hits, it can't possibly take off.

Once a helicopter fails its roll, it is crippled for the rest of the game. There's no time to repair it! All its passengers, and its five crewmen, may leave it on the next turn. (The only reason to stay inside would be for the crew to man the door gun). Note that it will take them one turn to get out of the helicopter and one *more* turn to get into another one in the same area (if there's one there).

Note: This rule means that there is a very good chance that, even if the Iranians never shoot at the helicopters at all, at least one of them will fail.

16.2 Ground evacuation. American units may, at any time, attempt to escape the embassy on the ground. Any U.S. units left after the last helicopter takes off (or malfunctions) will have to attempt a ground evacuation.

Any American unit which can move off the map on the ground (that is, outward from a street area) has escaped. These men would have been picked up by agents outside and spirited off to hideouts within Teheran. In order to reach the street, units must leave the embassy grounds. They can do this by exiting through a gate or by going out a breach. If the commandos still have some satchel charges left, they can create a new breach wherever they need it. Commando units and helicopter crew may also leave by climbing over the wall. However, no more than ten men may climb the wall in any one area each turn. Hostages and wounded troops cannot climb the wall at all.

Since ground escape is riskier than an airlift, leaving the possibility of recapture within Iran, the U.S. player loses points for units that make a ground escape. However, ground escape is far better than capture or death!

17. ENDING THE GAME

The game ends when all U.S. units have been killed, captured, or left the map. At that time, both players determine victory points. The player with the higher number of points is the winner; the degree of "spread" determines the magnitude of the victory. Note, though, it is possible for both players to lose in absolute terms. If the American player frees half the hostages but the other half are killed, neither player can be said to have won much of a victory.

American victory points:
+10 for each hostage rescued.
-2 for each hostage killed.
-2 for each commando or crewman killed.
-10 for each commando or crewman captured.

Wounded soldiers and crewmen do not affect victory.

Iranian victory points:

+10 for each hostage held at the end of the game (including new hostages).
+2 for each American commando or crewman killed.

The Iranians get no victory points for hostages killed in battle or executed.
Neither player gets victory points for Iranian units killed.

The American player has mounted a very successful operation if he scores 400 or more points (500 would be perfect).
250-399 indicates a marginally successful mission.
Under 250 indicates failure.
Under 100 is a disastrous failure.

If the Iranian player scores more than 500 points, his position is better than it was before the raid.
400 or more victory points indicates a very successful defense.
250-399 points indicates a marginally successful defense.
Under 250 points indicates a loss of face.
100 or fewer points represents total humiliation in the eyes of the world.

18. CHARTS AND TABLES

Table 1: Entry By Stealth – Roll 2 Dice

1-5 men entered that turn:	3 or better
6-10 men entered that turn:	4 or better
11-15 men entered that turn:	5 or better
16-20 men entered that turn:	6 or better
21-30 men entered that turn:	8 or better
31-40 men entered that turn:	10 or better
41 or more men entered that turn:	11 or better

Entry by Stealth Modifications:

-2   If .50 Caliber machine gun brought in by stealth this turn.
-1   For each Mortar brought in by stealth this turn.
-4   If there are any Sentries in any area entered this turn.
(the above three modifiers are cumulative)

+2   Entry by deceit (fake supply convoy)
+2   If "Farsi Speakers" special advantage chosen.
(the above two modifiers are cumulative with each other, but NOT with the three modifiers, above)

If the U.S. player misses his roll (i.e. rolls less than the number specified), all Iranian sentries are immediately alerted. If the sentries have previously been alerted, there is no further need to use this table.

Table 4: Iranian Reinforcements – Roll 2 Dice

2	15 men in any street area	
3	10 men in any street area	
4	5 men in any street area	
5	One mob in any street area	
6	10 men at main gate (Street 12)	Reinforcements which appear in "any street area" may be placed in any street the Iranian player wishes. However, they may only enter the compound through gates or breaches.
7	No reinforcements	
8	One mob at main gate (Street 12)	
9	5 men at rear gate (Street 1)	
10	10 men at rear gate (Street 1)	
11	One mob at rear gate (Street 1)	
12	Two mobs in any street area	

Table 2: RANGED COMBAT – Roll 1 Die
Number of units firing (plus strength of Special Weapons)

