Siege of Abadan, 1981
A *WW3 Team Yankee* Mega-Game Scenario

The Iran – Iraq War of the 1980s was long and bitter, but some of the most impactful fighting took place in the opening phase, during Iraq's push into Khuzestan. After the taking of Khorramshahr, Iraqi focus turned to securing Abadan, a critical city with extensive port and oil facilities.

The heavy casualties incurred in taking Khorramshahr discouraged an all-out assault, so the Iraqis focused on cutting the city off from supply. A triangular bulge south of the Karun River, cutting off the major supply routes, was created in November of 1980. Additional forces pushed onward, eventually surrounding the city on 3 sides, but were unable to secure it.

This scenario uses a large tabletop to depict the last major Iraqi attempt to take the city, during June of 1981. This offensive saw massive tank actions as the Iranians tried to break the siege while the Iraqis tried to push deeper into the city. The Iraqis are trying to secure additional critical points within the city itself, while the Iranians are counterattacking, trying to secure a land supply line along a major road.

Historically the fighting caused massive casualties on both sides but was inconclusive. The Iranians hung on, but could not break the siege. Finally, that September, the Iranians managed to push the Iraqis back and opened land supply routes into the shattered city.

Special Terrain rules:
- Highways – are treated as roads, including through the Rubble Zone.
- Rubble Zone – Abadan had been shelled continuously for over a year, creating a rubble strewn landscape. The entire rubble zone is treated as low difficult terrain, except on roads.
- Intact Buildings – use the normal WW3 Team Yankee rules
- Palm Groves – are tall terrain, but do not require cross checks.
- Low Rises – the landscape along the lake rolls gently, with areas of soft sand alternating with low rises that offered a small modicum of cover in the otherwise extremely flat landscape. A low rise is tall terrain, blocking line of sight past it, and provides concealment to units on it. Low rises are terrain, but do not require cross checks.

Deployment - Iranian:
Iranian forces deploy first, anywhere within 12" of their deployment area shown on the map. Each Iranian force containing any Basij formations may choose to employ a Basij Assault (utilizing the normal rules on Pg. 68 of Oil War).
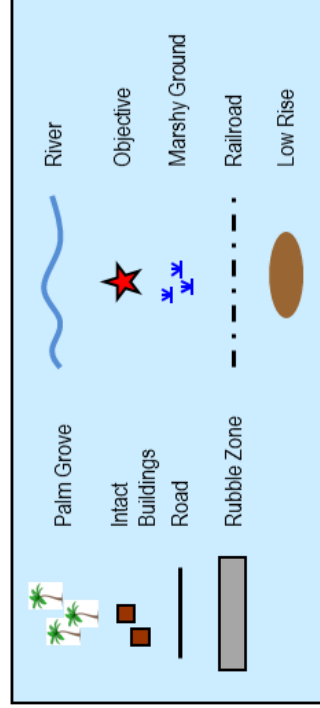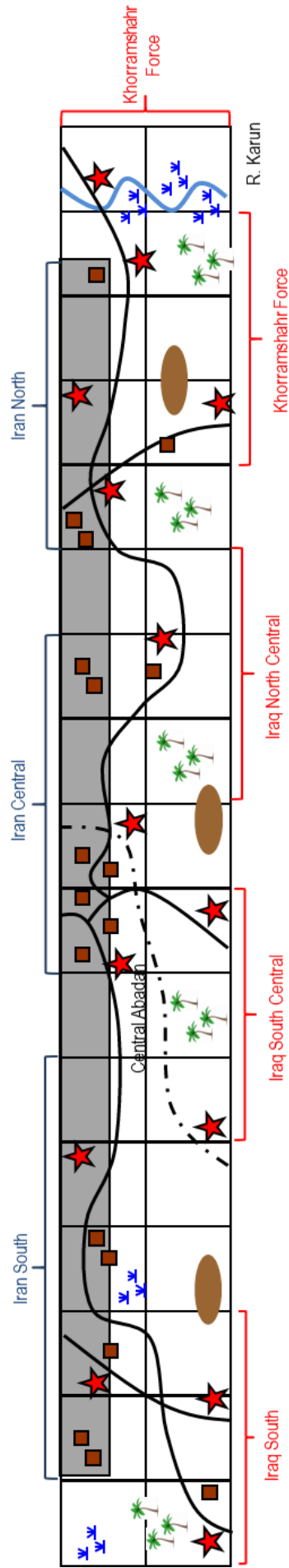
Deployment - Iraqi:
Iraqi forces deploy second, anywhere within 12" of their deployment area shown on the map.

Once deployment is completed, the Iraqi forces will take the first turn.

Map:

WW3 Mega-Game
Siege of Abadan – June, 1981

N

Khorramshahr Force

R. Karun

Khorramshahr Force

Iran North

Iran Central

Iraq North Central

Central Abadan

Iraq South Central

Iran South

Iraq South

Legend:
- Palm Grove
- Intact Buildings
- Road
- Rubble Zone
- River
- Objective
- Marshy Ground
- Railroad
- Low Rise

Forces:

Iraqi Forces - Each Iraqi player may field a force of up to 105 points from the Oil War book.

Iranian Forces - Each Iranian player may field a force of up to 105 points from the Oil War book.

Airpower:
By this point in the war, the Iranian Air Force was significantly weakened by a lack of maintenance and spare parts. Iraq continued to rely heavily on airpower to offset its deficiencies in manpower. Both sides continued to utilize helicopters extensively throughout the conflict.

To reflect this, neither players may take strike aircraft for this game. Each turn from turn 3 onward the Iraqi CiC rolls a d6. On a 4+ he receives a flight on 4 MiG-23 fighters (see attached card for the stats).

Off-Table Artillery:
Both sides may have artillery units deployed off table. They are spotted for as per the normal rules and measure their distance to targets from the table edge in their deployment area.

Weather:
Mornings in the low-lying terrain around Abadan saw regular mist, limiting visibility until the sun burned it off. On the first two game turns mist is in effect. Mist limits visibility to a maximum of 24" and conceals all teams.

Winning the Game:
There are fourteen critical objectives on the tabletop. The side controlling the highest number of objectives after six turns have been played is the winner. If both sides control an equal number of objectives, then the game is a draw.

New Unit Cards:

MiG-23 Fighter Flight

GAF

Strike Aircraft Unit

Courage 4+	Skill 5+
Morale 4+	

Is Hit On	Aircraft Save
3+	5+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
—	UNLIMITED	—	—	AUTO

Weapon	Range	Halted	Moving	AT	FP	Notes
23mm GSh 23-L	8"	-	3	6	5+	Anti-helicopter
Bombs	6"	ARTILLERY		3	3+	

MiG-23 Fighter Flight

GAF

Special Rules

Forward Firing – may only target teams fully in front of the shooting team

MiG-23 Fighter Flight:

4x MiG-23	6 pts
2x MiG-23	3 pts