

Battle for Baghdad

INTRODUCTION

DESCRIPTION

Battle for Baghdad is a game for three to six players, each of whom controls a faction vying for political control of the city of Baghdad. The game takes approximately two to four hours to play.

COMPONENTS

MAP

At the center of game play is a map of the city of Baghdad. Place the map in the center of the playing surface.

The map is composed of 23 Zones. Each Zone has a Political Point value and a name.

Each name is printed in a color matching the color of a specific Faction. Some Zone names are grey; these are contested and have no basic loyalty to any Faction.

If a Zone's name appears in a Faction's color, that Zone is *affiliated* with that Faction. This has occasional impact on play, including where a Faction can spawn, and what Zones a Faction must control for Victory.

Zone Name Color	Affiliation
Purple	Iraqi Government
Green	United States
Blue	Sunni Iraqis
Red	Shi'ite Iraqis
Black	Jihadists
Gold	Non-Governmental Organizations
Grey	Non-aligned/Contested

Some also have symbols to indicate whether the Zone is an *Airport*, whether it is *Fortified*, or whether it is a *Sanctuary*.

If the United States, NGO, or Iraqi player controls an Airport Zone, that Faction can use Airborne Movement. (Other factions may never use Airborne Movement.)

If a Faction controls a Fortified Zone, his or her units count double in combats that take place in that Zone.

Forces from different Factions may never combat each other in the Sanctuary Zone. See rules below.

FACTION SCREENS

Each Faction has a screen. This is a tent-like structure that presents the Faction name on the front, and the special rules and abilities of the Faction on the back.

Take the Faction screen for your respective Faction, and place it in front of you, with the front towards the map, and the back towards you, for easy reference.

The screen is not designed to hide any cards, counters, or markers you possess. The numbers of each of these you

possess is open for all players to inspect at any time other than Combat.

Your Faction's screen, containing all of your special rules and victory conditions, is also available for review by any player at any time.

COMBAT SCREENS

Two Combat Screens are used by Factions involved in combat to conceal the Command card selected, any Offense or Defense cards played, and the force commitment selected on a 20-sided die. These selections are revealed simultaneously to resolve combats.

COMMAND CARDS

Each Faction begins with five Command cards. Each represents a specific headquarters and its respective command infrastructure.

Each Command card has a numeric Command value and a Command Type (Conventional or Unconventional).

If a Faction engages in combat, it must allocate one of its Command cards to the combat, if it has one.

If a Command card is allocated to a Combat, its Command Value is added to the value of any forces that Faction also committed to the combat.

Command cards can be Neutralized by the successful play of an Offense card by the enemy in Combat.

ARMS BAZAAR CARDS

Arms Bazaar cards compose a player's hand. Each Arms Bazaar card has at least one function, described in a paragraph of text on the card itself.

The maximum number of Arms Bazaar cards that a Faction may possess is recorded on the back of that Faction's screen.

Some Arms Bazaar cards have symbols in the upper right-hand corner. Bullets mean the card is an Offense, and may only be played in combat. Likewise, the shield represents a Defense card that may only be played in combat.

The remaining symbols appear below.

 INTELLIGENCE (Minds)

 CONNECTIONS

 INFOWAR (Hearts)

Played individually, cards containing these symbols have no special effect on the game. Played in specific combinations, they have very powerful alternative effects. When played as a pair, both cards are discarded by the play.

 ESPIONAGE

Select an opposing player to show you his Arms Bazaar hand. Take your choice of two of that player's Arms Bazaar cards.

+ POLITICAL MANEUVER

Played at the start of the Initiative Phase. No one bids for Initiative. You take it automatically. Immediately draw an extra Arms Bazaar card.

+ DEFECTION

Create a Defection. See the Defection rules in the Glossary for more information.

ARAB STREET CARDS

Arab Street cards broadly describe the challenges faced by the Baghdad population, and the resulting Political opportunity for assisting the local populace in meeting those challenges for any Faction that can apply Security and Infrastructure assets at the point of challenge.

Most Arab Street cards place Political Points into specific Zones on the map. This represents some sort of unrest in that Zone caused by unmet needs for security, water, electricity, etc. Specific instructions are written on each card.

TWENTY-SIDED DICE

The game uses 20-sided dice. Players use these in combat to show force commitment levels. The “20” face to represents a zero commitment, or no forces committed. As a consequence, the highest number that can be dialed is 19. (The dice are not rolled to generate random numbers.)

