# 1973
## THE YOM KIPPUR WAR

# PLAYER'S MANUAL

**Version 1.0**

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# 1.0    INTRODUCTION

**1973** is a Procedural Combat Series (PCS) game covering the lightning war between Israel and Syria, Egypt and their Arab allies. After a series of intelligence blunders by the Israelis, the Arab coalition was able to achieve strategic surprise and initiate a two-front war against Israel. At one point the Arabs had done so well that Israel secretly agreed to a ceasefire, but the Arab Coalition refused and eventually resumed a doomed offensive deeper into Israel. Israel relied on her air force, superior tanks and internal lines of communication to outmaneuver and outperform the Arab forces at any opportunity, albeit taking heavy casualties along the way.

Historically, poor Arab leadership and generalship contributed to the final outcome. At one point early in the offensive in the Syrian theater, a Syrian brigade opened a clear path to the Israeli capital, but was prevented from exploiting the gap by President Assad, who forced his units to strictly adhere to a predetermined plan. This was probably the only real chance the Arabs actually had to end the war in their favor, as they did not have the munitions or supplies to endure a longer-term war of attrition. Once Israel finally got its act together, the Syrian army was definitively no match for Israeli forces. Egyptian forces also fell victim to a political decision that ignored basic tactical doctrine. Egypt had secured strong positions on the first day of their offensive and quickly set about building improved positions. Much to the agitation of Syrian president Assad, Egyptian forces refused to push any further into Israel, satisfied with holding onto their gains to use as leverage against Israel in future ceasefire negotiations. This would have been a solid plan had Egyptian president Anwar Sadat stuck to it, but strongly pressured by the Syrian President, Egypt ordered their forces to push further into Israel. Israeli forces rested comfortably, safely entrenched, with their own lines of supply and communication unmolested, waiting for the Egyptians to appear.

After the war in Israel, the high level of casualties caused by the strategic surprise achieved by the Arabs was cause for scandal and investigation. Israeli Premier Golda Meir ultimately resigned, while most of her political allies and incompetent generals were investigated and/or removed from leadership. Israel, being equipped by the US, possessed numerous technological advantages over their opponents, command incompetence led to the unnecessary deaths of many IDF soldiers.

# 2.0    SCALE OF THE GAME

- The game covers 19 days of operations over 12 game turns. Each game turn is the equivalent of 1.5 days.
- Each hex is 4.5 miles from side to side.
- Units are primarily brigades (x), divisions (xx) and battalions(ii).

# 3.0    IMPORTANT CONCEPTS

The following concepts are essential to understanding the rest of the rules.

## Abbreviations

| | | | |
|---|---|---|---|
| **1d8** | Die roll with an 8-sided die | **G** | Ground Support Air Units |
| **AAC** | Advance After Combat | **LOC** | Line of Communication |
| **AACMA** | Advance After Combat Movement Allowance | **LP** | Loss Points |
| | | **MA** | Movement Allowance |
| **ATAC** | Air-to-Air Combat | **ME** | Meeting Engagement |
| **CD** | Combat Differential | **MP** | Movement Points |
| **CS** | Combat Strength | **PA** | Prepared Assault |
| **CSA** | Combat Strength Adjustments | | |
| **DRM** | Die Roll Modifier | **SAM** | Surface-to-Air Missile |
| **EC** | Effectiveness Check | **SM** | Strategic Movement |
| **ER** | Effectiveness Rating | **TEC** | Terrain Effects Chart |
| **F** | Fighter Air Units | **UQR** | Unit Quality Rating |
| **FCR** | Final Combat Result | **VP** | Victory Points |

## 3.1 GROUND UNITS

**1973** features three types of ground unit: (1) armored, (2) mechanized, and (3) infantry (of which there are several types). Historically formations were comprised of a mix of unit types, but in the game units are represented by their predominant type.

Ground unit counters are presented as follows:
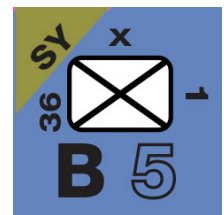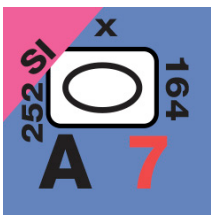


- Unit size is on the top center of the counter, above the NATO unit type symbol. Units are primarily brigades (**x**), divisions (**xx**) and battalions (**ii**).
- The letter on the bottom left of the counter is the Unit Quality Rating (**UQR**), which reflects the levels of training, morale, and equipment for the unit. UQRs range from **A** (best) to **D** (worst).
- The number on the bottom right of the counter is a unit's Movement Allowance (**MA**).
- To the right of the counter's NATO unit type is the Unit ID. The Unit ID is used for reference during setup.
- The two letters in the upper left corner of the counter designate which map they will occupy: **SY** stands for Syria, **SI** stands for Sinai.
- Units of the allies of Egypt and Syria will be denoted by a small flag in the upper right-hand area of the counter.
- The back of the counter represents a unit's static side.

## 3.1.1  AIRMOBILE INFANTRY

Infantry with the airmobile NATO symbol and a movement rating are airmobile units that possess special qualities.
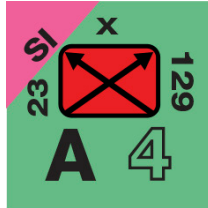


- • When activated, a unit using airmobile movement first designates a destination hex, which can be any unoccupied hex on the map.
- • The phasing player then decides if any friendly **F** air units (see **3.2**) in their Patrol/Escort box will provide escort.
- • The airmobile unit then traces a continuous path of hexes from its existing hex to its destination hex.
- • The non-phasing player may decide to intercept once in any hex along the path using any **F** air units from their own Patrol/Escort box. See **6.2** and **6.4** for the interception resolution process.
- • If the airmobile unit is not intercepted then it is placed on the destination hex and immediately becomes static.
- • If an airmobile unit is placed on an unoccupied but enemy-controlled city, it will be subject to Surface-to-Air Missile (**SAM**) fire with a +1 DRM (see **6.6**).
- • When using normal ground movement airmobile units use their printed MA and are considered Foot infantry.
- • Airmobile units cannot combine airmobile and normal movement in the same activation.

