

***A Reign of Missiles***  
***The Gaza Missile Crisis, November 2012***  
Paul Rohrbaugh, ©2012

*“If Gaza is not safe, your towns will not be safe” – Hamas Deputy Foreign Minister.*

*“We must ask whether there is another way to achieve the same goal without the use of force...to move beyond the patterns of the past.” –Gershon Baskin.*

### **1.0 Introduction**

*A Reign of Missiles* is a low-complexity, solitaire simulation game of the Gaza Missile Crisis of November 2012. The player takes on the role of the Israeli military high command as it attempts to fend off the missile strikes launched from Gaza. The player is also attempting to manage the conflict in order to keep it from escalating into a larger and bloodier conflict that could engulf the entire mid-east region. The game's rules control the actions of the forces of Hamas in Gaza.

Each copy of *A Reign of Missiles* is composed of the following:

- One 11 by 17 inch map with game record-keeping tracks.
- One sheet of 140 un-mounted, double-sided counters.
- This set of rules.

Players will also need the following:

- An opaque container such as a mug or envelope.
- one six-sided die (D6) and one ten-sided die (D10) to play the game.
- **Note:** A die roll of 0 is read as zero (not 10 as in some games).

### **2.0 Game Scale and Terms**

Each turn represents one day of the conflict. An inch on the map corresponds to ??? miles.

*Combat Factor (CF):* Number printed on a rocket launcher unit.

*Fajr-5:* Iranian-made long range rocket.

*Qassam:* Domestically (Gaza) made short range rocket.

*Grad:* Russian-made short range rocket.

*DR:* roll of a D6 or D10 dice.

*MVP:* Military Victory Point.

### **3.0 Sequence of Play**

The game uses an undetermined number of turns, each of which is subdivided into Phases. The Operational Phase is subdivided into three Impulses. The following sequence of play is adhered to for each turn:

- Random Event Determination Phase (Module 4.0).
- Hamas Rocket Launcher Determination Phase (Module 5.0).
- Israeli Military Asset Allocation Phase (Module 6.0).
- Operational Phase:
  - AM Impulse.
  - PM Impulse.
  - Evening Impulse.Each Impulse is subdivided into these rounds:
  1. Combat Round.
  2. Missile Flight and Strike Round.
- End Turn Phase.

The game immediately ends, regardless of the turn's phase or impulse, whenever the Hamas and Israeli Diplomacy markers occupy the same space on the Diplomacy Track. At that point the “winner”

of the game is determined.

#### 4.0 Random Events

At the beginning of each turn the player rolls both dice and consults the following tables:

##### 4.1 D6 Even Result:

<b>D10: 0 or 1 or 3</b>	<i>US states its support for Israel.</i> Move the Israeli Diplomacy marker one space to the right. If the marker is already in the 10 space of the Diplomacy Track, or if rolled more than twice per game, treat as No Event.
<b>D10: 2</b>	<i>Critical hit!</i> -1 DR for any attack against a Hamas Grad or Qaddam missile launcher.
<b>D10: 4 or 5</b>	Treat as <i>No Event</i> .
<b>D10: 6 or 8</b>	<i>Enhanced Intelligence.</i> -1 DR for <b>one</b> (D10 result of 6) or <b>two</b> (D10 result of 8) attacks on Khan Yunis and/or Gaza City.
<b>D10: 9</b>	<i>Iron Dome urgency.</i> Ignore the first DR result that causes an Iron Dome unit to be depleted.
<b>D10: DR 7</b>	<i>Fists of Iron.</i> The airborne Commando Strike unit is available for use one in the game in any turn. Treat this as No Event if rolled more than once in the game.

##### 4.2 D6 Odd Result:

<b>D10: 0 or 1</b>	<i>Egypt states its support for Hamas.</i> Move the Hamas Diplomacy marker one space to the left. If the marker is already in the 10 space of the Diplomacy Track, or if rolled more than twice per game, treat as No Event.
<b>D10: 2 or 3</b>	<i>Insh Allah!</i> -1 DR for any one (DR result of 2) or two (DR result of 3) rocket attack(s).
<b>D10 4 or 5</b>	Treat as <i>No Event</i> .
<b>D10: 6 or 7</b>	<i>Martyr's Strike.</i> A Hamas-affiliated bomber detonates in Tel Aviv. DR result of 6 causes 1 MVP award to Hamas. DR result of 7 moves Israeli Diplomatic marker 1 space to the left in addition to the 1 MVP award to Hamas.
<b>D10: 8 or 9</b>	<i>SAM missiles!</i> +1 DR for any one (8 DR result) or two (9 DR result) Israeli F-15 ,Drone <b>or</b> <b>Commando</b> strike.

