

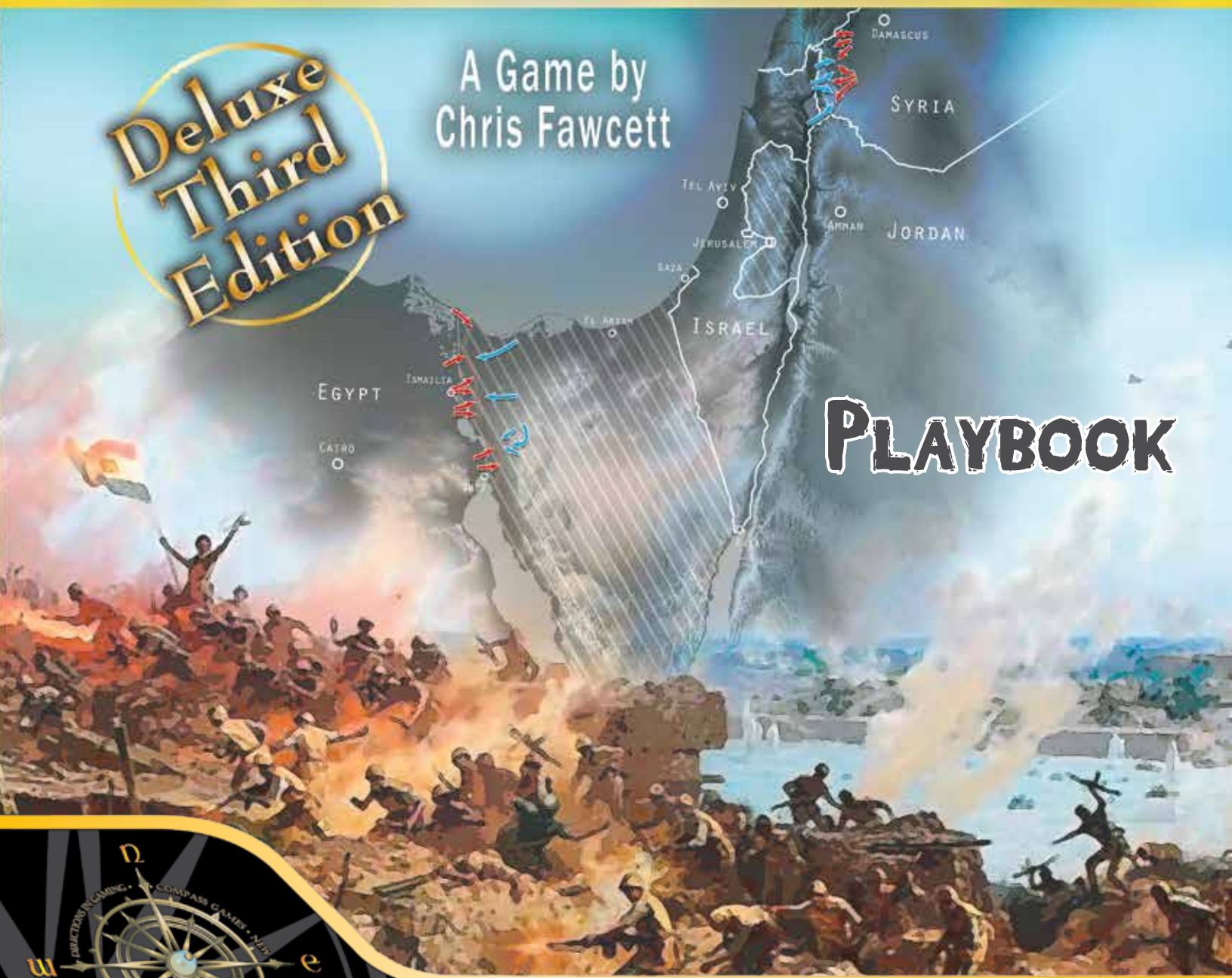
# BAR-LEV

## THE 1973 ARAB-ISRAELI WAR

Deluxe  
Third  
Edition

A Game by  
Chris Fawcett

PLAYBOOK



Compass Games  
New Directions in Gaming

## 30.0 SETTING UP THE GAME

### 30.1 The Suez Front

**30.11** Israeli units initially available should be placed on the map and holding boxes as shown in the tables below. Place all actual combat units represented by the reserve counter in the appropriate hexes or boxes; unit identifications are important and must be observed. Units placed on the map must be placed within controlled territory (see Rules 3.42 and 3.43).

#### On Map

Hex	Unit ID	Unit Values	Unit Type
0711	4/206 Hawk	2-1-8/[3] S-1-6/[15]	SP Mortar Bn Mot SAM Btry
0713	9/14x 68/16x	6-4-8 2-3-6	Tank Bn Mot Inf Bn
1015	424	2-2-4i	Recce Bn(-)
1212	436/206 Hawk	3-1-8/[6] S-1-6/[15]	SP Arty Bn Mot SAM Btry
1912	184/14x SC 647 Hawk	6-4-8 2-1-6/[5] 6-1-8/[13] S-1-6/[15]	Tank Bn Arty Bn SP Arty Bn Mot SAM Btry
2202	252xx 252xx 252xx Asaf/35x Hawk	1-2-8/(8) 2-2-8 A-1-8/[1] 2-3-6 S-1-6/[15]	HQ Mech Eng Bn SP AAA Btry Mot Inf Bn Mot SAM Btry
2310	899/206 Hawk	3-1-8/[7] S-1-6/[15]	SP Arty Bn Mot SAM Btry
2412	424	2-2-4i	Recce Bn(-)
2807	329 Hawk	6-1-8/[13] S-1-6/[15]	SP Arty Bn Mot SAM Btry
3207	52/14x Hawk	6-4-8 S-1-6/[15]	Tank Bn Mot SAM Btry
3210	14x	2-1-4i	Recce Coy

#### Bar-Lev Line

Location	Unit ID	Unit Values	Unit Type
Bar-Lev Line	As indicated on the counter	1-1-0	Bar-Lev Garrison (x16)
Any Bar-Lev Line outpost on or east of the Artillery Road	A/189	1-1-4i	Recce Coy
	B/189	1-1-4i	Recce Coy
	C/189	2-1-4i	Recce Coy
	D/189	2-1-4i	Recce Coy