Arab units may not use airmobile movement to enter Israel on the Syria map and may not use airmobile movement further east of the Sinai Canal on the Sinai map.

## 3.1.2 PARATROOPERS

Infantry with the paratrooper NATO symbol may function in the same way as Airmobile units with one exception: Paratrooper units may only move to a hex that is within 8 hexes of their current location.
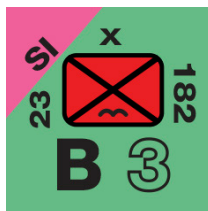


## 3.2 AIR UNITS

There are two types of air units in **1973**: Fighters (**F**) and Ground Support (**G**). The number on an air unit counter is its Effectiveness Rating (**ER**).

The back side of the counter represent's the unit's reduced side.

The missions air units can conduct are explained in more detail later (see **6.0**), but below is a summary of those missions:

- **Strategic Air Missions (F & G):** Undertake one of three different missions:
  - (1) Suppression (**F** against enemy air patrols)
  - (2) Strategic bombing (**G** attacks for Victory Points only)
  - (3) Airstrike (**G** against an enemy ground unit)
- **Patrol/Escort (F):** Intercept enemy air missions or protect friendly air missions.
- **Interdiction (G):** Interrupt enemy Strategic Movement (**SM**) or attack their Line of Communication (**LOC**) during combat.
- **Ground Support (G)**: Support friendly ground units in combat.

## 3.3  INITIATIVE

Initiative for each turn is pre-determined and printed on the turn track on the map. The Arabs have the initiative for the first six turns of the game, and the Israelis have the initiative on the last six turns.

## 3.4  ZONES OF CONTROL

All friendly combat units project a Zone of Control (**ZOC**) into the six hexes adjacent to the hex it occupies. Units that are static continue to project a ZOC. A ZOC is blocked by ridge hexsides and does not extend into enemy-controlled city hexes.

All enemy combat units project an Enemy ZOC (**EZOC**) into the six hexes adjacent to the hex it occupies. A ZOC is blocked by ridge hexsides and does not extend into enemy-controlled city hexes.

- An EZOC forces a friendly unit to stop moving or to immediately attempt a Meeting Engagement (**ME**).
- A unit may retreat through an EZOC if that hex is occupied by a friendly unit. However, the unit must not finish its retreat in an EZOC.  If the unit is forced to finish its retreat in an EZOC it is considered routed.
- A LOC cannot be traced through an EZOC unless occupied by a friendly unit.

## 3.5  COMBAT CHITS

Combat chits are used to determine the Combat Strength (**CS**) of a unit. When units engage in combat, each player randomly draws a combat chit and references the chit to the unit's UQR.

The UQR determines which CS number to use.

Prior to the start of the game, all combat chits are placed into an opaque cup.

```
A: 6
B: 3
C: 6
D: 2
```

Whenever a unit enters combat with another unit, each player draws a combat chit from the cup. The number next to the letter that corresponds to a unit's UQR is its Combat Strength (**CS**). This combat chit remains with the unit until the end of the game turn when it is removed during the Cleanup Phase and returned to the cup.

**Example**: An Israeli infantry unit with a UQR of B enters into combat with an Arab unit with a UQR of D.

- The Israeli player's combat chit shows **B:6**. The CS of the Israeli unit is **6**.
- The Arab player's combat chit shows **D:1**. The CS of the Arab unit is **1**.

## 3.6 STACKING

Only one infantry unit may occupy a hex at the end of any movement or combat phase.

- Reinforcement units can temporarily overstack a hex (i.e. more than one unit in that hex) when they are inititially placed on the map, but overstacked units must be activated and moved before other friendly units on the map can be activated during an Action Phase.
- If an overstacked hex is attacked, the player whose units are overstacked must eliminate friendly units until the stacking limit of one unit is reached.
- Air units do not count towards stacking.

## 3.7 LINES OF COMMUNICATION

A Line of Communication (**LOC**) is defined as a path of hexes totaling no more than 5 MP from the tracing unit to a road, highway or railway hex that can, in turn, trace a continuous line of unlimited road, highway, or rail hexes to a Supply Source. The line of hexes cannot be obstructed by enemy units or an EZOC. A LOC can be traced through an EZOC only if it is occupied by a friendly unit. Units only need to check LOC during combat if they wish to substitute 1 VP for 1 LP (see **7.7**), or during the Cleanup Phase (see **8.0**).

**Supply Sources for the Arabs**: Roadways leading off the west edge of the **Sinai** map (hexes **0111**, **0115** and **0117**) and roadways leading off the east edge of the **Syria** map (hexes **3801**, **4003** and **4016**).

**Supply Sources for the Israelis**: Roadways leading off the east edge of the **Sinai** map (**2004**, **2012**, **2013**, **2016** and **2018**) and roadways leading off the west and south edges of the **Syria** map (**2113**, **2117** and **2323**).

## 3.8  UNIT STATES

There are four difference states that a unit may be in at any given time:

1.  **Active**: A unit that is available to be activated during the present game turn.
2.  **Static**: A unit is flipped to its static side once it has finished its activation.
3.  **Routed**: When routed in combat, a unit is removed from the map and placed in the routed box. It can (potentially) be returned to the map in the Reinforcement and Recovery Phase.
4.  **Surrendered**: A unit that surrenders during combat is permanently removed from the game and may not be recovered.

## 4.0  SEQUENCE OF PLAY

**Phase One: Joint Reinforcement & Recovery**
- Process (Arab) reinforcements
- Check routed units and determine recovery

**Phase Two: Air Commitment**
- Initiative Determination
- Allocate air units to missions.
- Perform Strategic Bombing.

**Phase Three: Action**
- Alternating unit activations commence. The player with initiative starts.
- Alternating activations continue until both sides pass or all units are activated.
- Refresh all units by flipping static units to their active side (Exception: **10.0**)
- The player with initiative chooses movement and/or combat.
- If chosen, combat occurs.
- Loss Points are determined and satisfied.