Die Roll	1-2	3-5	6-10	11-15	16-20	21-30	31+
-4	NE	NE	NE	NE	NE	-1	-2
-3	NE	NE	NE	NE	NE	-1	-2
-2	NE	NE	NE	NE	-1	-1	-4
-1	NE	NE	NE	NE	-1	-2	-4
0	NE	NE	NE	-1	-1	-2	-4
1	NE	NE	-1	-1	-2	-4	-6
2	NE	-1	-1	-2	-4	-6	-8
3	-1	-1	-2	-4	-6	-8	-10
4	-1	-2	-2	-6	-8	-10	X
5	-1	-3	-4	-8	-10	X	X
6+	-2	-4	-6	-12	X	X	X

Ranged combat *within a building* counts as only 10 men firing, even if more than 10 actually attack. See Section 7.6.

Table 3: CLOSE ATTACK – Roll 1 Die
Ratio of attacker's strength to defender's strength

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1 +
1	X/NE	X/NE	-10/NE	-5/-1	-3/-5	-3/-5
2	X/NE	X/-1	-5/-2	-2/-2	-2/-5	-2/-10
3	X/-1	-2/-1	-2/-2	-1/-2	-1/-5	-2/-10
4	-2/-1	-2/-2	-1/-2	-1/-3	NE/-5	NE/X
5	-1/-1	-1/-2	-1/-5	NE/-5	NE/X	NE/X
6+	-1/-1	-1/-2	NE/X	NE/X	NE/X	NE/X

The result to the LEFT of the slash (/) is applied to the attacker. The result to the RIGHT of the slash (/) is applied to the defender.

Modifications:
Apply these modifications to ALL combats (ranged OR close)

-2   Iranian player attacks

-2   Defenders in Woods, Building or Roof Area

-1   Defenders are above ALL attacking units

+3   Iranian defenders and NONE have yet been alerted (but see "Quiet Attack" modifier, below)

-2   "Quiet Attack" attempted against unalerted Iranian Sentries (supercedes the +3 modifier, above)

+1   Add only to U.S. attacking combat die rolls if Iranians have executed any hostages

All modifications are cumulative. For example, if the Iranian player attacks a U.S. unit in the woods, subtract 4 from his roll! A modified die roll of more than 6 counts as 6.

Meaning of symbols (for both combat tables):
"NE" means there is *no effect* on the units attacked.
"X" means that all units attacked are *eliminated*.
If a number is shown, the attacker/defender loses that many units – but never more than the number of units he has in the area. Remove all eliminated units from play.

Half of the U.S. Troops eliminated by any combat (round down) are considered *wounded*, and are shown by a hostage counter (see Section 12.3).

For effects of combat on *noncombatants* (hostages and wounded soldiers), see Sections 7.7 and 12.1.

PLAYER AID SHEET

Game Turn

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

Hostage Counters

#	Hostages	Wounded	Air Crew
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

U.S. Option #: _____   Iranian Option #: _____

Iranian Sentries Alerted on Turn #: _____
(Reinforcements begin 10th turn after alert)
(Hostages can be taken out of compound 10th turn after alert)

Iranian Reinforcements Begin on Turn #: _____
(Roll twice for reinforcements when helicopters hovering)

Hostages Killed/Executed: _____

_____
(Executing hostages causes Commando "outrage" +1)

Commandos/Crew Killed: _____

_____

Satchel Charges Used: _____

U.S. Helicopter Chart

Helicopter #	Scheduled Arrival Turn	Called on Turn #	Arrival Turn #	Total Turns Hovering (max=10)	Hits	Disabled (Y/N)	Out of Play (Y/N)
1							
2							
3							
4							
5							
6							
7							
8							

Iranian VP Schedule	#	VP's Each	Total Pts
Hostages Held		+10	
Commando/Crew Killed		+2	
Total Points			

US VP Schedule	#	VP's Each	Total Pts
Hostages Rescued		+10	
Hostages Killed		-2	
Command/Crew Killed		-2	
Command/Crew Captured		-10	
Total Points			

19. ABOUT THIS GAME

"It was risky and we knew it, but it had a good chance of success and America had the courage to try."