#### Sharm el Sheikh Holding Box:

Unit ID	Unit Values	Unit Type
202/35x	3-3-8	Mech Para Bn
35x	1-1-4i	Recce Coy
35x	1-1-8	Mech Eng Coy
352/35x	2-1-8/[2]	Mortar Bn
453/274x	5-3-8	Tank Bn

#### Mobilizing Boxes

Box	Unit ID	Unit Values	Unit Type
<b>At Start</b>	401x (4 units)		
	404/206	3-1-8/[6]	SP Arty Bn
	252xx	A-1-8/[1]	SP AAA Btry
	SC	4-1-8/[3]	Rocket Bn
	SC	2-1-6/[4]	Arty Bn
	SC	2-1-6/[5]	Arty Bn
<b>6 Oct (SF)</b>	204x (5 units)		
	5/206	2-1-8/[2]	SP Mort Bn
	600x (4 units)		
	3/214	3-1-8/[6]	SP Arty Bn
	143xx	A-1-8/[1]	SP AAA Btry
	217x (5 units)		
	162xx	1-2-8/(8)	HQ
	279	6-4-8	Recce Bn
	271	2-2-8	Mech Eng Bn
	839/215	3-1-8/[6]	SP Arty Bn
	402/215	3-1-8/[6]	SP Arty Bn
	3/215	3-1-8/[6]	SP Arty Bn
322/215	2-1-8/[3]	SP Mor Bn	
162xx	A-1-8/[1]	SP AAA Btry	
162xx	A-1-8/[1]	SP AAA Btry	
460x (4 units)			
<b>7 Oct (SF)</b>	143xx	A-1-8/[1]	SP AAA Btry
	3/214	3-1-8/[6]	SP Arty Bn
	421x (4 units)		
	500x (4 units)		
<b>8 Oct (SF)</b>	143xx	1-2-8/(8)	HQ
	87	6-4-8	Recce Bn
	239	2-2-8	Mech Eng Bn
	872/214	3-1-8/[6]	SP Arty Bn
	322/214	2-1-8/[3]	SP Mor Bn
	162xx	A-1-8/[1]	SP AAA Btry
	3/215	3-1-8/[6]	SP Arty Bn
	164x (4 units)		
<b>9 Oct (SF)</b>	5/214	2-1-8/[2]	SP Mor Bn
	875x (5 units)		



Box	Unit ID	Unit Values	Unit Type
<b>10 Oct (SF)</b>	605	0-3-2	Roller Bridge
	630	1-3-6	Mot Bridge Eng
	634	0-1-4a	Mot Amph Ferry
	322/215	2-1-8/[3]	SP Mor Bn
	11x (5 units)		
<b>11 Oct (SF)</b>	100	6-4-8	Tank Bn
	101	6-4-8	Tank Bn
	890/35x	3-3-8	Mech Para Bn
<b>12 Oct (SF)</b>	247x (6 units—less 247x Mot AT Coy)		
<b>13 Oct (SF)</b>	274x (4 units—less 453/274x Tank Bn)		

**30.12** After the Israeli player has set up his forces, Egyptian and Arab Ally units initially available should be placed on the map and holding boxes as shown in the tables below. Place all actual combat units represented by the reserve counter in the appropriate hexes or boxes; unit identifications are important and must be observed. Units placed on the map must be placed within controlled territory (see Rules 3.42 and 3.43).

**On Map**

Hex	Unit ID	Unit Values	Unit Type
0118	30x/PS	-	Unmob Rsv
0618	135x/PS	-	Unmob Rsv
Anywhere on or north of hexrow 08xx	PS 1/63x 2/63x 3/63x 63x Tun	0-6-2/(4) 2 <sup>3</sup> 3-3-4/[2] 2 <sup>3</sup> 3-3-4/[2] 2 <sup>3</sup> 3-3-4/[2] A-1-6/[1] 2-2-4	HQ AT/Arty Bn AT/Arty Bn AT/Arty Bn Mot AAA Btry Inf Bn
Anywhere between hexrows 09xx and 25xx	2xxxx 47x 57x 3/57x 1/52x 2/52x 3/52x 2xxxx 2xxxx 2xxxx 2xxxx SA6	0-6-2/(6) 5-1-4/[6] 3-1-4/[9] 3-1-4/[10] 2-1-4/[2] 3-1-4/[3] 4-1-4/[3] 2 <sup>3</sup> 3-2-6/[2] 4s-2-6 4-3-6 3 <sup>4</sup> 4-3-6/[2] S-1-6/[7]	HQ Arty Bn(x3) Arty Bn(x2) Arty Bn Mor Bn Mor Bn Rocket Bn SPAT/Arty Bn Mot AT Bn SP AT Bn SPAT/Arty Bn SP SAM Btry
1118	18xx	-	Unmob Rsv
1221	10x/PS	-	Unmob Rsv
1321	15x	-	Unmob Rsv
1522	23xx	-	Unmob Rsv
1718	2xx	-	Unmob Rsv
2118	16xx	-	Unmob Rsv

Hex	Unit ID	Unit Values	Unit Type
2221	21xx	-	Unmob Rsv
Anywhere on or south of hexrow 26xx	3xxxx 53x 55x 3/55x 1/60x 2/60x 3/60x 3xxxx 3xxxx 3xxxx SA6 6/Kuw	0/6/2/(6) 5-1-4/[6] 3-1-4/[9] 3-1-4/[10] 2-1-4/[2] 3-1-4/[3] 4-1-4/[3] 2 <sup>3</sup> 3-2-6/[2] 4s-2-6 4-3-6 3 <sup>4</sup> 4-3-6/[2] S-1-6/[7] 1-2-4	HQ Arty Bn(x3) Arty Bn(x2) Arty Bn Mor Bn Mor Bn Rocket Bn SPAT/Arty Bn Mot AT Bn SP AT Bn SPAT/Arty Bn SP SAM Btry Inf Bn
2716	130x	-	Unmob Rsv
2817	25x	-	Unmob Rsv
2921	4xx	-	Unmob Rsv
3013	7xx	-	Unmob Rsv
3119	6xx	-	Unmob Rsv
3313	19xx	-	Unmob Rsv
Anywhere west of the canal	10 127x 129x 39x 136x 139x 145x	3-1-4/[23] 2-2-3i 2-2-3i 2-2-3i 2-2-3i 2-2-3i 2-2-3i	Rocket Bn Cmde Bn(x5) Cmde Bn(x5) Cmde Bn(x3) Cmde Bn(x4) Cmde Bn(x4) Cmde Bn(x3)