**Phase Four: Cleanup**
- Check for Israeli and Arab Lines Of Communication.
- Check for Syrian Knockout (see **11.6**).
- Remove all combat chits from the map and place them back into the cup.
- Advance game turn marker.

## 5.0  PHASE ONE: JOINT REINFORCEMENT AND RECOVERY

## 5.1 REINFORCEMENT AND RECOVERY

Only the Arab player has reinforcements. All Israeli units start the game on the map.

- Each game turn, each player check each of his routed units (if any) to see if it recovers or surrenders.
- Reinforcements and Recovered Units may only enter the map in or adjacent to an eligible entry hex.
- To be eligible the hex must be controlled, but it may be in an EZOC.

- Reinforcements may temporarily overstack in eligible entry hexes, but all overstacked units must be activated and moved in the Action Phase before any other units are activated.
- Eligible entry hexes are Supply Sources (see **3.7**) and the hexes adjacent to them.

## 5.2  ARAB REINFORCEMENTS

Only Egyptian and Syrian units start the game on the map. Each game turn during the Reinforcement & Recovery Phase the Arab player rolls 1d8 and refers to the Arab Reinforcements Table to determine from which country reinforcements are sourced. If the roll results in a nationality that has already contributed reinforcements, then there are no reinforcements that turn for the Arabs.

| **Arab Reinforcements Table** | | | |
|---|---|---|---|
| **Die Roll** | **Nationality** | **Die Roll** | **Nationality** |
| 1 | Cuba | 5 | Libya |
| 2 | Iraq | 6 | Morocco |
| 3 | Algeria | 7 | Jordan |
| 4 | Sudan | 8 | None |

## 5.3 RECOVERY ROLLS

After processing reinforcements, both players check to see whether their routed units recover or surrender. Recovery rolls are made for each routed unit by rolling 1d8 and comparing the result to the number on the Recovery Table below:

| **Recovery Table** | |
|---|---|
| **Die Roll** | **Nationality** |
| 5 | Israel |
| 6 | Egyptian |
| 7 | Syria |

- A result greater or equal to the nationality's Recovery Table number results in the unit's successful recovery. It re-enters the game immediately like a reinforcement.
- A unit that rolls a 1 is considered to have 'surrendered' and is permanently removed from the game, earning the opposing player 1 VP per unit (see **11.0**).
- Routed Arab units from Cuba, Iraq, Algeria, Sudan, Libya, Morocco and Jordan are permanently removed from the game. These units may not attempt recovery rolls, and are counted as surrendered for purposes of the VP calculation.

# 6.0  PHASE TWO: AIR COMMITMENT

Initiative for each turn is pre-determined and printed on the turn track on the map. The Arabs have the initiative for the first six turns of the game, and the Israelis have the initiative on the last six turns.

The player with the initiative acts first during the **Air Commitment Phase**, takes the first activation during the **Action Phase**, and receives a -1 Die Roll Modifier (**DRM**) when undertaking an Effectiveness Check (**EC**).

Design Note: Apart from the initial surprise the Arabs achieved, Initiative is designed to model the outside political maneuvering and interference by major powers.

Using the supplied player's aids, and starting with the player who holds the initiative, players alternate placing air units into player's aid mission boxes:

- Strategic Air Missions (three separate mission types)
- Patrol/Escort
- Interdiction
- Ground Support

Strategic Air and Patrol/Escort missions are performed during the Air Commitment Phase. Patrol/Escort, Interdiction and Ground Support missions are performed during the Action Phase.

The initiative player then performs all three Strategic Air Missions in the following order:

- Suppression
- Strategic bombing
- Airstrike

Once the initiative player has completed the three Strategic Air Missions, the non-initiative player then performs the three Strategic Air Missions.

After a Strategic Bombing or airstrike mission (as well as an Interdiction or Ground Support) mission, the defending player checks for Surface-to-Air Missile fire (see **6.6**).

After completion of any mission, all remaining air units (i.e. those not in the Spent Air box or eliminated) check On-Call status (see **6.7**).

# 6.1 STRATEGIC AIR MISSIONS

For Strategic Air Missions, each air unit must be assigned to one of the three Strategic Air Mission boxes: Strategic Bombing, Airstrike or Suppression. After all air assignments are completed, players conduct missions with air units assigned to the three Strategic Air Mission boxes, with the initiative player first undertaking all missions in the order below and the non-initiative player then undertaking all missions in the same order.

## 6.1.1 SUPPRESSION

**F** air units assigned to the Suppression box attempt to suppress enemy **F** air units that are currently on Patrol/Escort. Each air unit attempts an Effectiveness Check, and for each successful EC the enemy player must place one **F** air unit currently in the Patrol/Escort box into the Spent Air box (where it stays for the remainder of the game turn). At completion of its mission, each active **F** air unit checks On-Call status (see **6.7**).

## 6.1.2 STRATEGIC BOMBING

Strategic Bombing refers to air attacks made against infrastructure, communications and other strategic assets that, for play purposes, are considered off-map. Strategic Bombing is done to earn Victory Points, and it has no other effect on game play.

The sequence for strategic bombing is as follows:

- The active player selects all **G** air units in the Air Strike box and decides if any **F** air units from the Patrol/Escort box will accompany them.
- The opposing player then decides whether to intercept with **F** air units from their Patrol/Escort box.
- Once any Air-to-Air Combat (ATAC) is completed (see **6.5**), if any **G** air units remain in flight they each attempt an Effectiveness Check.
- If there are one or more successes, the bombing player earns 1 VP (i.e. Arab bombing would cause VP to increase by 1, Israeli bombing would cause VP to fall by 1).
- The **G** air units then each check for SAM fire (see **6.6**) and each remaining air unit that participated checks On-Call status (see **6.7**).