- *Admiral James L. Holloway, III, USN (Ret.)*
- *Chairman, Special Operations Review Group*
- *Rescue Mission Report, August 1980*

I suppose RAID ON IRAN is something of a political statement. When I first heard about the rescue attempt, I was proud – as an American – that we had finally done something. And I was grieved that we had failed, and that eight of our men had died trying. But I was also very curious. Could the raid have succeeded if it had gone in?

That's exactly the kind of question that a simulation game is supposed to answer… so I got to work. Now, six months later, I think I have my answer – the same one the mission planners had. It was terribly risky… *but it could have worked*. They thought it was worth trying. For the record, so do I.

RAID ON IRAN then, is a wargame about a mission that might have succeeded… a look at "alternate history." And in its small way, it's a tribute to the eight crewmen who gave their lives in Iran.

This is probably a good point to mention the scholarship fund set up by the rescue team members for the children of those eight men. Contributions can be sent to the Colonel Arthur D. Simons Memorial Fund, c/o Lt. Gen. Leroy J. Manor, 507 Magnolia Court, Destin, FL 32541. Part of the income from RAID ON IRAN will go to that fund. I think it's a very good cause.

Research

The biggest hurdle to be crossed in designing RAID ON IRAN was this: Just what was supposed to happen, and what really *did* happen? A good deal of this is still highly classified. The problem was to get enough information to design a decent simulation – without compromising any further rescue attempt. (The idea of a security leak through a wargame may sound funny – but stranger things have happened.)

In many cases, a careful sifting of journalistic accounts provided adequate information – data already in the public domain. In other cases, exact information proved to be unnecessary. (Exact details of the commandos' training and armaments, for example, proved to be unneeded in the final combat system.) And in a few cases, we deliberately fudged things a little bit – just in case. The "area movement" system, for example, is very playable and gives good results. But the final reason for choosing it was the fact that the U.S. government considers embassy layouts and floor plans to be classified. We could have gone with a much more precise map; we chose to abstract it instead. (Granted, the Iranians already *know* what the embassy looks like. But we're not in the business of telling the government what to de-classify.) There are a couple of other examples, which I won't go into for obvious reasons.

On the whole, I feel this is a good *general* simulation of the rescue attempt. Precise details – no. A good guide to the course of the action, pointing out logical tactics for both sides – yes.

Game Balance

RAID ON IRAN is a fairly well-balanced game. Assuming equal expertise on the part of the players, the victory conditions give them an equal chance to win. As in the actual mission, of course, luck is an important factor. The number of die rolls in the game means that luck ought to "average out" – but a bad roll at a crucial moment can force a player to re-think his whole plan.

Fortunately, it was possible to achieve this balance without distorting reality a great deal. Once tentative combat values had been assigned to all units, and CRTs drafted, it was found that a force of about 120 militants made for a balanced game. Since this number falls close to the best estimates of their strength, we went with it.

Obviously, balance will be affected by the players' choices of special advantages. This was intentional. There are enough combinations of special advantages to allow players to run through dozens of games without getting "stale". Even so, they do not exhaust the possibilities in a special operation of this type.

The "Sauce for the Goose" scenario is *very* loosely balanced. If Khomeini is found quickly, the U.S. player should win; if he remains concealed very long, the Iranian should win. It's a fifteen minute diversion rather than a serious simulation.

Optional Rules

The serious wargamer will quickly add his own interpretations and rules to any game he likes. Three suggestions for optional RAID ON IRAN rules:

(1) Hidden movement. Allow the U.S. player to keep each of his units face down until it is first fired on by Iranian units.

(2) What if some of the helicopters had malfunctioned before the assault? Can the American player make it if he starts with seven helicopters? Six?

(3) The helicopters might have carried heavier weapons or even miniguns. A minigun would decrease the passenger capability of a helicopter by at least 5, due to its ammunition requirements, but could fire with even more effectiveness than the .50-caliber machine gun. If the U.S. player has even one minigun, the game will be unbalanced unless the Iranian force is greatly increased.

Hints for Play

American Tactics: The American player's chief advantage is surprise. He *must* use it. If he fails to act decisively to secure his hostages and escape route, he will be overwhelmed.