**Note:** Use the appropriate markers to record a Random Event as it occurs. Unless otherwise noted an event can occur as many times in the game as it is rolled.

#### 5.0 Hamas Rocket Launcher Determination

Beginning with turn 2 all Hamas Rocket Launcher units that are available for play (Qassam, Grad, Fajr-5) are placed in the opaque container. A number equal to the roll of a D10 and the number of the space occupied by the Hamas Diplomatic marker are then drawn at random. Any not withdrawn can be used for the next turn. *For example. The DR is 1 and the Hamas Diplomacy marker occupies the 8 space of the Diplomacy Track. Nine rocket launcher units will be withdrawn from the opaque container by the player at random.*

##### 5.1 Rocket Launcher Deployment

The rocket launcher units available for use in the turn are divided by type and placed as evenly as possible in the four Gaza Strip areas. An area may only have duplicate launcher type if all of the

other areas have at least one. There is no limit to the number of rocket launcher units that can occupy a Gaza Strip area. *For example, if 6 Qassam launcher units are available two Gaza areas will have 1 and the other two areas will have 2.*

## 6.0 Israeli Military Asset Determination

Starting with turn 2 the player rolls a D10 and adds the number of the space occupied by the Israeli Diplomacy marker. The modified DR result is the number of the following military assets the Israeli player can use in the turn:

- *F-15 and Drone units*: Number equal to the modified DR result.
- *Iron Dome units*: Number equal to the modified DR result.
- **Example**: A modified DR result of 7 results in seven F-15/Drone units and seven Iron Dome units being available to the player for the turn.
- *Israeli Naval Support*: Available each turn. The deployment of this unit **does not count** against the Israeli Asset determination DR result.
- **Note**: The Israeli *Commando* unit becomes available via Random Event and does not count against the Military Asset Determination DR limit.

The player can increase the result total by 2 or 3 by either moving the Israeli Diplomacy or Hamas Diplomacy marker(s) to the left one for an increase of 2, or two spaces for an increase of 3. *For example. The Israeli player rolls a 1 and the Israeli Diplomacy marker is in the 5 space of the Diplomacy Track that results in a total of 6. The player elects to increase this to 9 by moving the Israeli Diplomacy marker to the left two spaces (to 3) and the Hamas marker, that was in the green 2 space, to the green 3 space.*

## 6.1 Israeli Military Asset Allocation

Israeli Military Asset units are utilized as follows:

- **Iron Dome units**: These are deployed one to an area anywhere on the map during the Israeli Military Asset Determination and Allocation Phase. These units are used to defend against Hamas rocket attacks.
- **F-15, Drone and Commando units**: These are deployed during an Impulse of the Operation Phase. These units are used to conduct attacks against Hamas rocket launcher units, supply and military leadership centers (latter two printed on the map).
- **Naval Support unit**: This unit is deployed in the Mediterranean Sea Area adjacent to any Gaza Strip area.

## 7.0 Operational Phase

Each Operational Phase of a turn is subdivided into AM, PM and Night Impulses. Each Impulse is further subdivided into Rounds in which first attacks are launched against Hamas targets (rocket launchers, supply or leadership targets) followed by rocket flights and strikes against Israeli targets.

### 7.1 Attacks on Hamas Targets

Israeli F-15, Drones, Naval Support and Commandoes (if in play) can carry out attacks on Hamas rocket launchers, Supply depots (Khan Yunis) and military/political leaders (Gaza City).

**7.1.1 Rocket Launcher Attacks.** Israeli F-15, Drone and Naval Support units can attack Hamas rocket launchers. The player designates which unit is to be attacked and designates the attacking unit or units. **Note**: See also rule 9.1.