## 6.1.3 AIRSTRIKE

Airstrikes represent air attacks on ememy ground units. The sequence for Airstrikes is as follows:

- The active player identifies an enemy unit on the map as the strike target, and then selects any number of **G** air units assigned to the airstrike mission box.
- The active player then decides if any **F** air units from the Patrol/Escort box will accompany them.
- The opposing player then decides whether to intercept with any **F** air units from the Patrol/Escort box.
- Once any ATAC is completed (see **6.5**), any **G** air units remaining in flight each attempt an EC.
- If there is at least one successful EC the active player rolls 1d8. On a roll of 1 or 2 the defending ground unit is routed. If not routed, the defending ground unit becomes static.
- The **G** air units then check for SAM fire (see **6.6**) and each remaining air unit that participated checks On-Call status (see **6.7**).
- A ground unit can be attacked by multiple airstrikes (each can be made up of different numbers of **G** air units), but additional static results have no effect.

# 6.2 PATROL/ESCORT

During Air Commitment and Action Phases, air units in the Patrol/Escort box may be used to (1) intercept enemy air units (or units using airmobile movement), or (2) escort friendly air units (or units using airmobile movement).

After the active player decides whether to provide escorts for a mission, the opposing player then decides whether to intercept the mission with any **F** air units in their Patrol/Escort box.

If the defending player decides to intercept, then **F** vs. **F** ATAC is perfomed. If any interceptors get past the escorts to attack the **G** air units, then **F** vs. **G** ATAC is performed (see **6.5**).

Upon completion of the mission each remaining **F** air unit that participated checks On-Call status (**6.7**).

When attacking an airmobile unit any interceptors that get past escorts each attempt an EC:

- If a '1' is rolled by any of them then the airmobile unit is immediately routed.
- If at least one EC is successful (and no '1' is rolled), the airmobile unit halts in the hex it was intercepted in and becomes static.
- If there is no successful EC (and no '1' is rolled), the airmobile unit continues to its destination and becomes static there.

# 6.3 INTERDICTION

**G** air units assigned to the Interdiction box may attempt to interrupt enemy ground units undertaking Strategic Movement or tracing a Line of Communication for Combat. If the player decides on an Interdiction mission, the following choices must be made:

- The player selecting Interdiction chooses the **G** air units for the mission.
- The player selecting Interdiction then determines whether any **F** air units in the Patrol/Escort box will escort the **G** units.
- The defending player decides whether to intercept with any **F** air units from their Patrol/Escort box.

# 6.3.1  STRATEGIC MOVEMENT INTERDICTION

Whenever the phasing player is using Strategic Movement, the non-phasing player may interrupt the movement at any point with a Strategic Movment Interdiction attempt.

- After the conclusion of any ATAC,  remaining **G** air units each attempt an EC.
- If at least one EC is successfully performed, the phasing player must immediately end their activation, flipping the activated unit to static in the hex where it was halted.
- **Exception**: No Interdiction attempt may be made against overstacked hexes.
- The **G** air units must then check for SAM fire (see **6.6**) and each remaining air unit that participated checks On-Call status (see **6.7**).

## 6.3.2 LINES OF COMMUNICATION INTERDICTION

When a combat is declared (Meeting Engagement or Prepared Assault), both players may use **G** air units assigned to Interdiction missions to cut their opponent's Lines of Communication. This occurs at the same time as the resolution of any **G** air units assigned to Ground Support.

- The phasing player decides first what air units – including interdiction, ground support (see **6.4**) and escorts – to use for the mission.
- The non-phasing player then decides what air units to use for the mission.
- If either player commits **F** air units then ATAC occurs
- After ATAC, if any **G** air units on the Interdiction mission remain then the opponent may not satisfy LP in combat using VP (see **7.8**).
- The **G** air units must then check for SAM fire (see **6.6**) and each remaining air unit that participated checks On-Call status (see **6.7**).

## 6.4 GROUND SUPPORT

When a combat is declared (Meeting Engagement or Prepared Assault), both players may use **G** air units assigned to Ground Support missions to support units in combat. This takes place at the same time as any **G** air units assigned to a Lines of Communication Interdiction mission.

- The phasing player decides first what air units – including Interdiction (see **6.3.2**), ground/ support and escorts – to use.
- The non-phasing player then decides what air units to use for the mission.
- If both players commit **F** air units then ATAC occurs.
- After ATAC if any **G** air units remain on the Ground Support mission the player may add the highest ER of the **G** air units as a CSA (see **6.5.2**).
- The **G** air units must then check for SAM fire (see **6.6**) and each remaining air unit that participated checks On-Call status (see **6.7**).

## 6.5 AIR-TO-AIR COMBAT

Whenever air units are intercepted, Air-to-Air Combat (ATAC) occurs. ATAC involves the following:

- First, two rounds of aerial combat between **F** air units.
- Second, the potential for two rounds of aerial combat between surplus remaining intercepting **F** air units and any opposing **G** air units.

During the first round of **F** vs **F** ATAC between **F** air units, each **F** air unit on both sides undertakes an Effectiveness Check (see **6.5.1**) and incurs 1 Loss Point for each enemy success. After all EC are done, the LP are tallied and absorbed by each side (see **6.5.2**). At this point, each player has the option to either abort the mission or continue on the the second round of **F** vs **F** ATAC. The second round is conducted exactly as the first round: All **F** units undertake an EC, with any losses tallied and absorbed.

After the second round of **F** vs **F** ATAC, players deduct the number of remaining escorts from the number of remaining interceptors:

- If the number is negative, then all **F** air units of both sides immediately finish their mission and check On-Call status.
- If the number is positive, then that number of interceptor **F** air units will attack any enemy **G** air units on mission that were being escorted.
- In the case of Interdiction and/or Ground Support missions where both sides send escorts, then the side with the greatest number of escorts remaining can attack the enemy **G** air units with the surplus of escorts.

ATAC between **F** and **G** air units is conducted in the same manner as **F** vs **F** ATAC, but with two exceptions:

- First, **G** air units suffer a +1 DRM for their EC.
- First, two rounds of aerial combat between **F** air units.
- Second, any LP inflicted by the **G** air units is deducted from the LP inflicted by the **F** air units. If the resulting amount is positive then that number of LP must be absorbed by the **G** air units, and if negative then that number of LP must be absorbed by the **F** air units.