**SAM Sites**

Hex	Unit ID	Unit Values	Unit Type
SAM Site Setup hex (1 per hex)	SA2 (x11) SA3 (x14)	S-1-0/[15] S-1-0/[11]	SAM Site SAM Site

**Unmobilized Reserves Holding Boxes:**

Box	Unit ID	Unit Values	Unit Type
2 <sup>nd</sup> Inf Div	2xx	3-2-6	Recce Bn
	(A/2xx)	2-1-3i	Recce Coy)
	(B/2xx)	1-1-3i	Recce Coy)
	2xx	4s-2-6	Mot AT Bn
	2xx	2-3-4	AT Bn
	2xx	4-2-6	Tank Bn
	2xx	A-1-4/[2]	AAA Btry(x3)
	1/59x	2-1-4/[5]	Arty Bn
	2/59x	2-1-4/[5]	Arty Bn
	3/59x	3-1-4/[7]	Arty Bn
4/59x	2-1-4/[2]	Mor Bn	
117 <sup>th</sup> Mech Bde	117x/2xx	13-13-6	Mech Inf Bde
	117x (6 units)		

BAR-LEV: THE 1973 ARAB-ISRAELI WAR

Box	Unit ID	Unit Values	Unit Type
4 <sup>th</sup> Inf Bde	4x/2xx	8-9-4	Inf Bde
	4x (6 units)		
120 <sup>th</sup> Inf Bde	120x/2xx	8-9-4	Inf Bde
	120x (6 units)		
16 <sup>th</sup> Inf Div	16xx	3-2-6	Recce Bn
	(A/16xx	2-1-3i	Recce Coy)
	(B/16xx	1-1-3i	Recce Coy)
	16xx	4s-2-6	Mot AT Bn
	16xx	2-3-4	AT Bn
	16xx	4-2-6	Tank Bn
	16xx	A-1-4/[2]	AAA Btry(x3)
	1/59x	2-1-4/[5]	Arty Bn
	2/59x	2-1-4/[5]	Arty Bn
	3/59x	3-1-4/[7]	Arty Bn
	4/59x	2-1-4/[2]	Mor Bn
3 <sup>rd</sup> Mech Bde	3x/16xx	13-13-6	Mech Inf Bde
	3x (6 units)		
16 <sup>th</sup> Inf Bde	16x/16xx	8-9-4	Inf Bde
	16x (6 units)		
112 <sup>th</sup> Inf Bde	112x/16xx	8-9-4	Inf Bde
	112x (6 units)		
18 <sup>th</sup> Inf Div	18xx	3-2-6	Recce Bn
	(A/18xx	2-1-3i	Recce Coy)
	(B/18xx	1-1-3i	Recce Coy)
	18xx	4s-2-6	Mot AT Bn
	18xx	2-3-4	AT Bn
	18xx	4-2-6	Tank Bn
	18xx	A-1-4/[2]	AAA Btry(x3)
	1/59x	2-1-4/[5]	Arty Bn
	2/59x	2-1-4/[5]	Arty Bn
	3/59x	3-1-4/[7]	Arty Bn
	4/59x	2-1-4/[2]	Mor Bn
136 <sup>th</sup> Mech Bde	136x/18xx	13-13-6	Mech inf Bde
	136x (6 units)		
90 <sup>th</sup> Inf Bde	90x/18xx	8-9-4	Inf Bde
	90x (6 units)		
134 <sup>th</sup> Inf Bde	134x/18xx	8-9-4	Inf Bde
	134x (6 units)		

Box	Unit ID	Unit Values	Unit Type	
23 <sup>rd</sup> Mech Div	23xx	3-2-6	Recce Bn	
	(A/23xx	2-1-3i	Recce Coy)	
	(B/23xx	1-1-3i	Recce Coy)	
	23xx	2-3-4	AT Bn	
	23xx	4a-2-6	Mot AT Bn	
	23xx	1-3-6	Brdg Eng Bn	
	(23xx	0-3-0	Empl Brdg)	
	23xx	A-1-4/[2]	AAA Btry(x3)	
	1/67x	2-1-4/[5]	Arty Bn	
	2/67x	2-1-4/[5]	Arty Bn	
	3/67x	3-1-4/[7]	Arty Bn	
	4/67x	2-1-4/[2]	Mor Bn	
	5/67x	4-1-4/[3]	Rocket Bn	
	24x (4 units)			
	116 <sup>th</sup> Mech Bde	116x/23xx	12-12-6	Mech Inf Bde
116x (6 units)				
118 <sup>th</sup> Mech Bde	118x/23xx	12-12-6	Mech Inf Bde	
	118x (6 units)			
21 <sup>st</sup> Arm Div	21xx	3-2-6	Recce Bn	
	(A/21xx	2-1-3i	Recce Coy)	
	(B/21xx	1-1-3i	Recce Coy)	
	21xx	2-3-4	AT Bn	
	21xx	4a-2-6	Mot AT Bn	
	21xx	1-3-6	Brdg Eng Bn	
	(21xx	0-3-0	Empl Brdg)	
	21xx	A-1-4/[2]	AAA Btry(x3)	
	1/51x	2-1-4/[5]	Arty Bn	
	2/51x	2-1-4/[5]	Arty Bn	
	3/51x	3-1-4/[7]	Arty Bn	
	4/51x	2-1-4/[2]	Mor Bn	
	5/51x	4-1-4/[3]	Rocket Bn	
	1x (4 units)			
	14x (4 units)			
18 <sup>th</sup> Mech Bde	18x/21xx	12-12-6	Mech inf Bde	
	18x (6 units)			
30 <sup>th</sup> Inf Bde	30x	9-9-4	Inf Bde	
	30x (6 units)			
135 <sup>th</sup> Inf Bde	135x	9-9-4	Inf Bde	
	135x (6 units)			
10 <sup>th</sup> Mech Bde	10x	12-12-6	Mech Inf Bde	
	10x (6 units)			

