

GULF 1990



INTRODUCTION

Golfe 1990 describes the initial assault of Saddam Hussein's Iraqi troops against Kuwait, and the following options that follow. Irak may play for time, or else invade immediately after Saudi Arabia. The Coalition must absolutely repulse the Iraqi onslaught and remove their forces from occupied Kuwait..

Golfe 1990 is made of 21 turns of 10 days, between August 1990 and February 1991. One player has the Iraqi armed forces led by Saddam Hussein, the other takes the international coalition led by the United-States.

- **Iraq** holds the initiative, as once they have captured Kuwait, it can either play for time by holding long enough to win, or try an all-out victory by follow-up invasion of Saudi Arabia straight to Riyadh.
- **The Coalition** must strive to bring as many reinforcements as possible in the minimum of time to hold against and then repulse the forces of Saddam Hussein.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields. More particularly, the threat of Chemical Weapons remains possible and dangerous for both sides.

DURATION

Average Duration: 2h30

Favored Side: Iraq

Most Difficult Side to Play: None

The scenario lasts 21 turns (between August 1990 and February 1991), each turn being equivalent to 10 days.

The **Iraq player** always plays first, followed by the **Coalition player**.



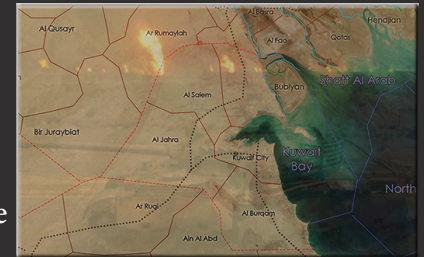
FORCES

The **Iraq player** controls units from the **Iraq Army (light green)**, **iraq Air Force (green)**, **Iraq Navy (medium green)** and the **Iraq Republican Guard of Saddam Hussein (yellow green)**.

The **Coalition player** controls units from Kuwait (grey), **Saudi Arabia (dark green)**, **United Arab Emirates (purple)**, **Qatar (violet)**, **Oman (brown)**, **United States (khaki - and light blue for US Navy and medium blue for US Air Force)**, **United Kingdom (beige)**, **France (dark blue)**, **Egypt (sand)** and **Syria (orange)**.

MAPBOARD

The map shows Kuwait, southern Iraq, north and east of Saudi Arabia, some parts of UAE and Qatar, as well as various off map regions.



Theaters: there 3 of them, mainly Kuwait, Iraq and Saudi Arabia. The oil pipeline visible on map is used by some cards.



VICTORY

IMMEDIATE VICTORY

- For the **Coalition player** when there are no Iraq units in Kuwait and Saudi Arabia.
- For the **Iraq player** if he occupies Riyadh at the end of a turn.
- or when one of the players reaches or exceeds 20 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS

- The **Iraq player** earns 1 VP the first time he controls the following cities: Kuwait City, King Khaled City, Dhahran, Doha, Manama, Abu Dhabi, Muscate.
- The **Coalition player** earns 1 VP the first time he controls the following cities: Bassora, An Nasiriya, As Samawah.

VP LOSS

- The **Iraq player** loses 2 VP if he does NOT control at the end of the game the city of: Kuwait City.
- The **Coalition player** loses 3 VP if he does NOT control at the end of the game ALL of the following cities: Kuwait City, King Khaled City, Dhahran, Doha, Manama, Abu Dhabi, Muscate.

REINFORCEMENTS

Iraq Reinforcements

- Turn 2 / Baghdad : General *Al Majid***

Coalition Reinforcements

- Turn 2 / Washington : General *Schwartzkopf****+ General *Boomer*** + 1 AA
- Turn 4 / Washington : General *Yeosock***
- Turn 6 / Washington : General *Franks***

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

Cost of units and Cards:

- Aircraft Carrier / Armored Division: \$4
- Other Division / Air Unit / Naval Unit / Artillery / Armored Brigade / extra Card: \$3
- All Others: \$2

SUPPLY SOURCES

Irak: Baghdad, Al Basrah, An Nasiriya, As Samawah

Coalition: Riyadh, Abu-Dhabi, Mascate, Diego Garcia, Washington, Suez

Both sides: Kuwait City



CARD DECKS

The event cards are separated into two decks, respectively named "Crisis" and "War" for each side. The cards are first drawn in the 'Crisis' deck, then when exhausted inside the 'War' deck. Note that the Coalition side card named "*Desert Storm*" is always the first card drawn when reaching the 'War' deck.

NEUTRAL COUNTRIES

Iran is neutral. No unit of any side may enter it.

NEUTRAL ZONE

The neutral zone between Arabia and Kuwait is considered as part of the Kuwait theater.

BAGHDAD

The land units of the **Coalition player** can never enter the off-map region of Baghdad.

MISSILE UNITS

The USS Wisconsin and the Iraq Scud-B missiles are required to play respectively the cards « *Tomahawk* » and « *Scud-B* ». Without the presence on map of those units, the cards cannot be played.



F-117

The air unit F-117 can be intercepted by enemy air units or shot at by enemy anti-aircraft (AA), but the latter suffer a 30% penalty to their rolls because of the unit stealthiness. This applies only if that unit is used alone.



AWACS/EW

The american air units AWACS / EW (Electronic Warfare) is a support air unit with no combat value. When engaged in air battle, the presence of AWACS/EW in the stack gives the player a 10% bonus to interceptions and air combats. The bonus is cancelled if both sides possess such units.