Normally each F-15, Drone or Naval Support attack is resolved individually, but a Drone and F-15 can carry out a combined attack. For each Hamas rocket launcher targeted the player rolls a D10 and modifies it by -1 if an F-15 and Drone are attacking together. Modify the DR by +2 if the attack takes place during a Night Turn. A D6 is also rolled at the same time to determine the effects of civilian casualties. The combat result is as follows:

- **DR 0 or 1:** Rocket launcher destroyed and removed from the map. If the DR was a 0 the unit is permanently out of the game. If the DR was a 1 the unit is placed in the opaque container for possible use again in the game. The Israeli player is awarded 1 MVP for this result.
- **DR >1 but ≤ than the rocket launcher unit's CF.** Rocket Launcher marked as Suppressed and the unit's combat factor reduced by 1. **Note:** See also Module 8.0.
- **DR > than the rocket launcher unit's CF.** Attack failed. If the DR result was more than twice the target's CF Israeli player must a) move the Israeli Diplomacy marker one space to the left, b) move the Hamas Diplomacy marker one space to the right, or c) award the Hamas 1 MVP.
- **D6 DR 1 or 2:** No result.
- **D6 DR 3 through 5:** Move Israeli Diplomacy marker one space to the left.
- **D6 is 6:** Move Israeli Diplomacy marker one space to the left and award 1 MVP to Hamas.

An F-15, Drone or Naval Support unit can attack once per turn. After the attack is resolved place the attacking unit(s) aside for use again later in the game.

**7.1.2 Supply Depot and Leadership Attacks.** F-15, Drone and Naval Support units can attack Hamas supply depots (Khan Yunis) or military/political leaders (Gaza City) **once each per turn**. The player designates which center is to be attacked and designates the attacking unit or units.

Normally each F-15, Drone or Naval Support attack is resolved individually, but a Drone and F-15 can carry out a combined attack. For each Hamas center targeted the player rolls a D10 and modifies it by -1 if an F-15 and Drone are attacking together. Modify the DR by +2 if the attack takes place during a Night Turn. A D6 is also rolled at the same time to determine the effects of civilian casualties. The combat result is as follows:

- **D10 DR ≤ 3:** If Gaza City was targeted move the Hamas Diplomatic marker one space to the right. If Khan Yunis was targeted immediately remove 1 Hamas rocket launcher in the opaque container and from the game. The Israeli player is awarded 1 MVP for this result.
- **D10 4 or more:** Attack failed.
- **D6 DR 1 or 2:** No result.
- **D6 DR 3 through 5:** Move Israeli Diplomacy marker one space to the left.
- **D6 is 6:** Move Israeli Diplomacy marker one space to the left and award 1 MVP to Hamas.

## 7.2 Hamas Rocket Launches

After all Israeli attacks for the Impulse are resolve then each Hamas Rocket Launcher unit in play launches rockets. Each launcher will launch a number of rockets:

- *Normal status:* Rockets equal to the unit's CF.
- *Suppressed:* One rocket.

For each rocket to be launched a DR is made to determine in which area it sets up in (blue areas adjacent to Gaza) and then later each area it moves to. In most cases either die can be used (even or odd) but in some a D10 is used (DR ranges printed on the map).

**7.2.1 Hamas Rocket Movement and Range.** After all rocket launchers have launched and the rocket units deployed into their blue initial launch areas a D10 or D6 DR are made for each rocket to determine where each rocket will move and whether it will attack a target in the area or move on.

- **Fajr-5 Rockets:** Will continue moving until the unit enters a green "terminal" zone; one that has no areas that can be moved into from it.
- **Grad Rockets:** Will continue to move until the unit enters a black "terminal" area; one that has no other black areas that can be moved into from it.
- **Qassam Rockets:** Will end movement in a black area adjacent to the blue set up area.
- Any Rocket unit that ends its movement in an all Mediterranean Sea Area is automatically removed from play (it crashed harmlessly out at sea).

- The movement of Hamas Rockets is interrupted by Iron Dome Attacks (7.2.2 below) and to resolve Rocket Attacks in areas at the limit/end of each rocket's range (7.2.3 below).

**7.2.2 Iron Dome Attacks.** Whenever a Hamas Rocket occupies an area with or adjacent to (connected by an arrow) an Iron Dome unit the player rolls a D10 to determine if the Rocket is shot down. Add 1 to the DR if the targeted rocket is in adjacent zone. Add 1 to the DR if Iron Dome unit is on its depleted side.