There is no "best" type of entry; each of the three methods has its advantages. In most cases, combining two types of entry, or even all three, will prove profitable. The longer it is before the Iranians are alerted, the better! The U.S. player will only have a few chances to fire at unalerted units with his +3 die roll advantage; he should make the most of them. If the Iranian puts hostages on the first floor of a building – or if the first floor is occupied only by dummies – the U.S. player may get to attack hostage guards before they're alerted!

Once the hostages have been secured, the American player must secure a helicopter landing area and *get out*. Always try to

have a back-up helicopter available; a takeoff malfunction at the wrong time can lead to disaster.

Iranian Tactics: The Iranian player begins in a very bad position: he does not know where most of his units are, he can move none of his units, and he must wait to respond to the American attack. The longer the game runs, the more the balance swings to the Iranian side.

If the American player does not immediately recapture all the hostages, the Iranian should try to get his remaining prisoners out of the embassy as soon as the rules allow. Often this is best accomplished by dividing them into small groups, each with one or two militants as escorts. Once the hostage guards are alerted, the Iranian can also put down "dummy" hostage counters with *no* hostages in them, to further confuse the rescuers.

When the helicopters land, the Iranian player should do his best to cripple them. A few damaged helicopters will make a U.S. victory almost impossible.

Just as in the actual situation, the Iranians can benefit more by threatening to shoot the hostages than by actually harming them. Dead hostages are worth nothing to the Iranian player, and give ht U.S. a further military advantage. But the threat to kill them may force the American player to be more cautious.

On problem the Iranian can do little about is his lack of "command control". He doesn't know where all his units are stationed; he can't alert them easily; they may shoot hostages without orders, refuse to shoot them when ordered to do so, or even surrender to the Americans!

Components

The components of RAID ON IRAN represent an experiment. By producing the map/rules/etc. in one sheet, and leaving the rules and counter cutting to the purchaser, we were able to afford more and better components than other games in the same price range. Your comments on this would be appreciated.

I hope you find RAID ON IRAN as interesting to play as I found it to design.

-Steve Jackson

20. HISTORICAL NOTES

Background

On November 4, 1979, a large group of Iranian "students" stormed the American embassy in Teheran, the capital of Iran. Essentially the whole embassy staff was taken hostage. Within the next few weeks, those hostages who were not American citizens, and a few Americans, were released. The others, numbering 53 American citizens, remained and present; negotiations for their release lead nowhere. On the date of the attempted rescue, the Iranians still held 53 hostages; 50 within the embassy grounds, and three in the Iranian foreign ministry.

The Rescue Plan

Planning for a rescue mission began almost immediately after the embassy was first seized, though it ministrations spokesman deliberately played down the "military option". Planning and

training continued for the next five months. On April 16, the Joint Chiefs of Staff and President Carter approved a mission plan to be executed beginning April 24.

The mission was to begin with the liftoff of eight giant helicopters from the aircraft carrier Nimitz, were they had been held in readiness for months. From the carrier's post in the Arabian Sea, the helicopters faced a night journey of nearly 600 nautical miles.

Their first destination was a spot in Iran's Great Salt Desert, code named "Desert One". It was here that the helicopters would rendezvous with six C–130 transports. Flying by a long and indirect route, the C–130s would bring fuel, equipment, and the commando team that would make the actual ground assault.

After refueling, the helicopters were to take the commandos to a spot in the mountains near Tehran. The C-130s would head for a second desert base, somewhere in Western Iran.

During the daylight hours, the commandos would enter Tehran by ground transportation. The actual assault on the embassy would have taken place some 24 hours after the landing at desert one. With the hostages safely in American hands, the helicopters would land within the embassy grounds and "extract" all Americans.

The helicopters would then have joined the C–130s at the second desert base, and all American aircraft and personnel would have left Iran.

The original entry into Iranian airspace was to depend on stealth. (In fact it appears that the Iranian forces had no inkling that American aircraft had been in the area until the U.S. announcement was made the next day). For the escape from the embassy, air cover would have been necessary in case the Iranian Air Force managed to scramble any of its U.S.-built jets. For obvious reasons, details of the planned air cover could have not been made public. Certainly the United States could have put well over hundred jet fighters into the Iranians skies. AC-130 modified transports, heavily equipped for air to ground attack, might also have been available for close support during the extraction. For now, this aspect of the rescue plan must remain speculative.

