

Drive on Baghdad: 2003 - Issue #20



Open copy, as new, unpunch not used. A solitaire game in which the player takes command of Central Command Forces during Operation Iraqi Freedom.

Rating: Not Rated Yet

Price

Price £31.95

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Manufacturer [DECISION GAMES](#)

Description

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Drive on Baghdad: 2003 is a solitaire game in which the player takes command of Central Command Forces during Operation Iraqi Freedom. Your goal is to defeat Saddam Hussein's forces in such a manner as to prevent a post-campaign insurgency from breaking out.

The system plays the Iraqis. You will have to deal with a variety of situations, such as: battling Republican Guard divisions, safeguarding your lines of supply, sandstorms, etc., all the while keeping up the momentum in your drive on Baghdad.

The game has two levels: Standard Rules, which give a quick-play game, and the Optional Rules, which add more realism at the expense of increased complexity.

While this is a solitaire game, more than one can play as a team, making decisions by consensus, or with different players managing operations along each vector of Advance.

Components: One 22" x 34" map & 176 counters

Scale:

- Player: 1
- Level: Battalion/ Division
- Hex: N/A