Any remaining **F** air units then immediately finish their mission and check On-Call status. Any remaining **G** air units may continue with their assigned missions.

## 6.5.1 EFFECTIVENESS CHECKS

Effectiveness Checks (**EC**) are conducted in the following manner:

- The player whose unit is being checked rolls a 1d8. If the result of the roll is less or equal to the unit's Effectiveness Rating, the EC is a success.
- A success results in 1 LP being assigned to the opposing player's air units.

## 6.5.2 ABSORBING LOSS POINTS IN AIR-TO-AIR COMBAT

LP incurred in ATAC are absorbed at the end of each round of ATAC, and may be absorbed in a combination of ways, at the owning player's discretion:

- 1 LP:  Air unit aborts mission, immediately place in Spent Air box.
- 2 LP:  Air unit is damaged. If the unit was undamaged, flip the unit to its reduced side and immediately place in Spent Air box. If already damaged (reduced side up), then unit is permanently eliminated (and VP adjusted accordingly, see **11.1**).

## 6.5.3 SPENT AIR UNITS

An air unit that is Spent is not available to a player until the next game turn. An air unit is considered Spent when it either (1) aborts its mission after incurring 1 LP in ATAC, or (2) it has failed its EC after completing a mission.

## 6.6 SURFACE-TO-AIR MISSLE FIRE

All **G** air units that complete a mission, and any airmobile units landing on enemy controlled cities, are subject to surface-to-air missle (**SAM**) fire. The opposing player rolls 1d8 for each air unit (or airmobile unit) and applies appropriate DRMs.

If the result of the roll is 7 or higher, the air unit is damaged (an airmobile unit is routed). It is then flipped to its reduced side and placed in the Spent Air box.

If the air unit is already reduced, it is considered permanently eliminated (and VP are adjusted accordingly, see **11.1**).

Targeted units with a Unit Quality Rating of **D** do not roll for SAM fire unless (1) it is located in a friendly city, and (2) that city started the game under the player's control.

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**SAM DRMs**

+ 1    Targeted unit has a UQR of A
+ 1    Targeted unit is in a city hex (except a unit with UQR of 'D')
+ 1    Airmobile unit landing on an enemy-controlled city

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Example: A unit with a UQR of '**D**' in a city would need a roll of 7 or more to damage an attacking air unit. A unit with a UQR of '**A**' that is inside a city would need to roll at least a 5 (the combination of the '**A**' UQR and the city hex granting a +2 DRM).

## 6.7 ON-CALL STATUS

When an air unit completes a mission and is not considered Spent, an Effectiveness Check is made to see if it remains On-Call.

- If the air unit successfully passes an EC it may stay On-Call, and either remain in the same mission box or move to a different mission box, at the player's discretion.
- If the EC is not successful, then the air unit is placed in the Spent Air box until the Air Commitment Phase of the next game turn.

## 7.0 PHASE THREE: ACTION

## 7.1 UNIT ACTIVATION

- Players, starting with the player who holds the initiative, alternate back and forth activating individual units to move and/or attack enemy units. Activation continues until (1) both players have passed on further activations, or (2) all units have gone static.
- If a player chooses to pass then they may not activate any more units that turn, and the other player can continue activating units until they are finished.
- Units go static after finishing their activation or as a result of Advance After Combat during the turn (see **7.8**).

- When any hex is overstacked, one of the stacked units must be activated. That unit must be moved before any of the player's other units can be activated.
- A unit that is activated can choose one of four actions:
  a. Regular Movement
  b. Strategic Movement
  c. Combat: Meeting Engagement
  d. Combat: Prepared Assault

## 7.2  MOVEMENT

### 7.2.1  REGULAR MOVEMENT

When a unit is activated, it may move from hex to hex, paying the Movement Point cost of the terrain as specified in the Terrain Effects Chart for each hex entered, up to the total of its Movement Allowance. Upon completing movement, the unit is flipped to its static side.

A unit's movement type is indicated by the color of its Movement Allowance:

- Black indicates Motorized
- Transparent with a black outline indicates Foot
- Red indicates Mechanized

### 7.2.2  STRATEGIC MOVEMENT

Strategic Movement functions identically to Regular Movement except for the following:

- The unit's movement allowance is doubled
- Units may not move adjacent to an enemy unit at any point in its movement.

A unit utilizing SM is flipped to its static side when finished moving. Enemy air units set aside for Interdiction may attempt to interrupt a unit using SM (see **6.3.1**).

Units using SM may not move further than the furthest friendly unit in enemy territory.

Examples: An Israeli unit on the Sinai map may not use SM to move further west than the westernmost Egyptian unit. A Syrian unit may not use SM move further west than the westernmost Israeli unit.

## 7.3  MEETING ENGAGEMENT (MOVEMENT & COMBAT)

A Meeting Engagement (**ME**) is a combination of regular movement and combat. A unit may undertake multiple MEs during movement if it has the Movement Points to do so.

When adjacent to an enemy unit, the activated (attacking) unit must spend MP equal to the movement cost of the enemy hex plus a chosen number of MP (1-4) to calculate the ME Combat Strength Adjustment (see table on page 15).

> **Meeting Engagement Combat Strength Adjustment Table**
>
> 1 Movement Point:      -2 Combat Strength Adjustment
>
> 2 Movement Points:    -1 Combat Strength Adjustment
>
> 3 Movement Points:     0 Combat Strenght Adjustment
>
> 4 Movement Points:   +1 Combat Strength Adjustment

In a ME combat, only the lead attacking unit suffers losses; supporting units do not.

## 7.4  PREPARED ASSAULT (COMBAT)

If one or more active units begin their activation adjacent to an enemy unit, they may conduct a Prepared Assault (**PA**) against the enemy unit. The attacking player must designate one of these attacking units as the lead unit. After combat, the lead unit (and only the lead unit) automatically becomes static. Friendly units that are adjacent to the lead unit do not become static unless they decide to Advance After Combat (see **7.8**);  those units choosing Advance after Combat become static when finished with the advance.

