

Game Title: **Lebanon '82: Operation Peace for Galilee**

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10.0 INTRODUCTION

Operation Peace for Galilee is a simulation of the Israeli invasion of Lebanon in 1982, an attempt to clear out PLO terrorists, and expel elements of the Syrian army from the country. Hoping to establish the pro-Israeli Christians as the legitimate government in Lebanon, the Israelis sent in infantry and armored forces, which soon became embroiled in vicious urban battles.

10.1 First Player

The Israeli player is the first player throughout the game (see 3.0).

10.2 Map Movement Costs

The terrain movement costs on the map are as follows:

Terrain	Movement Points
Clear	1
Rough	2
Mountain	3

Road	1
PLO Bastion hexside	+1
Lake hexside	No movement across
River hexside	+1
Beirut hex	2
Town hex	Other terrain in hex

Hexes that include multiple types of terrain impose the movement cost of the worst (in terms of movement cost) terrain, plus river or PLO Bastion hexsides, if present.

Map Errata: Terrain Key

10.3 Israeli Set-up

The Israeli player must set up all Israeli units in groups per their division number in any hexes within the same divisional sector printed on the map, south of the Israeli border (e.g., all units of the 90th Division must be set up within the band of hexes printed on the map as "90th Division"). The units of the 96th Division must be set up in the "Amphibious" box.

The Israeli "880" division units may be set up in any one sector of the Israeli player's choice, except in the 91st sector.

10.4 Syrian Set-up

The Syrian player must set up all Syrian units in any hexes within the range envelope of any Syrian SAM sites, although the Syrian 47th brigade, 82nd brigade, and any ten commando battalions (of the Arab player's choice) must be set up within the range envelope of the SAM site in hex 0908 (nearest to the town of Zahle; hex 0708).

10.5 PLO Set-up

The PLO player must set up all PLO units, randomly selected and placed in the hexes and quantities as follows.

Within three hexes of Tyre (2925)	3 x PLO units
In Alras Jouaiya (3119)	1 x PLO unit
Any coastal hexes from 1921 to 2925	2 x PLO units
Within three hexes of Sidon (1820)	3 x PLO units
Within three hexes of Nabatiya (2518)	3 x PLO units
In Damour (1219)	1 x PLO unit
In Khalob (1018)	1 x PLO unit
Beirut Airport (0818)	1 x PLO unit
Any three Beirut hexes	3 x PLO units
In Rashayyah (2008)	1 x PLO unit
In Hasbaita (2312)	1 x PLO unit

11.0 REINFORCEMENTS

Enter reinforcements in the hexes listed at the beginning of each respective player's Movement Phase or Mobile Movement Phase. A unit may move immediately during the same game-turn it arrives on the map, however no unit may arrive and end its movement stacked in the same hex with any other unit.

11.1 Quantity of Reinforcements

Reinforcements generally arrive during specific game-turns. Note that the term "Arab" refers to PLO and Syrian units.

ISRAEL (Any game turn)

Unit Type Hexes

8-7-7 (96) Enter the map on any coastal hex (except any Beirut hex) from the "Amphibious" box.

4-2-5 (96) Enter the map on any coastal hex (except any Beirut hex) from the "Amphibious" box.

11.2 When Reinforcements Arrive

The Israeli Reinforcements arrive, either together or separately, at the beginning of any Israeli player's Movement Phase (although they are not required to arrive during the same game turn.) A unit arriving from the "Amphibious" box must end its movement for that game turn in that coastal hex (whether arriving during the Movement Phase or the Mobile Movement Phase), but may move normally during subsequent game turns.

Note: The Israeli player is not required to conduct an amphibious landing, if he prefers to not do so. He may decide to keep one or both of his units in the Amphibious box to present a potential threat of an amphibious landing throughout the game, or simply to avoid additional casualties.

11.3 Where Reinforcements Arrive

The Israeli unit(s) arriving from the "Amphibious" box may arrive in any hex(es) that is presently occupied by an enemy unit, in which case combat is resolved normally. This is the only instance in which two units may stack together, albeit temporarily, in the same hex. If the occupying enemy unit is not eliminated or forcibly-retreated from that coastal hex, the Israeli unit(s) conducting that amphibious landing must return to the Amphibious box (as depleted, if depleted by the combat result) immediately. They are eligible to conduct another amphibious landing during any subsequent game turn normally until they occupy a coastal hex that is unoccupied by any enemy unit, or until eliminated.

Once a unit conducts a successful amphibious landing, it may not return to the Amphibious box, or make any other amphibious landings throughout the game.