Box	Unit ID	Unit Values	Unit Type
7 <sup>th</sup> Inf Div	7xx	3-2-6	Recce Bn
	(A/7xx)	2-1-3i	Recce Coy)
	(B/7xx)	1-1-3i	Recce Coy)
	7xx	4s-2-6	Mot AT Bn
	7xx	2-3-4	AT Bn
	7xx	4-2-6	Tank Bn
	7xx	A-1-4/[2]	AAA Btry(x3)
	1/59x	2-1-4/[5]	Arty Bn
	2/59x	2-1-4/[5]	Arty Bn
	3/59x	3-1-4/[7]	Arty Bn
4/59x	2-1-4/[2]	Mor Bn	
8 <sup>th</sup> Mech Bde	8x/7xx	13-13-6	Mech Inf Bde
	8x (6 units)		
2 <sup>nd</sup> Inf Bde	2x/7xx	8-9-4	Inf Bde
	2x (6 units)		
11 <sup>th</sup> Inf Bde	11x/7xx	8-9-4	Inf Bde
	11x (6 units)		
19 <sup>th</sup> Inf Div	19xx	3-2-6	Recce Bn
	(A/19xx)	2-1-3i	Recce Coy)
	(B/19xx)	1-1-3i	Recce Coy)
	19xx	4s-2-6	Mot AT Bn
	19xx	2-3-4	AT Bn
	19xx	4-2-6	Tank Bn
	19xx	A-1-4/[2]	AAA Btry(x3)
	1/59x	2-1-4/[5]	Arty Bn
	2/59x	2-1-4/[5]	Arty Bn
	3/59x	3-1-4/[7]	Arty Bn
4/59x	2-1-4/[2]	Mor Bn	
2 <sup>nd</sup> Mech Bde	2x/19xx	13-13-6	Mech Inf Bde
	2x (6 units)		
5 <sup>th</sup> Inf Bde	5x/19xx	8-9-4	Inf Bde
	5x (6 units)		
7 <sup>th</sup> Inf Bde	7x/19xx	8-9-4	Inf Bde
	7x (6 units)		
4 <sup>th</sup> Armd Div	4xx	3-2-6	Recce Bn
	(A/4xx)	2-1-3i	Recce Coy)
	(B/4xx)	1-1-3i	Recce Coy)
	4xx	2-3-4	AT Bn
	4xx	4s-2-6	Mot AT Bn
	4xx	1-3-6	Brdg Eng Bn
	(4xx)	0-3-0	Empl Brdg)
	4xx	A-1-4/[2]	AAA Btry(x3)
	1/44x	2-1-4/[5]	Arty Bn
	2/44x	2-1-4/[5]	Arty Bn
	3/44x	3-1-4/[7]	Arty Bn
	4/44x	2-1-4/[2]	Mor Bn
	5/44x	4-1-4/[3]	Rocket Bn
2x (4 units)			
3x (4 units)			

Box	Unit ID	Unit Values	Unit Type
17 <sup>th</sup> Mech Bde	17x/4xx	12-12-6	Mech Inf Bde
	17x (6 units)		
6 <sup>th</sup> Mech Div	6xx	3-2-6	Recce Bn
	(A/6xx)	2-1-3i	Recce Coy)
	(B/6xx)	1-1-3i	Recce Coy)
	6xx	2-3-4	AT Bn
	6xx	4s-2-6	Mot AT Bn
	6xx	1-3-6	Brdg Eng Bn
	(6xx)	0-3-0	Empl Brdg)
	6xx	A-1-4/[2]	AAA Btry(x3)
	1/43x	2-1-4/[5]	Arty Bn
	2/43x	2-1-4/[5]	Arty Bn
	3/43x	3-1-4/[7]	Arty Bn
	4/43x	2-1-4/[2]	Mor Bn
	5/43x	4-1-4/[3]	Rocket Bn
22x (4 units)			
1 <sup>st</sup> Mech Bde	1x/6xx	12-12-6	Mech Inf Bde
	1x (6 units)		
113 <sup>th</sup> Mech Bde	113x/6xx	12-12-6	Mech Inf Bde
	113x (6 units)		
15 <sup>th</sup> Arm Bde	15x (4 units)		
140 <sup>th</sup> Abn Bde	140x (5 units)		
25 <sup>th</sup> Arm Bde	25x (4 units)		
150 <sup>th</sup> Abn Bde	150x (5 units)		
130 <sup>th</sup> Amph Bde	1/130x	5-6-6a	AmpMch Bn+
	2/30x	5-6-6a	AmpMch Bn+
130x (5 units)			
170 <sup>th</sup> Abn Bde	170x (5 units)		

## 30.2 The Golan Front

**30.21** Israeli units initially available should be placed on the map and holding boxes as shown in the tables below. Place all actual combat units represented by the reserve counter in the appropriate hexes or boxes; unit identifications are important and must be observed. Units placed on the map must be placed within controlled territory (see Rules 3.42 and 3.43).

### On Map

Hex	Unit ID	Unit Values	Unit Type
1319	Baade-9	3-1-8/[6]	SP Arty Bn
	Hawk	S-1-6/[15]	Mot SAM Btry
1517	13/Gol x	3-3-8	Mech Inf Bn
1716	74/188x	6-4-8	Tank Bn

Hex	Unit ID	Unit Values	Unit Type
1719	77/7x 334/282	6-4-8 2-1-8/[3]	Tank Bn SP Mor Bn
1817	36xx	A-1-8/[1]	SP AAA Btry
1822	71/460x	6-4-8	Tank Bn
1918	82/7x	6-4-8	Tank Bn
2119	36xx 36xx 405/212	1-2-8/(8) 2-2-8 3-1-8/[7]	HQ Mech Eng Bn SP Arty Bn
2416	3/211	3-1-8/[6]	SP Arty Bn
2419	75/7x 55 Hawk	3-3-8 6-1-8/[13] S-1-6/[15]	Mech Inf Bn SP arty Bn Mot SAM Btry
2615	50/35x	3-3-8	Mech Para Bn
2822	39/188x	6-4-8	Tank Bn
2916	53/188x	6-4-8	Tank Bn

**Golan Outposts**

Location	Unit ID	Unit Values	Unit Type
Golan OPs	As indicated on the counter	1-1-0	OP Garrison (x12)
Any hexes within 3 hexes of a Golan OP	188x	2-1-4i	Recce Coy
	A/134	1-1-4i	Recce Coy
	B/134	1-1-4i	Recce Coy
	C/134	2-1-4i	Recce Coy
	D/134	2-1-4i	Recce Coy

