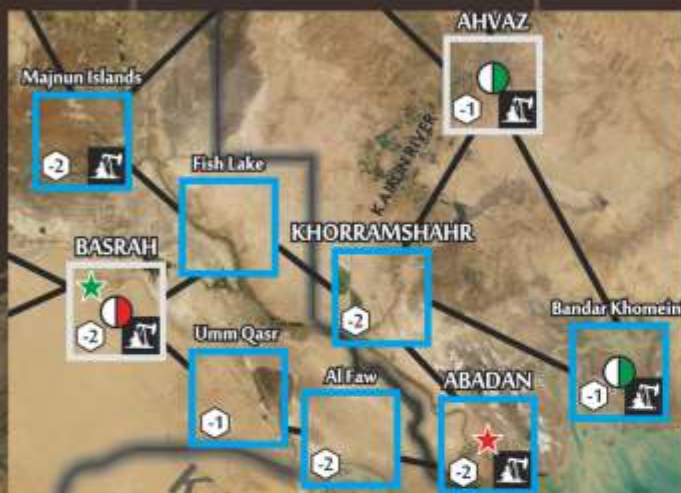




Pierre Razoux's

BLOODY DAWNS

THE IRAN-IRAQ WAR



17" x 22" map of Iran and Iraq



98 counters and markers

OPP 3 MISSILES INBOUND IRP 4

The Iraqi Air Force mistakenly shoots Exocet missiles at the Frigate USS Stark, damaging it badly.

The Iranian player discards 1 card randomly from the Iraqi player's hand. The Iraqi player cannot play the Tanker War card for the rest of the game.

This event cannot be played before Turn 17; the card is then removed from the game.

48

54 Card, Action and Event Deck

Iraq's invasion of Iran in September 1980 was supposed to be a "blitzkrieg" fast campaign to secure Iraq's border and access to the sea, as well as hopefully discrediting and toppling the Islamic Republic that seized power from the Shah the year before. Instead, it degenerated into an eight year conflict that profoundly altered the course of events to this day, throughout the Middle East and indeed the entire world.

Bloody Dawns: The Iran-Iraq War is a two-player grand strategic level card-driven wargame depicting the struggle between Iraq and Iran from September 1980 to August 1988. Players use cards to determine their courses of actions in the game, deploy units representing the military formations engaged in the fighting, and plan their strategies based upon the game's events and the assets they accrue and/or lose as the war drags on.

The game contains three scenarios as well as a Campaign Game covering the entire war.

Bloody Dawns : the Iran-Iraq War is designed by Pierre Razoux. He is also the author of *The Iran-Iraq War*, published by Belknap Press in 2015. Since 2012, he has been the Research Director at the Strategic Research Institute of the Military School (IRSEM) in Paris.



Pierre Razoux

\$45.00