FACTION COUNTERS

Each Faction begins with approximately 30 counters of their respective color, the actual number varies between factions.

About half of the counters are Security forces, and half are Infrastructure, again, varying between factions.

Security units costs two Political Points each to Recruit, and can move around the map. Each Security unit can also collect one Political Point each in any Zone it occupies that also contains Political Point markers during any Civic Action phase.

Infrastructure forces cost one Political Point each to Recruit, and can each collect three Political Points in any Zone they occupy, containing Political Points, during any Civic Action phase. Infrastructure units may not move.

POLITICAL POINTS MARKERS

The white markers with numbers from one to five printed on them represent Political Points, and act as the currency in the game. They are typically placed upon the map via Arab Street cards, but are also rewarded to the victor of any combat, or for play of certain Arms Bazaar Cards.

GAME SETUP

MAP

Place the map face-up in the middle of the playing surface.

SHUFFLE THE CARDS

Shuffle the Arab Street cards and place them in a single stack in the appropriate box on the map. Repeat for the Arms Bazaar cards.

THE BANK

Set all of the Political Point markers in a pile (the Bank) along side the map. Players can take Political Point markers from the Bank or place Political Point markers in the Bank in accordance with the rules.

SELECT FACTIONS

Select Factions from the table, below. The Factions that play are based upon the number of players. Players are free to randomly select which Factions will play.

Number of Players	Factions in Play
Three Players	Shi'ite, Sunni, Iraqi Government
Four Players	Add United States
Five Players	Add Jihadists
Six Players	Add NGOs

Take a counter from each Faction in play, and conceal them in a cup, or the palm of someone's hand. Each player randomly draws one, and takes control of the Faction represented on the counter.

When a player determines his or her Faction, that player then takes possession of that Faction's counters, Command cards, 20-sided die, and Faction screen.

Each Faction begins with some units on the map, some Political Points, and some Arms Bazaar cards. Beginning units are selected and placed in accordance with the text on each Faction's screen. The Shi'ite sets up first, then the Sunni, then the Iraqi Government. All other Factions set up in the order in which they appear, as shown above. Starting Political Points appear on the Faction screens, as do starting Arms Bazaar cards. These are drawn from the Bank and the Arms Bazaar decks, respectively.

RULES OF PLAY

SEQUENCE OF PLAY

The game is played in series of Turns. Each turn is composed of a specific number of discrete phases carried out in a specified order.

During the first phase of each turn, players ascertain which Faction has the Initiative. The player controlling the Faction with Initiative selects one Faction to act first in each Phase for the remainder of the current turn. The player may choose any faction, including his own.

All players execute each Phase in the Sequence of Play before moving to the next Phase. Phases may not be executed out of sequence or skipped.

After the first player acts, the remaining players take their actions, one at a time, in counter-clockwise order around the table.

The Sequence of Play appears on the Map for ease of reference.

INITIATIVE PHASE

In Battle for Baghdad, winning Initiative does not mean that you act first. It does mean that you choose who acts first.

Beginning on the first turn with the Shi'ite player, players bid for Initiative. On the second and subsequent turns, the player who won the Initiative on the previous turn bids first.

The first player verbally bids a number of Political Points from zero to the total he or she possesses.

The player to his or her right can then pass, making no bid, or bid more than the current highest bid.

This process repeats itself around the table as many times as necessary until all players but one have consecutively passed. It is allowed that a player may pass in one round, then bid in a subsequent round. To win initiative, all players must have had the opportunity to bid and have passed on the high bid.

Every player, even those who bid but lost, must pay to the Bank the number of Political Points he or she bid. Those who passed every time pay nothing.

The player who bid the highest wins Initiative.

If no one bids for Initiative, the first player who could bid wins the Initiative.

The player who wins Initiative selects one player to be First Player for the rest of the current turn. That player acts first in every Phase.

In a given Phase, play passes counter-clockwise around the table.

ARAB STREET PHASE

Any player turns face-up three Arab Street cards.

Cards are drawn from the top of the Arab Street deck.

Cards are turned up one at a time, slowly, and resolved completely before the next card is drawn. Some Arab Street cards, and play of select Arms Bazaar cards, can stop further Arab Street card draws.

In most cases, each Arab Street card will place some Political Points in one or more Zones.