**Mobilizing Boxes**

Box	Unit ID	Unit Values	Unit Type
<b>At Start</b>	Gol x (7 units, less 13/Gol x Mech Inf Bn)		
	NC	3-1-6/[4]	Arty Bn
	NC	3-1-6/[9]	Arty Bn
<b>6 Oct (NF)</b>	679x (4 units)		
	36xx 2/212	A-1-8/[1] 3-1-6/[6]	SP AAA Btry SP Arty Bn
	210xx 210xx	1-2-8/(8) A-1-8/[1]	HQ SP AAA Btry(x2)
	822/282	2-1-8/[3]	SP Arty Bn
	411/282	2-1-8/[4]	SP Arty Bn
	3/282	2-1-8/[3]	SP Mor Bn
	5/282	2-1-8/[2]	SP Mor Bn
	9x (5 units)		
	412	6-1-8/[13]	SP Arty Bn
	269	2-2-4i	Recce Bn(-)
	NC	2-1-6/[5]	Arty Bn

Box	Unit ID	Unit Values	Unit Type
<b>6 Oct (CF)</b>	205x (4 units)		
	146xx 2/213 4/213	A-1-8/[1] 3-1-8/[6] 2-2-8/[3]	SP AAA Btry SP Arty Bn SP Mor Bn
	179x (4 units)		
<b>7 Oct (NF)</b>	4x (5 units)		
	4/212 5/212	2-1-8/[3] 2-1-8/[2]	SP Mor Bn SP Mor Bn
	317x (7 units)		
	181 483 Comp 270	4-3-8 4-4-8 6-3-8 4-1-8/[3]	Tank Bn Recce Bn Mot AT Bn Rocket Bn
	146xx 146xx 146xx 899/213 3/213 288	1-2-8/(8) 2-2-8 A-1-8/[1] 3-1-8/[7] 3-1-8/[6] 6-4-8	HQ Mech Eng Bn SP AAA Btry SP Arty Bn SP Arty Bn Recce Bn
<b>7 Oct (CF)</b>	670x (5 units)		
	5/213	2-1-8/[2]	SP Mor Bn
	606	1-3-8	Brdg Eng Bn

**30.22** After the Israeli player has set up his forces, Syrian and Arab Ally units initially available should be placed on the map and holding boxes as shown in the tables below. Place all actual combat units represented by the reserve counter in the appropriate hexes or boxes; unit identifications are important and must be observed. Units placed on the map must be placed within controlled territory (see Rules 3.42 and 3.43).

**On Map**

Hex	Unit ID	Unit Values	Unit Type
Anywhere on or north of hexrow 18xx	RW	0-6-2/(6)	HQ
Anywhere on or south of hexrow 19xx	LW	0-6-2/(6)	HQ
0101	CdoGp	-	Unmob Rsv
0102	ARG	-	Unmob Rsv
0307	3xx	-	Unmob Rsv
0506	30x	-	Unmob Rsv
0703	1xx	-	Unmob Rsv
1009	62x	-	Unmob Rsv
1315	7xx	-	Unmob Rsv
1913	9xx	-	Unmob Rsv

Hex	Unit ID	Unit Values	Unit Type
2009	51x	-	Unmob Rsv
2712	5xx	-	Unmob Rsv
2809	47x	-	Unmob Rsv
Anywhere	88	4-3-6	Tank Bn
	69	3-1-4/[23]	Rocket Bn
	xxxx (x3)	3-1-4/[9]	Arty Bn
	xxxx (x2)	3-1-4/[10]	Arty Bn
	xxxx	5-1-4/[6]	Arty Bn
	xxxx	3-1-4/[3]	Mor Bn
	xxxx (x3)	<sup>2</sup> 3-3-4/[2]	AT/Arty Bn
xxxx	<sup>3</sup> 4-3-6/[2]	SPAT/Art Bn	
Within 2 hexes of 1315	1/Mor	3-2-6	Tank Bn
	3/Mor	2-2-6	Mot Inf Bn
	5/Mor	2-2-4	Inf Bn

**Installations**

Hex	Unit ID	Unit Values	Unit Type
Golan Forts	As indicated on the counter	1-1-0	Golan Fort (x28)
SAM Site Setup hex (1 per hex)	SA2 (x2)	S-1-0/[15]	SAM Site
	SA3 (x3)	S-1-0/[11]	SAM Site
	SA6 (x5)	S-1-6/[7]	SP SAM Btry

**Unmobilized Reserves Holding Boxes:**

Box	Unit ID	Unit Values	Unit Type	
1 <sup>st</sup> Arm Div	1xx	2-2-6	Recce Bn	
	(A/1xx)	1-1-3i	Recce Coy	
	(B/1xx)	1-1-3i	Mot Recce Co	
	1xx	4s-2-6	Mot AT Coy	
	1xx	3-2-4	AT Btry	
	1xx	A-1-4/[2]	AAA Btry (x3)	
	1/64	2-1-4/[5]	Arty Bn	
	2/64	3-1-4/[7]	Arty Bn	
	3/64	5-1-4/[6]	Ary Bn	
	4/64	2-1-6/[5]	SP Arty Bn	
	5/64	4-1-4/[3]	Rocket Bn	
	1xx	1-3-6	Bridge Eng Bn	
	(1xx)	0-3-0	Empl Bridge)	
	91x (5 units)			
	76x (5 units)			
58 <sup>th</sup> Mech Bde	58x/1xx	11-10-6	Mech Inf Bde	
	58x (5 units)			

Box	Unit ID	Unit Values	Unit Type
3 <sup>rd</sup> Arm Div	3xx	2-2-6	Recce Bn
	(A/3xx)	1-1-3i	Recce Coy
	(B/3xx)	1-1-3i	Mot Recce Coy
	3xx	4s-2-6	Mot AT Coy
	3xx	3-2-4	AT Btry
	3xx	A-1-4/[2]	AAA Btry (x3)
	1/13	2-1-4/[5]	Arty Bn
	2/13	3-1-4/[7]	Arty Bn
	3/13	5-1-4/[6]	Ary Bn
	4/13	2-1-6/[5]	SP Arty Bn
5/13	4-1-4/[3]	Rocket Bn	
3xx	1-3-6	Bridge Eng Bn	
(3xx)	0-3-0	Empl Bridge)	
65x (5 units)			
81x (5 units)			
15 <sup>th</sup> Mech Bde	15x/3xx	11-10-6	Mech Inf Bde
	15x (5 units)		
ARG Bde	ARG (5 units)		
Cdo Gp	1 Cdo	2-3-3i	Cmdo Bn
	2 Cdo	2-3-3i	Cmdo Bn
	3 Cdo	2-3-3i	Cmdo Bn
	4 Cdo	2-3-3i	Cmdo Bn
	5 Cdo	2-3-3i	Cmdo Bn
		-40-	Helicopter
47 <sup>th</sup> Arm Bde	47x (4 units)		
51 <sup>st</sup> Arm Bde	51x (4 units)		
30 <sup>th</sup> Inf Bde	30x	6-7-4	Inf Bde
	30x (5 units)		
62 <sup>nd</sup> Mech Bde	62x	6-7-4	Inf Bde
	62x (5 units)		
141 <sup>st</sup> Arm Bde	141x (4 units) 141x Unmob Rsv		
PLA Hattin Bde	Hat x	5-7-4	Inf Bde
	Hat x (4 units) Hat x Unmob Rsv		