11.4 Reinforcements & Combat

Reinforcements may participate in combat normally during the Combat Phase of the same turn they arrive, if they arrive in a hex that is adjacent to an accessible enemy unit.

12.0 PALESTINIAN BASTIONS

Representing enclaves of Palestinian resistance, the locations of Shemli (2923), Alras Jouaiya (3119), Beaufort Castle (2616), Ein Hilweh (1921), and the PLO HQ (0719) are Palestinian bastions. As such, any Palestinian (not Syrian) unit that is presently occupying a Palestinian bastion hex is immune to "Ex", "D2" and "D3" results on the Combat Results Table (although an "Ex" result inflicts a depletion to one of the attacking Israeli units normally, nonetheless.) Only a "De" result has any effect upon any enemy unit occupying a Palestinian bastion hex.

13.0 SURFACE TO AIR MISSILES (SAMS)

The map is printed with six individual SAM sites in six different hexes that are controlled by the Syrian side to potentially nullify and eliminate Israeli support fire. The SAM sites are not units, and have no tangible presence on the map, except to denote the breadth of their effect against Israeli support fire.

SAM units do not possess an attack value or a movement value (as signified by the "0-(3)-0"), and thus no SAM unit may ever be used to attack any other unit, or ever move. Furthermore, a SAM site cannot be attacked, but will be eliminated automatically if a SAM site hex is occupied by any Israeli unit, at which time its effect on the map is immediately ended, permanently (and a SAM site cannot be resurrected, rebuilt or repaired by any means).

A SAM site can be bombarded like a normal unit, however. Each SAM site is assumed to have a defensive strength value of "3" for purposes of calculating a bombardment differential (see 8.4), and is eliminated on an "Ex" or "De" result. The "3" is not a normal combat defensive value (as signified by the parenthesis), and is not applicable to normal land combat in any way.

SAM units are attributed a range envelope of two hexes outward in all directions from each SAM site's hex (two hexes from the SAM depiction, not including the SAM site's hex); the range envelope for each SAM site is printed on the map as shaded hex areas, indicating that any aircraft type of Israeli support fire marker applied within that two hex envelope may potentially be nullified and eliminated by that SAM site. A SAM site cannot nullify any support fire marker applied beyond its

range envelope.

Note: *Though the map SAM range envelopes overlap into a third hex in some cases, only the two hexes outward from the SAM depiction are within each SAM site's range envelope.*

Each SAM site may only potentially nullify one support fire marker per combat phase (that is to say, any particular SAM unit cannot nullify more than one support fire marker applied during the combat phase; it is assumed the launcher must be rearmed once it has fired.) Thus, because there are four combat phases during a turn (the Israeli Combat Phase, the Israeli Mobile Combat Phase, the Arab Combat Phase and the Arab Mobile Combat Phase), any particular SAM site could attempt to nullify/eliminate a maximum of four markers/chits during any single game turn (assuming those markers/chits are applied within that SAM site's range envelope).

Multiple SAM sites may attempt to nullify/eliminate the same support fire marker if within each SAM site's range envelope (in cases where two SAM site's range envelope's encompass the same hex).

13.1 Firing a SAM Site

Whenever the Israeli player applies an aircraft support fire marker (any support fire marker with a jet aircraft printed on that counter), the Arab player may "fire" any SAM site(s) within range of the hex where the aircraft support fire marker is being applied (even if on the SAM site itself during a bombardment.) The Arab player then simply rolls one six-sided die (per each SAM site, within range, that the Arab player wishes to fire); if the die roll is a "1" or "2," that aircraft support fire marker is removed (permanently), and may not be applied to any combat. Any other die roll result is no effect.

A SAM site may never nullify/eliminate any other type of support fire marker. Only aircraft support fire markers may be targeted by any SAM unit.

When any SAM site has been fired, regardless of the result, place a "Fired" chit on that SAM site's hex, indicating that SAM site has been used during that combat phase. When that combat phase is completed, remove that chit (indicating it is eligible to be fired again).

14.0 SUPPORT FIRE COORDINATION

The Arab player may allocate his support fire markers per 8.3 normally, though he may never apply more than one Syrian support fire marker to any combat (whether attacking or defending) involving only PLO units, nor may the Arab player ever apply more than one PLO support fire marker to any combat (whether attacking or defending) involving only Syrian units.

15.0 BRIDGES

All river hexsides on the map are considered bridges in the game, and thus there are no actual bridge depictions on the map.