- **DR of 0 or 1:** Rocket is successfully shot down. Remove the rocket unit from the map (it can be used again later in the game).
- DR 2 through 8: Iron Dome defense is unsuccessful.
- **DR 9 or more:** Iron Dome defense is unsuccessful and the Iron Dome unit is flipped to its Depleted side. If already depleted the Iron Dome unit is removed from play for the rest of the turn (but can be reused later in the game).
- **Note:** The Israeli player is not required to conduct an Iron Dome defense against a Hamas rocket.

**7.2.3 Rocket Attacks.** Whenever a Hamas Rocket ends its movement in an appropriate zone (dependent upon its range) the player rolls a D10. Add 1 to the DR if an un-depleted Iron Dome unit is in the same area as the rocket.

- **DR 0 or 1:** Rocket strikes and causes severe damage. Award 1 MVP to Hamas. If the DR was 1 move the Hamas Diplomacy marker 1 space to the right. **Note:** Hamas is awarded 2 MVP if the Rocket struck an area with a black dot city (example: Ashdod); 3 VP if it impacts in the area with Tel Aviv, Jerusalem or Dimona (red dot cities).
- **DR 2:** Rocket strikes but causes only slight damage. Roll the die again. Award 1 MVP to Hamas (odd DR) or move the Israeli Diplomacy marker 1 space to the left (even DR). Do not roll the second die for a rocket strike against Tel Aviv, Jerusalem or Dimona. Both the 1 MVP Hamas award and movement of the Israeli Diplomacy marker to the left are in effect.
- **DR 3 or more:** Rocket strikes nothing of value or failed to explode. No effect. **Note:** The rocket unit can be re-used later in the game.

The Hamas Rocket movement and attacks, as well as Iron Dome defenses, continue until there are no longer any Hamas Rockets in play for the Impulse.

## 8.0 End Phase

Once the Night Impulse of a turn is completed, and if the Hamas and Israeli Diplomacy markers have not moved into the same space on the Diplomacy Track, play proceeds to the End Phase. The following steps are performed in this order:

1. **Israeli MVP Award:** The Israeli player is awarded 1 MVP for every 2 Suppressed Hamas Rocket Launcher units on the map at the end of the turn. **Note:** Drop any fraction. *For example: 3 Suppressed Launcher units results in an Israeli 1 MVP award.*
2. **Unit Removal:** Remove any Random Event markers and combat units from the game map (all types of Rocket Launchers, Iron Dome, F-15, Drone, Naval Support and Commando units).
3. **Turn marker reset:** Place the Turn marker in the Random Events Determination Phase space of the Turn Record Track.

## 9.0 Special Units

Some units have unique capabilities in the game.

### 9.1 Israeli Commandos

This unit enters play via Random Event. The player can deploy this unit in any Gaza Strip area once per game during any Operations Phase Impulse. The unit can attack up to two targets in the area. To resolve the attack the player rolls both a D10 (for the attack on the target) and D6 (for civilian casualties). Subtract 1 from the D10 DR if the commando attack is taking place at night. **Add 1 to the D10 DR if SAM missiles are in play.**

- **D10 DR ≤ 3:** If Gaza City was targeted move the Hamas Diplomatic marker one space to the right. If Khan Yunis was targeted immediately remove 2 Hamas rocket launchers in the opaque container and from the game. If a rocket launcher was attacked it is immediately removed from the game and the unit cannot be re-used (do not place it into the opaque container). The Israeli player is awarded 1 MVP for this result.
- **D10 4 or through 8:** Attack failed. Award Hamas 1 MVP.
- **D10 of 9:** Commando attack was a disaster! Award Hamas 2 MVP and move the Israeli Diplomacy marker 1 space to the left.
- **D6 DR 1 or 2:** No result.
- **D6 DR 3 through 5:** Move Israeli Diplomacy marker one space to the left.
- **D6 is 6:** Move Israeli Diplomacy marker one space to the left and award 1 MVP to Hamas.

## 9.2 Random Event Markers

These are provided as memory aides and put in play whenever the particular event is rolled for on the Random Events Table.