Box	Unit ID	Unit Values	Unit Type
5 <sup>th</sup> Inf Div	5xx	2-2-6	Recce Bn
	(A/5xx	1-1-3i	Recce Coy
	(B/5xx	1-1-3i	Mot Recce Co
	5xx	4s-2-6	Mot AT Coy
	5xx	2-3-4	AT Btry
	5xx	2 <sup>3</sup> -2-6/[2]	SP AT Bn
	5xx	A-1-4/[2]	AAA Btry (x3)
	1/50	2-1-4/[5]	Arty Bn
	2/50	3-1-4/[7]	Arty Bn
	3/50	5-1-4/[6]	Ary Bn
	5xx	1-3-6	Bridge Eng Bn
	(5xx	0-3-0	Empl Bridge)
	46x (3 units)		
132 <sup>nd</sup> Mech Bde	132x/5xx	10-7-6	Mech Inf Bde
	132x (5 units)		
61 <sup>st</sup> Inf Bde	61x/5xx	9-9-4	Inf Bde
	61x (6 units)		
112 <sup>th</sup> Inf Bde	112x/5xx	9-9-4	Inf Bde
	112x (6 units)		
7 <sup>th</sup> Inf Div	7xx	2-2-6	Recce Bn
	(A/7xx	1-1-3i	Recce Coy
	(B/7xx	1-1-3i	Mot Recce Co
	7xx	4s-2-6	Mot AT Coy
	7xx	2-3-4	AT Btry
	7xx	2 <sup>3</sup> -2-6/[2]	SP AT Bn
	7xx	A-1-4/[2]	AAA Btry (x3)
	1/70	2-1-4/[5]	Arty Bn
	2/70	3-1-4/[7]	Arty Bn
	3/70	5-1-4/[6]	Ary Bn
	7xx	1-3-6	Bridge Eng Bn
	(7xx	0-3-0	Empl Bridge)
	78x (3 units)		
121 <sup>st</sup> Mech Bde	121x/ \7xx	10-7-6	Mech Inf Bde
	121x (5 units)		
68 <sup>th</sup> Inf Bde	68x/7xx	9-9-4	Inf Bde
	68x (6 units)		
85 <sup>th</sup> Inf Bde	85x/7xx	5-7-4	Inf Bde
	85x (5 units)		

Box	Unit ID	Unit Values	Unit Type
9 <sup>th</sup> Inf Div	9xx	2-2-6	Recce Bn
	(A/9xx	1-1-3i	Recce Coy
	(B/9xx	1-1-3i	Mot Recce Co
	9xx	4s-2-6	Mot AT Coy
	9xx	2-3-4	AT Btry
	9xx	2 <sup>3</sup> -2-6/[2]	SP AT Bn
	9xx	A-1-4/[2]	AAA Btry (x3)
	1/89	2-1-4/[5]	Arty Bn
	2/89	3-1-4/[7]	Arty Bn
	3/89	5-1-4/[6]	Ary Bn
	9xx	1-3-6	Bridge Eng Bn
	(9xx	0-3-0	Empl Bridge)
	43x (3 units)		
33 <sup>rd</sup> Inf Bde	33x/9xx	9-9-4	Inf Bde
	33x (6 units)		
90 <sup>th</sup> Inf Bde	90x	5-7-4	Inf Bde
	90x (5 units) 90x Unmob Rsv		
52 <sup>nd</sup> Inf Bde	52x/9xx	5-7-4	Inf Bde
	52x (4 units)		

### 30.3 Command Reserves

**30.31** After both players have set up his forces on the map and mapsheet holding boxes, each player places his command reserve units where indicated on the respective Armed Forces off-map holding boxes. Place all actual combat units represented by the reserve counter in the appropriate boxes; unit identifications are important and must be observed.

**30.32** The Syrian card is for holding all reinforcements that enter the Golan map during the game and serves as normal holding boxes for breakdown and recombined units. All Iraqi, Jordanian, Saudi, and Kuwaiti forces that are to arrive on the Golan map are placed in the named boxes. In addition, the Iraqi divisional units of the 3<sup>rd</sup> Armored Division are placed as the Arab player chooses in any of the 6<sup>th</sup> Armored, 12<sup>th</sup> Armored, or 8<sup>th</sup> Mechanized Brigade boxes. Divisional units of the 6<sup>th</sup> Armored Division are placed as the Arab player chooses in any of the 3<sup>rd</sup> Armored, 11<sup>th</sup> Armored, or 70<sup>th</sup> Mechanized Brigade boxes.

Box	Unit ID	Unit Values	Unit Type
Iraqi 6 <sup>th</sup> Arm Bde	6x (3 units)		
Iraqi 12 <sup>th</sup> Arm Bde	12x (3 units)		
Iraqi 18 <sup>th</sup> Mech Bde	18x/3xx	8-9-6	Mech Inf Bde
	18x (4 units)		



Box	Unit ID	Unit Values	Unit Type
Iraqi Spec Forces Bde	1/SF	2-2-3i	Cmdo Bn
	2/SF	2-2-3i	Cmdo Bn
	3/SF	2-2-3i	Cmdo Bn
Iraqi 3 <sup>rd</sup> Arm Bde	3x (3 units)		
Iraqi 11 <sup>th</sup> Arm Bde	11x (3 units)		
Iraqi 70 <sup>th</sup> Mech Bde	70x/3xx	8-9-6	Mech Inf Bde
	70x (4 units)		
Iraqi 5 <sup>th</sup> Mtn Bde	5x	5-7-4	Inf Bde
	5x (4 units)		
Jord 40 <sup>th</sup> Arm Bde	40x (4 units)		
Jord 92 <sup>nd</sup> Armd Bde	92x (4 units)		
Saudi 20 <sup>th</sup> Mech Bde	20x	5-7-6	Mech Inf Bde
	20x (3 units)		
Kuwaiti Al Jahrah Bde	1/Jah	1-2-4	Inf Bn
	2/Jah	3-2-6	Tank Bn
	3/Jah	1-1-3i	Recce Coy
	4/Jah	2-1-6/[2]	SP Arty Btry
	5/Jah	A-1-4/[1]	AAA Btry

**30.33** The Iraqi air units are divided as the Arab player wishes between the two Iraqi Air Forces boxes, two air units per box. Remember that the Iraqi Hunter air unit begins the game on the Suez front.