16.0 MUSLIM EXTREMISTS

Some PLO units are printed with an attack value of "0", indicating that they apply no combat differential when attacking. This does intrinsically forbid 0-strength PLO units from attacking; indeed, a preferred tactic of the Arab side is to include 0-strength PLO units in a regular attack, and use the PLO unit to incur any depletions, if any, inflicted by a poor combat result.

17.0 ZOC EXEMPTION

Israeli units Zones of Control do not ever inhibit the movement of any PLO units, or any Syrian commando type units.

18.0 INTERNATIONAL PRESSURE

The length of the scenario is decreased by one complete game turn per each Israeli unit that becomes depleted during the course of the game, and decreased by two complete game turns per each Israeli unit that becomes eliminated during the course of the game. Conversely, the length of the scenario is increased by one complete game turn per each Syrian unit that is depleted, and increased by two complete game turns per each Syrian unit that is eliminated during the course of the game. Note, however, the scenario can never be extended beyond game turn 30, despite the casualty tally.

Note: *The status of PLO units, support fire markers, and SAM sites do not decrease or increase the length of the scenario under any circumstance.*

For example, if the Israeli player suffers a depletion of one unit and an elimination of one unit, the length of the game will thus end prematurely at the end of game turn 27 (in other words, decreased three game turns) instead of game turn 30. However, if three Syrian units had also been eliminated, the game would end on game turn 30 instead. Victory is determined normally whenever the last game turn has been completed.

If the current game turn is already after a prematurely ended scenario, the scenario ends immediately, and victory is thus determined immediately. No additional phases, movement or combat may be conducted by either player.

19.0 VICTORY CONDITIONS

The Israeli player wins the game if he can eliminate (not merely deplete) all PLO and Syrian units before the last turn of the game. The Arab player wins if any PLO or Syrian unit survives beyond the last game turn.

19.1 Three-Player Alternate Victory Conditions

This scenario can be played as a three-player game, with one player as the Israeli side, one player as the PLO (controlling only PLO units), and one player as the Syrians (controlling only the Syrian units, including the Syrian SAM sites).

If playing a three-player game, the PLO player wins the scenario (but not the Syrian player) if he controls more Beirut city hexes than are Syrian SAM sites remaining active as of the last game turn. The Syrian player wins the scenario if there are more Syrian SAM sites remaining active than are Beirut city hexes that are presently unoccupied by Israeli units. If sides control the same number of their respective hexes, then whichever side inflicted more eliminations upon the Israeli side wins the scenario. If both sides inflicted the same exact amount of eliminations upon Israeli units, then the Syrian player wins if both sides control the same number of their respective hexes.

Note: *The two conditions above apply only if the Israeli side has not otherwise won the scenario. If the Israeli side wins the scenario, both the PLO and Syrian player have lost equally. There is no second place.*

An elimination inflicted upon an Israeli unit by one side or the other is awarded to the side that actually caused that Israeli unit to come off the map, even if the other side inflicted a depletion upon that same unit first. The eliminated Israeli units should be held off to the side by the player inflicted the elimination to tally them at the end of the scenario.

All the above conditions apply the same if the scenario ends prematurely per 18.0.

20.0 ISRAELI 2006 INVASION OF LEBANON

This scenario simulates the Israeli invasion of Lebanon in July 2006, in response to Hezbollah rocket attacks upon Israeli towns and cities. Only the area of the map south and east of the Litani River is in play for this scenario.

20.1 Israeli Set-up

The Israeli player must set up only three Israeli divisions (the 36th, 162nd, and 252nd), but in any hexes within Israel, except in the Golan Heights (the Golan Heights is assumed to extend as far south as the 252nd Division's sector hexes). Each unit of a division must, however, be set up adjacent to at least one other unit of that same division. There are no other Israeli units in play for this scenario.

20.2 PLO Set-up

The PLO player must set up 14 PLO units, randomly selected and placed in the hexes and quantities as follows.

In Tyre (2925) 1 x PLO unit

In Mansouri (3224) 1 x PLO unit
In hex 3222 1 x PLO unit
In hex 3220 1 x PLO unit
In hex 3420 1 x PLO unit
In hex 3116 1 x PLO unit
In Bent Jubail (3418) 1 x PLO unit
In hex 3217 1 x PLO unit
In hex 2816 1 x PLO unit
In Alras J. (3119) 1 x PLO unit
In hex 3121 1 x PLO unit
In hex 3519 1 x PLO unit
In hex 3523 1 x PLO unit
In Qana (3020) 1 x PLO unit

Note: Palestinian bastion hexes are not considered to be in effect for this scenario.