## 7.5 PERFORMING COMBAT

The game mechanics of Combat are identical for both Meeting Engagements and Prepared Assaults. However, the adjustments involved, and the way results are applied, are very different.

Whenever combat is declared, the following occurs:

- The players perform any relevant air operations (see **6.5**).
- Once air operations are complete, each player randomly draws a combat chit, randomly chooses a side of their chit, and places it underneath their lead unit.
  - For the defender the lead unit is always the single defending unit.
  - In a Meeting Engagement the lead unit is the single activated attacking unit.
  - In a Prepared Assault, the attacking player selects the lead unit (see **7.4**).
- Each player then determines their own Combat Strength Adjustment for use during combat (summarized in **7.5.1** below and in the game charts). All CSA are cumulative.
- The players then consult the combat chit they have drawn for the chit's Combat Strength (**CS**) figure, and add the appropriate CSA to it. Once the CSA have been added to the chit's CS figure, the result is the lead unit's adjusted Combat Strength.
- Each player then rolls a 1d8 and adds the result to the adjusted Combat Strength to get the lead unit's Final Combat Result (**FCR**).
- The lead unit with the highest FCR is the victor of the combat.
- The Combat Differential (**CD**) is equal to the difference between the two FCR.

Note that the defending unit does not go static from the combat unless it chooses to do so (in order to absorb losses). The lead attacker always goes static, while other participating attacking units only go static if they choose to Advance After Combat.

## 7.5.1 APPLICABLE COMBAT STRENGTH ADJUSTMENTS

All Combat Strength Adjustment modifiers are cumulative.

**For both Meeting Engagements and Prepared Assaults:**

- Air Ground Support: Add the **G** unit's Effectiveness Rating (see **6.4**)
- Unit Quality Rating Differential: Add +1 to +3 (see **7.5.2**)
- Friendly Units Adjacent to a Combat Hex: Add +1 per unit, excluding the lead unit (see **7.5.3**)
- Terrain: See Terrain Effects Chart

**For Meeting Engagements Only:**

- Movement Points Spent: Add -1 to +2 (see **7.3**)
- Flanking Attackers: Add +3 to each Flacking Attack unit, up to a maximum of +6 (see **7.5.4**)

**For Prepared Assaults Only:**

- Flanking Attackers: Add +3 to each Flanking Attack unit, up to a maximum of +6 (see **7.5.4**)

## 7.5.2 UNIT QUALITY RATINGS

This Combat Strength Adjustment is scaled by class the Unit Quality Ratings of the units involved in the combat. Only the unit with the better UQR receives a CSA.

Example: An **A** unit in combat against a **D** unit would result in a +3 CSA for the **A** unit. A **B** unit against a **D** unit would result in a +2 CSA for the **B** unit. A **C** unit against a **D** unit would result in a +1 CSA for the **C** unit. A **B** unit against a **C** unit would receive a +1 CSA, etc.

## 7.5.3 ADJACENT COMBAT SUPPORT

Each friendly unit adjacent to the combat hex provides a +1 CSA to attacking lead unit. The attacking lead unit is not included for purposes of calculating the CSA.

## 7.5.4 FLANKING

There are two instances when an enemy unit is considered flanked:

1) There is a friendly unit on the opposite side of the enemy lead unit
2) There are at least 3 units (including the friendly lead unit) in 3 non-adjacent hexes, all of which are adjacent to the combat hex.

The flanking CSA are cumulative with the CSA for friendly units providing adjacent combat support.

Israeli units may provide flank support when either active or static. Only active Arab units may provide flank support, with the exception of Cuban units, which can provide flank support whether active or static.

## 7.6  LOSS RATIO

The losing side in a combat suffers Loss Points (**LP**). Loss Points are calculated as the Combat Differential (**CD**) (the difference between the Final Combat Ratings (**FCR**) of each side's units) modified by the Loss Ratio. The Loss Ratio is dependent upon the type of combat and who is the victor. A Loss Ratio can never be less than **1:1** or more than **3:1**.

### 7.6.1  LOSS RATIO FOR MEETING ENGAGEMENTS

If the **Defender** is the victor: Use a **1:1** Loss Ratio. For every 1 point of the CD, 1 LP is inflicted on the attacker.

Example: If the attacker's FCR is 6 and the defender's FCR is 8, the CD is 2 and the attacker suffers 2 LP.

If the **Attacker** is the victor: Use a **2:1** Loss Ratio.  For every 2 points of the CD, 1 LP is inflicted on the defender, always ignoring any remainder.

Example: If the attacker's FCR is 9 and the defender's FCR is 6, the CD is 3 and the defender suffers 1 LP.

### 7.6.2  LOSS RATIO FOR PREPARED ASSAULT

Loss Points are applied on a **1:1** ratio to the CD for both attackers and defenders.

### 7.6.3  TERRAIN ADJUSTMENTS TO LOSS RATIOS

If the defender is in a city or mountain hex then the Loss Ratio to be applied against the defender increases by 1. In a Meeting Engagement the Loss Ration becomes **3:1**, and in a Prepared Assault the Loss Ratio becomes **2:1**.

If the lead attacking unit is undertaking an attack along a highway (a highway in the attacker hex that is connected to a highway in the defender hex), then the Loss Ratio to be applied against the defender decreases by 1. Thus, for Meeting Engagements in clear terrain, the LR becomes 1:1, and in mountains it becomes 2:1. In a Prepared Assault, in both clear and mountain terrain the LR remains 1:1, as the LR cannot go below 1:1.

## 7.7  SATISFYING LOSS POINTS

Units in combat may satisfy Loss Points in several different ways. Note that Loss Points are satisfied on a cumulative basis.  Ways of satisfying Loss Points are as follows:

1.  **Go Static**: A defending unit may flip its counter from active to static to satisfy 1 LP.
2.  **Retreat**: If leigible, a unit may select one of these two options:
    (1)  All units may retreat 1 hex to satisfy 1 LP.
    (2)  All units with a UQR rating of A or B may retreat 2-3 hexes to satisfy 2 LP.
3.  **Spend 1 VP**: If the lead unit can trace a LOC at that time, it may spend 1 VP to satisfy 1 LP.
4.  **Adjacent Units Go Static**: An adjacent supporting unit may go static to satisfy 1 LP. If there is more than one adjacent supporting unit, each may satisfy 1 LP by going static. Exception: Supporting attacking units during a Meeting Engagement may not go static to satisfy LP.
5.  **Routing:** The lead unit can be routed to satisfy all LP.