ARMS BAZAAR PHASE

Each player has a maximum hand size printed on his or her Faction panel. If taking a card will put a player over the limit, the player may discard a card to make space; simply place it in the discard pile.

The First Player (not the player with Initiative unless the Initiative player declared himself to be the first player) draws Arms Bazaar cards from the top of the deck equal to the number of players.

He or she examines the cards without showing them to the other players. He or she then takes one and passes the rest to the player to the right.

That player selects one card and hands the rest to the player to the right.

This process continues until all players were able to select a card.

A player is never required to take a card. Any cards not taken are discarded.

COALITION PHASE

Players may make deals with one another, trading cards, giving Political Points, and discussing other arrangements.

ACTION PHASE

Every player's Action Phase is composed of a Recruiting Step and a Movement Step.

Recruiting Step

The player may purchase as many units as he or she can afford, paying one Political Point per Infrastructure unit and two Political Points per Security Unit.

Players may not exceed their respective counter limits. That is, they cannot buy something they do not have. (No additional counters may be made.)

The player may also purchase the top card from the Arms Bazaar deck at a cost of three Political Points. He or she can purchase cards up to his or her Faction's Maximum Hand Size.

The Phasing player spawns the Purchased units. The Phasing player may only spawn new units in Affiliated Zones, Zones listed as Spawn locations on his Faction Screen, or in Zones he Controls.

The Phasing player may spawn units of either type in Zones specified on his or her Faction screen as Spawn locations, or in Affiliated Zones.

The Phasing player may spawn Security units in any Zones his Faction Controls, containing one or more of his or her Infrastructure units.

The Phasing player may spawn Infrastructure units in any Zones his Faction Controls, containing one or more of his or her Security units.

Movement Step

The Phasing player may make one or more Moves with his Security units. Most Factions may make one Move per turn. Some Factions get two Moves. The US Faction gets three.

A Move is the movement of one stack of friendly Security units from one Zone to any other Zone, up to three Zones away.

Infrastructure units may never move.

During a Move, Security units from the same Faction may be picked up or dropped off as desired to or from Zones passed through.

Entering a Zone with enemy units stops the Move.

Crossing the Euphrates River stops the Move.

Sunni and Shi'ite Units may make a special Move called Underground Movement. This Move originates in an affiliated Zone, and must end in an affiliated Zone, even if not Controlled by the Phasing player. All Zones in-between these two Zones are ignored with respect to who Controls them. Underground Movement may only be performed once per turn per faction.

If the US, NGO, or Iraqi player Control an Airport Zone, that Faction may use Airmobile Movement, if desired. This permits that Faction to ignore distance, Zone Control, and the River. That Faction's units may be picked up from any one Zone and placed in any target Zone as a single Move.

Control of a Zone is lost the instant hostile units enter the Zone.

COMBAT PHASE

If units from two or more Factions occupy a Zone during this Phase, those units must enter Combat.

All Combats involving units owned by the First Player are resolved first, in any order he or she specifies.

When all those Combats are resolved, the Combats involving units possessed by the player to the right are resolved, and so on.

No Combat is allowed in the Grand Mosque Zone. It is a Sanctuary, and units must occupy the Zone peacefully. There is no co-occupation allowed in any other Zone.

Combat involves exactly two Factions. If units from three or more Factions occupy a Zone, the player among the three (or more) acting soonest this turn chooses an opponent from the remaining occupants. When that Combat is concluded, this selection process is repeated by the players owning the surviving forces until only one Faction's forces remain.

When the two combatants are determined, each takes a Combat screen, and is required to set behind it one Command card (or Network) and a 20-sided die, dialed to the number of units he or she will commit to the battle (with 20 equaling zero units committed). A player can only commit units to the combat that he or she has in the Zone, from none to all of them.

An Offense card and a Defense card (from the player's hand of Arms Bazaar cards) may also be added, if desired. These cards must match the type of the Command card selected. That is, a card that is an Unconventional Defense may not be played by a Conventional Command.

When both players have composed their respective Battle Plans, they are simultaneously revealed.

First, compare any Offenses and Defenses played. Any Offense that can Neutralize the Command the enemy played and that is not Blocked by the target's Defense card Neutralizes the enemy Command card.

Both Command cards can be Neutralized.

Each side then adds the number he or she dialed on the die with the Command Value of his or her Command card, if not Neutralized.