The Commandos

The United States assault team consisted of 90 men, volunteers from all branches of the service. They had been in training for this specific mission for 5 ½ months-since a few days after the embassy was first taken. They were armed with a great variety of weapons. An observer on the scene no doubt would have seen M-16 automatic rifles, M-60 light machine guns, Uzi submachine guns, grenade launchers with a great variety of grenades, light antitank weapons, and various silenced and non-lethal weapons. Advanced Communications Equipment and night vision gear are also in near certainty. The rescue team was in all respects an elite unit.

The Infiltrators

The commandos would have been assisted by a large group of agents already in place-CIA and Special Forces men, and Iranians not in sympathy with Khomeini. While these men might have participated in the assault, it is far likelier that they would have been responsible for diversion area tactics elsewhere, providing ground getaway and hiding places if needed, and surveillance from the tall buildings overlooking the compound. Infiltrators would probably also have been responsible for the rescue of the three hostages held at the Foreign Ministry.

The Helicopters

Eight RH–53D helicopters were used in the mission. The R.H. – 53 D he's a special purpose of variant of the Sikorsky "Sea Stallion" - the largest American made helicopter. About 74 feet long, with an empty weight of better than 16 tons and as top speed of nearly 200 miles per hour and a range of well over 1000 miles. It requires three crewmen (not including door gunners). In some configurations it can carry over 15 men; for the rescue mission, a load of some 30 men per helicopter seems more likely.

The Sea Stallion is generally considered for more reliable than its performance on the rescue mission would seem to indicate. The helicopters mechanical difficulties may have been largely due to inadequate maintenance while on the Nimitz-and the sheer bad luck.

The Embassy Compound

The American embassy in Tehran is not a single building, but a 27 acre enclave near the heart the city. Its eastern side is park like, with few buildings. Its western side is more heavily built up. (The embassy grounds are not actually rectangular in shape; they are a sort of reversed L shape. The areas on the east side of the map or smaller to represent this properly.) The 50 hostages at the embassy were thought to be divided between Residence and the Chancellery. A wall 10 to 12 feet high completely surrounds the embassy. While not un-climbable, it would probably defeat the untrained intruder.

The Militants

The "students" who occupy the embassy acknowledge no authority except the spiritual leadership (whenever that may mean) of the Ayatollah Khomeini. They appear to be devout Shiite Muslim and the fanatical the anti American. They are organized in a paramilitary fashion. Observers have described them as disorganized (though no more so than the rest of Iranian Society at present) but with good morale. Estimates of their numbers have ranged from under 90 to 150.

The militants are armed with a variety of weapons (which they have been eager to display to newsmen), including AK–47s, West German G–3 automatic rifles, Uzis, and M-3 grease guns. The firepower and range of the average militant would theoretically be greater than that of an M-16 armed commando, and their Shiite beliefs would encourage them to welcome death in battle. However, their training and discipline would be greatly inferior to that of even an ordinary military unit.

The Iranian Military

The Iranian army and Air Force have lost much of their leadership in recent months, but still remain viable fighting forces - as witness the Iran-Iraq conflict that began in September 1980. Still, they would probably have been incapable of acting quickly enough to affect the raiders. None of Iran's F-4 Phantoms are night equipped.

Although there are several military/police installations within 82 kilometer radius of the embassy, the United States planners believe that effective ground reaction would also be too slow to catch the commandos. Again, diversions were almost certain to be arranged.

The Mobs

The ordinary Iranian populace - many of whom have been conditioned to hate everything American - could probably fill the streets of Tehran in an hour, armed with antique firearms, swords, and rocks. As combat units, they would be effective only in mass.

The Outcome

The American Force never made it past Desert One. Of the eight helicopters flying in, one (number six) malfunctioned some 2 hours after leaving the Nimitz. The crew landed, verified the malfunction, an abandoned the aircraft. They were picked up by another of the helicopters. Some 2 hours later, helicopter five experienced a failure of several navigational instruments while flying through a dust cloud. Its pilot turned around and returned to the Nimitz.

After landing at desert one, helicopter two was founded to be suffering from a hydraulic failure which could not be repaired with the time and materials available. This brought the number of operational helicopters down to five - one of fewer than the mission planners had felt necessary. Advised of this by radio, President Carter ordered the mission terminated.