20.3 Syrians

There are no Syrian units in this scenario, and the Syrian SAM sites are non-existent.

20.4 First Player

The Israeli player is considered to be the "First Player" during the game, and throughout the game (see 3.0).

21.0 REINFORCEMENTS

Neither side receives any reinforcements during this scenario.

22.0 LIMITED ISRAELI SUPPORT FIRE

For the first five game turns, the Israeli player only receives half of his allotment of support fire (seven support fire markers per game turn), which he must draw randomly from the entire pool of twelve Israeli support fire markers.

23.0 THE 24-HOUR NEWS CYCLE

The length of the scenario is decreased by one complete game turn per each unit of either side (Israeli or PLO) that becomes *eliminated* during the course of the game.

Note: *The status of support fire markers and SAM sites do not decrease or increase the length of the scenario under any circumstance.*

If the current game turn is already after a prematurely ended scenario, the scenario ends immediately, and victory is thus determined immediately. No additional phases, movement or combat may be conducted by either player.

24.0 VICTORY CONDITIONS

Victory is determined at the end of the last game turn by a die roll, each player rolling one six-sided die; the last game turn occurs when the last PLO or Israeli unit has been eliminated: The player with the higher die roll is considered the winner. Each player's die roll is modified, however, as follows.

+1 to the Israeli die roll per each Lebanese town (but not a city) hex that is currently occupied by any Israeli unit when the game ends.

+1 to the Israeli die roll per each PLO unit eliminated.

+1 to the PLO die roll per each Israeli unit depleted; or,

+4 to the PLO die roll per each Israeli unit eliminated.

25.0 SYRIAN 1976 INVASION OF LEBANON

In 1975, the Syrian regime under Hafez el Asad ordered the invasion of Lebanon with the objective of defeating the PLO, establishing the Syrian hegemony over the region, and setting up Syria as the defender of the Palestinian cause. The Syrians drove along the Beirut-Damascus highway, and then south into the Bekaa Valley. The military goal of the operation was to capture Beirut in the north,

Sidon in the south, and to occupy the Bekaa Valley.

25.1 Syrian Set-up

The Syrian player only sets up the 82nd and 47th brigades, as well as two randomly selected commando battalions in any northernmost or easternmost map-edge hexes (except in the Golan Heights).

25.2 PLO Set-up

The PLO player sets up six PLO units, randomly selected and placed in Beirut (one in each Beirut city hex), and one PLO unit in the town of Sidon (4021).

Note: *Palestinian bastion hexes are not considered to be in effect for this scenario.*

26.0 LIMITED SYRIAN SUPPORT FIRE

The Syrian player only receives a single "+4" support fire marker throughout the scenario, as the Syrians had severely underestimated the ferocity of the PLO's resistance, and were unable to coordinate artillery fire effectively.

27.0 VICTORY CONDITIONS

The Syrian player wins the game if he captures (defined as a Syrian unit being the last unit to have entered) all six Beirut city hexes and the Sidon town hex, or if all PLO units are eliminated, and there is at least one Syrian unit remaining in play. Any other result is a victory for the PLO player.

Lebanon '82 Combat Results Table

Terrain Type Combat Differential (attacking strength minus defending strength)

Terrain Type	Combat Differential (attacking strength minus defending strength)											
Mountain	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
Rough, River, Beirut	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Town	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Clear	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
Die Roll	Result											
1	(A) A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De	
2	(A) (A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De	
3	(A) (A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	
4	Ae (A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	
5	Ae Ae	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	
6	Ae Ae	Ae	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex	

De = The defending unit is eliminated.

D3 = The defending unit must retreat three hexes (or deplete one unit of the defending player's choice, instead; see 7.8).

D2 = The defending unit must retreat two hexes (or deplete one unit of the defending player's choice, instead; see 7.8).

Ex = One attacking unit and one defending unit must be flipped to their depleted side (or eliminated if already depleted).

A1 = The attacking unit(s) must retreat one hex (or deplete one unit of the attacking player's choice, instead; see 7.8)

A2 = The attacking unit(s) must retreat two hexes (or deplete one unit of the attacking player's choice, instead; see 7.8)

A3 = The attacking unit(s) must retreat three hexes (or deplete one unit of the attacking player's choice, instead; see 7.8)

(A) = One attacking unit must be depleted (or eliminated if already depleted).

Ae = All attacking units are eliminated.

• = No effect.