## 7.8  RETREATING AND ADVANCE AFTER COMBAT

A unit must attempt to retreat towards a supply source and away from enemy units, if possible. If the defender's hex is vacated, the attacker may Advance After Combat (**AAC**) into the hex (with no cost in Movement Points).

**In a Meeting Engagement:** The attacker may continue movement with any MP that remain unspent. Note that if the defender's hex is not vacated, the attacker may attack again with a ME if it has sufficient MP remaining.

**In a Prepared Assault:** If the combat hex is vacated by defending units, roll the 1d8 and halve the result (rounded down); this is the AAC Movement Allowance (AACMA) for any attacking units involved that choose to advance.

- Each unit may immediately move into the combat hex (for no cost in MP).
- Each unit then uses the AACMA to move in any direction.
- Any supporting units that choose to advance become static after they spend their AACMA.
- Any supporting units that do not advance remain active and in place.
- Units may not over stack a hex as a result of AAC.

## 8.0  PHASE FOUR: CLEANUP

There are four parts to the Cleanup Phase:

1.  Arab and Israeli units that cannot trace an Line of Communication (**LOC**) during the Cleanup Phase are flipped to their static side and remain static until the start of the next game turn. During a Cleanup Phanse, these units can only return to a active state when they can trace a LOC.

2.    The Israeli player can elect to attempt to knock Syria out of the war (see **11.7**).
3.    All combat chits are removed from the map and placed back in the cup.
4.    The game turn marker is advanced.

# 9.0  TERRAIN

There is a terrain legend on the map. The Terrain Effects Chart (**TEC**) presents the rules related to movement and combat effects for each type of terrain.  The TEC is presented as a Player's Aid.

# 10.0  SPECIAL RULES

The rules in this chapter take precedence over the standard rules where conflicts may occur. These rules are used to simulate the Arab initial surprise along with the gradual Israeli counterattack as well as various differences in weaponry that had deadly consequences for tank crews.

## 10.1  ARAB SURPRISE

On game turn one, no Israeli ground units may activate. On turn two, the Israelis may only activate those units on the Sinai Map. On turn three, all Israeli units on both maps may activate.

Design Note: This rule is used to simulate Israeli's slow initial response.

## 10.2  ARAB ANTI-TANK WEAPONS

On all turns where the Arabs hold the initiative, the Arab player receives a +2 CSA to any combat involving Arab Infantry and Israeli Armor.

## 10.3  ISRAELI UNIT TRANSFER

Once per game, the Israeli player may transfer a single unit in one theater to the other theatre by moving a unit off the map via a supply source. When a unit exits the map in this manner, the Arab player is awarded 1 VP and  the unit is placed on the next game turn on the Game Turn Track. The Israeli unit may then enter the map during the Action Phase of the next turn.

## 10.4  ISRAELI LOGISTICS UNIT

The Israeli logistics unit is a special unit. The logistics unit cannot attack, it has no combat value and is permanently routed if attacked, awarding the Arab player 2 VP immediately. Whenever the logistics unit is within 3 motorized MP (not blocked by enemies or their EZOC unless the EZOC is occupied by a friendly unit) of an Israeli unit in combat, the logistics unit can be used in the following ways:

•    Before attacking an enemy unit, the lead unit in an Israeli attack may spend (or rout if already spent) a logistics unit to decrease the loss ratio applied to the defender by 1 if the combat is won. If the combat is lost, the logistics unit has no effect.
Design Note: This simulates a built up, targeted ground offensive.

- Israeli units that are unsuccessful in combat but within range of the logistics unit may absorb 1 LP by spending (or routing if already spent) the logistics unit. Use of the logistics unit in this way necessitates the player declaring their intention of doing so before the combat.
- When the logistic unit is routed as a result of being spent, it may attempt recovery like other units, though if a 1 is rolled the logistics unit is permanently eliminated and the Arab player earns 2 VP. The logistics unit does not award VP when routed, only when permanently eliminated.
- If spent, the logistics unit refreshes at the same time as other friendly units.

## 10.5  ARAB AIR RESTRICTIONS

Syrian air units may only perform air operations against targets on the Syrian map while Egyptian units may only perform air operations against targets on the Sinai map. This means that Syrian units assigned to Interception missions could not intercept an Israeli Ground Attack mission on the Sinai map and vice versa. The Israelis have no such restrictions and can use their air units wherever they please.

## 10.6  ISRAELI AIR RESTRICTIONS/EXCEPTIONS

While Arabs have the initiative, Israel may only use one of their **G** units.

Design Note: this is because Israeli bombers were mostly focusing on SAM installations.

When destroyed in combat, Israeli air units are placed 4 turns ahead on the Game Turn Chart and automatically reenter the game on the turn they are placed on.

Design Note: Israel had non-stop material support from the USA throughout the conflict.

## 10.7  KNOCKING OUT SYRIA

Israel is potentially able to knock Syria out of the war by moving units off map via the roadway at hex **4016**. Place the units which exit the map for this purpose in the "Syria KO" box on the Israeli Player's Aid. At the end of every turn during the Clean Up phase, the Israeli player checks for Syrian Knock Out by rolling 1d8 with a +1 DRM for each unit that has moved off-map, and a +1 DRM for any Israeli G air units are still assigned to Ground Support. Each **G** air unit will provide an additional +1 DRM.

If the result of this modified roll is greater than 10, Syria has been Knocked Out and the Israeli player immediately earns 3 VP. One Israeli unit on the Golan Heights may be placed 2 turns ahead on the Game Turn Chart and may enter the Sinai map as a reinforcement on that game turn.