## 10.0 Game Set Up

The various units and markers are set up as follows at the start of the game. The Operations marker is placed in the Operations Phase space of the Turn Record Track. **Note:** The Random Events, Hamas and Israeli Asset Determination Phases are not performed on turn 1. The Impulse marker is placed in the AM Impulse space of the O

### 10.1 Hamas Set Up

- 16 Launcher units, selected at random from the opaque container are deployed to the four Gaza Strip areas. All are normal status.
- The Hamas Diplomacy Marker is set up in the dark green 8 space of the Diplomacy Track.
- The Hamas MVP markers are set up in the 0 space of the Hamas MVP Track.

### 10.2 Israeli Set Up

- 8 Iron Dome units, at normal status, set up in any black or green areas.
- 8 F-15 and 8 Drone units are available for use on turn 1.
- Israeli Naval Support unit is set up in the Mediterranean Sea area adjacent to any Gaza Strip area.
- The Commando unit is set aside and may enter play in a later turn through Random Event.
- The Israeli Diplomacy Marker is set up in the dark blue 9 space of the Diplomacy Track.
- The Israeli MVP markers are set up in the 0 space of the Israeli MVP Track.

## 10.0 Winning the Game

There are various types of winning and losing Reign of Missiles. As soon as the Hamas and Israeli Diplomacy markers occupy the same space on the Diplomacy Track the game immediately ends. Depending upon which space on the Diplomacy Track the markers occupy and the number of MVP awarded to Hamas and Israel, the winner of the game is determined:

- Diplomacy markers in the dark green 7 through 10 spaces: Hamas Major Diplomatic Victory.
- Diplomacy markers in the light green 2 through 6 spaces: Hamas Minor Diplomatic Victory.
- Diplomacy markers in the white 0 or 1 spaces: Diplomatic Stalemate
- Diplomacy markers in the light blue 2 through 6 spaces: Israeli Minor Diplomatic Victory.
- Diplomacy markers in the dark blue 7 through 10 spaces: Israeli Major Diplomatic Victory.

**Decisive Israeli Victory:** The Israeli player has more MVP than Hamas, and wins a Major Diplomatic Victory.

**Substantive Israeli Victory:** Israeli player has more MVP than Hamas, and wins a Minor Diplomatic Victory.

**Substantive Hamas Victory:** Hamas has more MVP than Israel, and wins a Minor Diplomatic Victory.

**Decisive Hamas Victory:** Hamas has more MVP than Israel, and wins a Major Diplomatic Victory.

**Stalemate:** Any other combination of MVP and Diplomacy results (*no one wins the game. A pox on both of your houses!*).

### 11.0 Designer's Notes

*"But war is a game, which, were their subjects wise, Kings would not play at."* –William Cowper.

I've had a game on a conflict between Hamas-controlled Gaza and Israel in the file drawer for nearly two years (since mid-2010). My game *War with a Vengeance: The V-1 Campaign Against Great Britain*, as well as my development work on Richard Berg's game on the Japanese Balloon Offensive against the USA during WWII, *Winds of War* (both published in **Against the Odds** magazine) were the inspirations. Michael Peck's article on the crisis, that compared *War With a Vengeance* to the Gaza missile crisis (see Additional Reading below), as well as his email correspondence with me, were the impetus to get *Reign of Missiles* completed and onto your game table.

As the active player you must keep a constant eye on the Diplomacy Track. You have a preponderance of force at your disposal each turn, but how you use these assets, and the fortunes of war that accompany their use, will produce swings in the diplomacy that could lead to the implementation of a cease-fire that may help or hurt Israel's chances in the longer term or next conflict. Becoming "target fixated" on taking out launchers, hitting the Hamas leadership as well as supply depots, and/or shooting down missiles can produce results, but will they be ones that help you win the game?

Some have described this latest crisis as yet another sad chapter in the long history of this horrible war. Will it be among the last, or a footnote in this book that is yet to be finished? And what will its effects be on the peoples of this region? I have long felt that games have a unique ability to inform and teach others about history and current events. I hope that *Reign of Missiles* sheds some light into what is happening, and at stake, in the mid-east. Enjoy and learn!

### Credits:

Game Design: Paul Rohrbaugh

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