The player with the higher total wins the Combat, and Eliminates the number of units he or she Committed. The owning player can select any mix of Security and Infrastructure to take as casualties. These units are placed back behind the owning Faction's screen for later Recruitment. The winner may also retain any Offense of Defense cards he committed to the combat

The player with the lower total loses the Combat. All of that Faction's units in that Zone are removed. All Arms Bazaar cards that he or she played are lost.

The winner takes from the Bank a number of Political Points equal to one per enemy unit Eliminated, and the Command Value of the opposing Command card, if Neutralized. Units that have double counts in Combat (US, Fortified) also count double for determining Political Points.

CIVIC ACTION PHASE

In this Phase, Factions collect Political Points for Zones they Control.

Each Faction's screen describes how many Political Points that Faction receives from the Bank, if any, for Controlling specific Zones.

If a Faction Controls a Zone that contains Political Point markers, the owning player can collect these Points at the rate of one per turn per Security unit he or she has in that Zone, and three per turn per Infrastructure unit he or she has in that Zone.

In the case of the Grand Mosque Zone, occupation will suffice to collect Political Points. The First Player collects first at the rate his or her occupying units can collect. The next

player does the same, until all have collected as many as they could, or until all Points are collected.

END OF GAME

The game ends at the end of any game turn during which the last Arab Street deck is drawn, or if any Faction has met one of its Victory Conditions at the end of a Civic Action Phase.

ARAB STREET DECK

Several Arab Street cards are turned up every turn during the Arab Street Phase. The game ends at the end of the turn during which the Arab Street deck is depleted.

VICTORY CONDITIONS

There are two Victory Conditions for every Faction. The first is the Standard Victory Conditions that all Factions may use. A Faction wins if it accumulates 120 Political Points. Each Zone a Faction Controls counts as ten Political Points for purposes of this calculation.

Each Faction also has a Special Victory Condition printed on its respective Screen. This Victory Condition may only be met by that Faction.

VICTORY

If one or more Factions have met one or both of their respective Victory Conditions at the end of any turn's Civic Action Phase, the players controlling those Factions win the game.

If no Faction has met the Victory Conditions, the NGO player wins. If the NGO Faction is not in play, the Jihadist player wins. If the Jihadist Faction is not in play, no player wins.

EVERYTHING ELSE

CREDITS

DESIGN:

Joseph Miranda

DEVELOPMENT:

Michael Anderson; J. Bernhard Compton

GRAPHICS:

Michael Anderson

DESIGNER'S NOTES

EXAMPLES OF PLAY

APPENDIX

GLOSSARY

ACTIVE

All Factions begin the game with five Command cards. All of these Commands are *Active*. That means they begin the game behind their respective owners' screens, and are available to be used in Combat.

Command Cards can be Neutralized. This removes them from the Active pool behind the owner's faction screen, and places them in a Neutralized pile.

CONNECTIONS

Some Arms Bazaar cards have a *Connections* symbol (jigsaw puzzle pieces) in the upper right-hand corner. This symbol represents political or social connections that your forces possess.

Cards containing the Connections symbol may be played in combination with cards containing Hearts symbols and Minds symbols for additional, powerful effects described on the map. See *Hearts* and *Minds*.

CONTROL

Control is used to describe the exclusive occupation of a Zone by a single Faction.

When a Faction has one or more Security and/or Infrastructure counters in a Zone, and no other Factions have any counters in that Zone, the occupying Faction is said to Control that Zone.

If one or more counters from another Faction enter that Zone, no Faction then Controls that Zone.

COEXISTENCE

Some Factions have the ability to *Coexist*. Coexisting Units operate in all ways like regular Units, with the following exceptions.

Coexisting Units may never initiate Combat. They can enter Zones with hostile Units but may not Combat them.

Players owning Units in a Zone or entering a Zone containing Coexisting Units need not Combat them.

A player may choose to Combat Coexisting Units, but regardless of the outcome of the battle, the player owning the Coexisting Units gains all Political Points for casualties suffered by the losing side.

The player owning the forces that can Coexist must declare if his Units in a Zone are Coexisting as the Coexisting Units enter a Zone containing enemy Units, as enemy Units enter a Zone containing Coexisting Units, or at the end of the Coalition Phase for all Zones containing Coexisting and enemy Units.

If NGO units occupy a Zone, and are Coexisting with units of another Faction, the other Faction Controls the Zone. If the NGO units exclusively occupy a Zone, the NGO Faction Controls the Zone.