**30.34** The Egyptian card is for holding the GHQ Reserve forces that are off-map in the Cairo area, as well as the Algerian and Libyan forces that were sent to the Suez Canal area once the war had begun. All units of the indicated formations are placed in the respective holding boxes until released to the map (or until they arrive on map, for the Algerian and Libyan forces).

Box	Unit ID	Unit Values	Unit Type
PrGd Bde	PrGd	-	Unmob Rsv
	PrGd	A-1-4/[2]	AAA Btry(x2)
	PrGd	2-1-4/[5]	Arty Bn
	PrGd	4-1-4/[3]	Rocket Bn
	Hvy	4-3-6	Tank Bn
	PrGd (4 units) – <i>Arm Bde</i>		
PrGd	12-14-6	Mech Inf Bde	
PrGd (6 units) – <i>Mech Bde</i>			

Box	Unit ID	Unit Values	Unit Type
3 <sup>rd</sup> Mech Div	3xx	-	Unmob Rsv
	3xx	3-2-6	Recce Bn
	(A/3xx)	2-1-3i	Recce Coy
	(B/3xx)	1-1-3i	Recce Coy
	3xx	2-3-4	AT Bn
	3xx	4s-2-6	Mot AT Bn
	3xx	A-1-4/[2]	AAA Btry(x3)
	1/39x	2-1-4/[5]	Arty Bn
	2/39x	2-1-4/[5]	Arty Bn
	3/39x	3-1-4/[7]	Arty Bn
	4/39x	2-1-4/[6]	Arty Bn
	5/39x	2-1-4/[2]	Mor Bn
	23x (5 Units)		
114x/3xx	12-12-6	Mech Inf Bde	
114x (6 units)			
35 <sup>th</sup> Arm Bde	35x	Unmob Rsv	
	35x (4 units)		
PLA Ayn Jalut Bde	AJx	-	Unmob Rsv
	AJx	5-7-4	Inf Bde
	AJx (4 units)		
Algerian Forces	Alg (10 units)		
Libyan Forces	Lib (6 units)		

**30.35** The Algerian air units are divided as the Arab player wishes between the two Algerian Air Forces boxes, two air units in the Oct 10 box, and one air unit in the Oct 11 box.

**30.36** The Israeli card is for holding the West Bank Garrison (Rule 27.0), the counters for the breakdowns for the recce battalions and converged recce battalions, and the holding box for the composite anti-tank battalion.

Place the West Bank Garrison forces in their respective holding boxes as below:

Unit	Garrison
5x Inf Bde (all units) CC 2-1-6/[5] Arty Bn	Northern
63x Para Bde (all units, <i>except</i> 63x Mot AT Coy); 9100x Inf Bde (all units) 16x Inf Bde (all units, <i>except</i> 68/16x Mot Inf Bn) 182 4-3-8 Tank Bn CC 3-16/[9] Arty Bn CC 2-1-8/[4] SP Arty Bn	Central
99x Inf Bde (all units) CC 2-1-6/[4] Arty Bn	Southern

Place the recce company units for each recce battalion in their respective holding boxes, except for the 189<sup>th</sup> Recce Battalion, which begins the game broken down on the Suez map and the 134<sup>th</sup> Recce Battalion, which begins the game broken down on the Golan map. Place the battalion-sized units in the 134<sup>th</sup> and 189<sup>th</sup> boxes.

The Converged Recce battalion units are all placed in their respective holding boxes.

The following units are placed in the Composite AT Bn holding box:

Unit ID	Unit Values	Unit Type
35x	2-1-8	Mot AT Coy
63x	2-1-8	Mot AT Coy
247x	2-1-8	Mot AT Coy

**30.37** No units are placed in the Soviet or U.S. Replacement sections of the cards. These sections show the types of units that are available for replacement as per Rule 24.0.

### 30.4 Air Forces

**30.41** The Syrian Air Force is deployed in the Available box of the Syrian Air Force Air Tasking Display: eleven MiG-21 FB, four MiG-17 FB, four Su-7 B, and one Helicopter. The second Syrian helicopter is added to the Available box if/when the CdoGp is released from the GHQ reserves.

**30.42** The Egyptian Air Force is deployed in the Available box of the Egyptian Air Force Air Tasking Display: twelve MiG-21 FB, eleven MiG-17 FB, six Su-7 B, one Tu-16 B, one Il-28 B, two Il-14 T, two Mir III F (Libyan), one Hunter FB (Iraqi), and three Helicopters.

**30.43** The Israeli Air Force is deployed in the Available boxes of either Israeli Air Tasking Display as the Israeli player desires (unless playing the One-Front Game—See Rule 28.23): seven F-4 FB, nine A-4 FB, two Mir III FB, one Barak FB, two S Myst FB, three Myst IV FB, one Vatour B, one DC-3 T, one Noratlas T, and two Helicopters.

**30.44** One Israeli Air Force Air Tasking Display is allocated to the Golan map and the other to the Suez map (see Rule 15.21).

