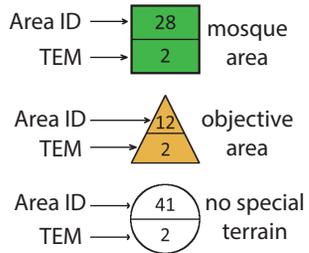


Insurgent Impulse	Coalition Impulse	Insurgent Reaction
*Activate an area -Fresh units may move/attack -Dug In markers may be placed/removed *Organize resistance -Place a Militia unit in the same area as a Fresh Cadre *Pass	*Activate an area -Fresh units may move/attack *Activate an Entry Zone -Up to eight units from one Entry Zone may move/attack *Fire Mission -Attack one area with OV = 8 *Pass	*Dig In - a Dug In marker may be placed on any Fedayeen unit in the area just entered *Retreat - Fedayeen or Cadre units in the area just entered may flip to Spent and retreat *Organize Resistance -Fresh Cadre units in the area just entered may place a Militia unit there -Fresh Cadre units in an adjacent Free area may place a Militia unit in the area just entered or its own area

### Terrain Types



Coalition units			Insurgent units
infantry	tank	Military Police	Fedayeen
mechanized infantry	engineer	recon	Militia
anti-tank	weapons	armored amphibious	Cadre
LAR/cavalry	Special Forces		

### Movement Costs

- 1 MP - attack enemy units in the same area
- 1 MP - enter a Free area
- 2 MP - enter a Vacant enemy controlled area
- 3 MP - enter an area containing a Spent enemy unit
- enter an area containing a Dug In enemy unit
- enter an area containing a Fresh enemy unit with non-numeric CF
- 4 MP - enter an area containing a Fresh enemy unit

Coalition Attacks		Insurgent Attacks
<u>Coalition Offensive Value (OV)</u> Combat Factor of lead unit +1 each supporting infantry or mechanized infantry (max of +2) +1 if there is one or more supporting weapons or AT unit +1 battalion integrity (all four units from same Marine battalion) +1 if there is one or more supporting engineer unit +1 if there is one or more supporting SF unit +2 if there is one or more supporting tank unit OR +1 if there is one or more supporting LAR/cavalry unit NOTE: tank or LAR/cavalry bonus but not both -1 if both Marine and Army units participate -1 or -2 if Ambush Offensive Total (OT) = OV + 2D6  <u>Insurgent Defensive Value (DV)</u> Combat Factor of lead unit +TEM of area +1 if lead unit is Dug In Defensive Total (DT) = DV + 2D6	<u>Combat Result</u> OT > DT Successful attack Insurgent takes CP = OT - DT OT = DT Attack stalls Coalition takes 1 CP No effect on defending units OT < DT Attack repulsed Coalition takes 2 CP No effect on defending units	<u>Insurgent Offensive Value (OV)</u> 1/2 of TEM (rounded down) - 1 +1 if attacking unit is Fedayeen Offensive Total (OT) = OV + 2D6
	<u>Insurgent Casualty Points</u> 1 CP - flip a Fresh Fedayeen or Cadre to Spent 1 CP - retreat a Spent Fedayeen or Cadre 1 CP - eliminate a Militia unit 2 CP - eliminate a Spent Fedayeen or Cadre 3 CP - eliminate a Fresh Fedayeen or Cadre 3 CP - eliminate a Dug In unit NOTE: You cannot retreat a Spent unit for 1 CP and then eliminate it for 2 CP. You can flip a unit to Spent for 1 CP and then retreat it for a total of 2CP.	<u>Coalition Defensive Value (DV)</u> Combat Factor of lead unit Defensive Total (DT) = DV + 2D6  <u>Combat Result</u> OT > DT Successful attack If the lead unit was US, Coalition takes 2 CP If the lead unit was Iraqi, Coalition takes 2 CP OT = DT Attack stalls Insurgent unit is eliminated OT < DT Attack repulsed Insurgent unit is eliminated