COUNTER

A *counter* is a small, square playing-piece representing one unit of Security or Infrastructure possessed by a Faction. A counter is also called a Unit.

DEFECTION

Defection is a game function in which one player can force some hostile forces on the board to change allegiance.

The forces possessed by one Faction in a single Zone are the target of each Defection effect.

The player originating the Defection effect selects the Zone, and the target must remove three of his or her Units in that Zone. If he or she has fewer than three Units, all are removed.

The originator of the Defection effect may replace some or all of the Units removed with like Units from his or her force pool immediately.

ELIMINATE

Counters on the map represent Security and Infrastructure forces possessed by the various Factions. Card play and Combat can *Eliminate* these units. Eliminated units are removed from the map and placed behind the owning Faction's screen.

FACTION

A *Faction* is a group of people with similar origins and objectives working within a common command structure.

There are six Factions in *Battle for Baghdad* – the Iraqi Government, the United States Military, Sunni Iraqis, Shi'ite Iraqis, Jihadists, and Non-Governmental Organizations.

Each player in *Battle for Baghdad* controls one of the six Factions.

Each Faction possesses a Faction Screen, five Command cards, and several dozen cardboard counters that represent that Faction's respective military forces and infrastructure.

Each Faction has unique abilities and victory conditions.

FORTRESS

The Green Zone is heavily Fortified. Any Faction that Controls a Fortified Zone at the end of a turn's Coalition Phase has all of its Units count double in Combats that take place in the Fortified Zone that turn.

US Units already count double in Combat. If in the Green Zone, they count quadruple.

HEARTS

Some Arms Bazaar cards have a *Hearts* symbol in the upper right-hand corner. This symbol represents information warfare and psyops resources that your forces possess.

Cards containing the Hearts symbol may be played in combination with cards containing Connections symbols and Minds symbols for additional, powerful effects described on the map. See *Connections* and *Minds*.

MINDS

Some Arms Bazaar cards have a *Minds* symbol (head silhouette) in the upper right-hand corner. This symbol represents intelligence resources that your forces possess.

Cards containing the Minds symbol may be played in combination with cards containing Hearts symbols and Connections symbols for additional, powerful effects described on the map. See *Hearts* and *Connections*.

NEUTRALIZE

Command cards can be *Neutralized* by enemy action, most notably combat.

Neutralized Command cards are removed from their positions behind Combat Screens and placed in the Neutralized pile adjacent to the map. Each remains out of play until its respective owning player pays its Command Value in Political Points to Activate it.

OCCUPATION

There is a difference between Controlling a Zone and occupying a Zone. Any time two opposing faction's forces are simultaneously in a Zone, these forces are said to Occupy the Zone, but not to Control it. The exception to this rule is when one of the Occupiers is the NGO player who has announced coexistence. In this case, the other player faction is said to Control the Zone.

POLITICAL POINT

Political Points represent the political satisfaction of the populations supporting the Factions in play.

Political Points are recorded by the use of cardboard markers with the numbers one through five printed on them.

During play, Political Point markers will be placed on the map. These represent dissatisfaction in the populations that inhabit the zones containing the markers.

Forces belonging to the Factions in play will deploy to these zones to provide security and services, calming the population in the respective zones.

Occupying Factions can then collect these markers, banking them behind their respective Faction Screens for use later in the game. This represents the gathering of political satisfaction from the population.

This political capital can be exchanged for reinforcements and other game functions.

RECRUIT

Recruiting is the action of buying Security and Infrastructure counters, and spawning them.

SANCTUARY

The Grand Mosque is a Zone designated as a Sanctuary. No Combat is permitted in the Grand Mosque Zone.

SPAWN

The placing of Faction counters on the map is called *spawning*.

A Faction may only spawn counters in a Zone it Controls.

A Faction may spawn Security counters in any Zone listed on that Faction's screen, or any Zone containing that Faction's Infrastructure counters.

A Faction may spawn Infrastructure counters in any Zone listed on that Faction's screen, or in any Zone containing that Faction's Security counters.

UNIT

Unit is another word for a Faction's counter on the map. These can be Security counters or Infrastructure counters.

ZONE

The map is composed of 23 distinct *Zones*, each of which represents a somewhat homogeneous neighborhood.

Each Zone has a numerical Political Point value and a name.

Some may also have symbols to indicate whether the Zone is an *Airport*, whether it is *Fortified*, or whether it is a *Sanctuary*.