## 10.8  GOLAN HEIGHTS RESTRICTIONS

Units of either side may not cross the border into Lebanon. If forced to do so as the result of a retreat (or for whatever other reason), the unit is instead routed.

## 10.9  CROSSING THE SUEZ CANAL

During setup, the Arab player may set up 4 Bridge Points anywhere they choose along the Suez Canal. Only Arab units may use Arab Bridge Points to cross the Suez Canal.

Once the Israelis have taken the Initiative, the Israeli player may attempt to construct one bridge. Only Israeli units may use the Israeli Bridge Point to cross Suez Canal hexsides.

Once Bridge Points are placed on the map, Bridge Points may never be moved or eliminated and remain on the map for the remainder of the game.

## 10.10  ISRAELI BRIDGE POINT CONSTRUCTION

The Israeli player has a total of 2 chances to construct a Bridge Point. Once the Israelis have the Initiative, an infantry unit that is adjacent to a Suez Canal hexside but is not in an EZOC, or adjacent to an enemy unit, may attempt to construct an Israeli Bridge Point. Attempting to construct a Bridge Point uses up one action during the Action Phase.

After declaring the intention to construct a Bridge hex, the Israeli player rolls 1d8. On a 1-6 the attempt is successful, and the Israeli Bridge Point is placed on the map. If the roll is 7-8, the attempt has failed, and the Israeli player has the choice of abandoning the construction or flipping the Bridge Point to its Under Construction side.

An Israeli unit under the same conditions described above may attempt to finish the construction by spending an activation to roll 1d8. If the result is 1-7, the construction is finished and flipped to its Bridge Point side. Otherwise, the Israeli Bridge Point is permanently removed from the game and no more Israeli construction attempts may be made.

## 10.11  ISRAELI HULL DOWN POSITIONS (SYRIA MAP ONLY)

On the Syria map only, Israeli armor units that do not move (starting from the beginning of the game) receive a +1 CSA the first time they are attacked by Arab units. This bonus is forfeit after the first combat the Israeli armor unit is engaged in, or after they move for the first time, whichever comes first.

## 11.0 VICTORY

Victory Points are a loose representation of the Arab coalition's political leverage. VP go up for the Arabs and down for Israel (reflected by +/- VP designations in Section **11.1**)

The game begins with the VP marker at 10. If an automatic victory is not achieved players determine the winner by comparing the number of VP at the end of the game using the chart on page 22.

| VP's | Result |
|------|--------|
| 1-4 | Substantial Israeli Victory |
| 5-10 | Minor Israeli Victory (Historical Result) |
| 11-15 | Minor Arab Victory |
| 16-19 | Substantial Arab Victory |

An Automatic Major Victory is achieved by any one of the following occurring at the end of any turn:

| Arabs | Israeli |
|-------|---------|
| 1. VP total reaches 20 or more | 1. VP total reaches 0 or less |
| 2. At any point, either map is free of Israeli units. | 2. Israel moves 5 units off map via Egyptian Supply Sources after Syria Knocked Out. |

## 11.1  VICTORY POINT SCHEDULE

Victory Points are adjusted according to the following schedule:

**Town Hexes:** +/- 1 VP when a friendly unit occupies an enemy-controlled town hex

**City Hexes:** +/- 2 VP when a friendly unit occupies an enemy-controlled  city hex

**Surrendered Units:** -1 VP for each Arab or Arab-allied unit surrendered, +1 VP for each Israeli unit surrendered (with the exception of the logistics unit which is worth 2 VP when routed)

**VP for LP Exchange:** +/- 1 VP

**Eliminated Air Unit:** -1 VP for each Arab air unit, +2 VP for each Israeli air unit

## 12.0 SETUP

Each player separates counters by map (**SI** for Sinai and **SY** for Syria) as indicated on each counters. The Israeli player sets up first and sets up on both maps. On the Sinai map, Israeli units may set up anywhere east of and including hex column **14XX**, with the exception of the territorial infantry unit (**116T**) which can set up anywhere on the east side of the Suez Canal. On the Syria map, there is a green border east of the Golan Heights, bordering the towns Quneitra (hex **3009**) and Rafid (hex **3213**). Israeli units set up west of this line within the Israeli border. Israeli units may not set up in Jordan or Lebanon.

After the Israeli player has set up, the Arab player may set up on both maps. On the Sinai map, the Arab player may set up anywhere west of the Suez Canal. On the Syria  map, the Arab player may set up anywhere inside Syria and Jordan. The Arab player may not set up in Lebanon.

## 13.0  DESIGN NOTES

If you have already played CSL's 1995, I am sure that this game will feel familiar to you. Unlike 1995, the Yom Kippur war actually happened, so numerous changes had to be made to the special rules. While the main PCS series rules are largely left intact, I opted for subtle changes to combat strength (via modifiers) to represent the different technological and tactical advantages each combatant possessed. While not necessarily reflected in the countermix, Israel had a huge reservoir of resources coming into play by way of America and this is reflected in the numerous exceptions and special rules for Israeli units.

Another important thing to get right was the utter surprise that resulted from intelligence failures on the part of the Israelis. While qualitatively superior (which more often matters more than pure numbers in modern warfare) and as well equipped and trained as they were, being surprised resulted in the Israelis sustaining massive casualties at the outset of the war. This is why Israel is so hamstrung at the start of the game.

If the Arabs cannot manage an Automatic Victory before Israel regains the initiative, they will be forced to defend their gains against a well-funded, equipped, and motivated opponent. Therefore, the longer the game goes on the better the chance the Israelis have to win. The Arabs have a solid chance to win early on if they are sufficiently aggressive and a little lucky. The political dynamics of the war are baked into the initiative and special rules, resulting in a smooth abstraction that well with the PCS mechanics.

## 14.0  CREDITS

| | |
|---|---|
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| Manual Formatting | **RYAN HEILMAN** |

**Component List**

1 - Map 22" x 34"

1 - Manual

2 - Player's Aids

1 - Terrain Effects Chart

140 Counters

1 - Eight Sided Die