### Set Up Abbreviations

#### Key to Unit Type Abbreviations

AAA = Anti-Aircraft Artillery  
 Amph, Amp = Amphibious  
 Arty = Artillery  
 AT = Anti-tank  
 Bde = Brigade  
 Bn = Battalion  
 Brdg = Bridging  
 Btry = Battery  
 Cmdo = Commando  
 Coy = Company  
 Empl = Emplacing  
 Eng = Engineer  
 HQ = Headquarters  
 Inf = Infantry  
 Mech, Mch = Mechanized  
 Mor, Mort = Mortar  
 Mot = Motorized  
 Mtn = Mountain  
 OP = Observation Post  
 Para = Parachute/Paratrooper  
 Recce = Reconnaissance  
 Rsv = Reserve  
 SAM = Surface-to-Air Missile  
 SP = Self-Propelled  
 Unmob = Unmobilized

#### Key to Unit Values Abbreviations

a (after movement allowance) = Amphibious  
 i (after movement allowance) = Irregular  
 s (after attack strength) = Sagger  
<sup>23</sup> (superscript before attack strength) = dual purpose (DP)  
 /[3] (in square brackets) = artillery range  
 /(6) (in parentheses) = command radius

#### COUNTER ERRATA

The following counter errors were found after the counters were printed:

##### CS5 - EGYPTIANS

**Row 3:** last counter to the right – AAA Battery, unit ID should be 6xx (currently 18xx) - front and back. Note that the divisional stripe is correct and so should not materially impact the game.

**Row 12:** first seven counters on the left side – SP AT Battalion, AT Battalion, Tank Battalion (silhouette), Tank Battalion (icon), AAA Battery (x3), unit ID should be 19xx (currently 11xx) - front and back. Note that the divisional stripe is the correct color and so should not materially impact the game.

**Row 13:** third counter from the left – 5x/19xx Infantry Brigade, unit values on the reverse should be 0-9-0 (currently 8-9-4, same as on front).

##### CS7 - SYRIANS

**Row 8:** second counter from the left – 51x Unmobilized Reserve marker, setup code should be 2009 (currently 2809). Setup info in the playbook has this marker located correctly, and impact on play is virtually nil.

## 31.0 THE ONE FRONT GAME

**31.1** The one front game provides a good introductory experience since it requires fewer units and fewer operational decisions. It is ideal for two or three players (two for either map, and three for the Suez map). All game rules that apply to the map being used are in effect for a one-front game, with certain changes to the orders of battle as noted below.

**31.21** All ground units normally available for the front chosen are available as per the standard game (see Rule 30.0).

**31.22** Air Units: At the beginning of the Arab player's Joint Air Segment each game turn, the Israeli player rolls the die once per type of air unit. The result is the percentage (rounded to the nearest whole number) of the available units of that type that are allocated to the front in play.

*Note:* Group the Mir III/Barak units under one die roll, the S Myst/Myst IV units under one die roll, and the DC-3/Noratlus units under one die roll.

**31.23** Historically, the Israeli Air Force concentrated on the Golan front to neutralize the Syrian Air Force before turning its attention to the Suez Front. To reflect this, add +2 die roll modifier to all air availability rolls for the first three game turns on the Golan front, and subtract 2 from all air availability die rolls for the first three turns on the Suez front.

*Optional:* Players may agree to ignore this modifier and take the rolls at face value. This is recommended if playing with any of the game variations in Rule 32.0.

## 32.0 GAME VARIATIONS

Use of these variations is entirely up to the whim of the players, and any or all can be combined, (except as noted). There are no changes to any of the victory conditions when using these variations; the game essentially becomes a sandbox where players can explore these "what-if" situations. Have fun with them!

### 32.1 Jordanian Participation

**32.11** Jordan kept out of the main fighting per a secret agreement with Israel, but this arrangement could have broken down prior to the onset of hostilities (or not have been reached at all) and Jordan may have gotten much more involved. This variation explores this possibility.

*Note:* The hexes of Jordan on the Golan map become playable and are Clear terrain.

**32.12** Jordanian, Saudi, and Kuwaiti reinforcements scheduled for the Golan front are cancelled (they instead are fighting on the West Bank).

**32.13** Iraqi reinforcements may be diverted from the Golan front to the West Bank. Roll on the following table for each Iraqi unit group.

These units appear as per the Syrian Armed Forces Arab Ally Reinforcement Holding boxes and Turn Record Card. If one or two air units are selected for the Golan, they are placed in the Oct 10 holding box; the third and fourth units sent are placed in the Oct 11 box.

Unit Group	Golan Front	West Bank
3 <sup>rd</sup> Armored Division (6 <sup>th</sup> Armored, 12 <sup>th</sup> Armored, and 8 <sup>th</sup> Mechanized Brigades, plus divisional troops)	0-4	5-9
6 <sup>th</sup> Armored Division (3 <sup>rd</sup> Armored, 11 <sup>th</sup> Armored, and 70 <sup>th</sup> Mechanized Brigades, plus divisional troops)	0-4	5-9
Special Forces Brigade	0-4	5-9
5 <sup>th</sup> Mountain Brigade	0-4	5-9
Each Iraqi air unit (except the Hunter)	0-3	4-9

**32.14** Israeli Central Command mobilizations and the West Bank Garrison release are cancelled (they instead are fighting on the West Bank). However, if one or both Iraqi Armored Divisions are sent to Golan (per 32.13), the Israeli player may select some or all of the 146<sup>th</sup> Division to be sent to the Golan to counter the Iraqi moves.

**32.15** Following the arrival of any elements of the Iraqi armored divisions on the Golan map, the Israeli player may enter units of one or both of the two groups from the following table as reinforcements. One group enters 13 Oct (if the 3<sup>rd</sup> Armored Division is sent to the Golan), and the other enters 20 Oct (if the 6<sup>th</sup> Armored Division is sent to the Golan). These reinforcements enter anywhere on the west or south edge of the Golan map (including within Jordan or Syria).

Group	Units		
<b>A</b>	205x (4 units)		
	146xx	A-1-8/[1]	SP AAA Btry
	2/213	3-1-8/[6]	SP Arty Bn
	899/213	3-1-8/[7]	SP Arty Bn
	5/213	2-1-8/[2]	SP Mor Bn
	B/288	1-1-4i	Recce Coy
<b>B</b>	670x (5 units)		
	146xx	A-1-8/[1]	SP AAA Btry
	3/213	3-1-8/[6]	SP Arty Bn
	4/213	2-1-8/[3]	SP Arty Bn
	146xx	2-2-8	Mech Eng Bn
	A/288	1-1-4i	Recce Coy
	C/288	2-1-4i	Recce Coy

*Note:* The 146xx HQ unit may only be selected if both groups are sent to the Golan. It may arrive with the first group sent.

### 32.2 Improved Arab Command & Control

**32.21** The Arab command and control capabilities in 1973 were vastly improved over what they could manage in 1967 but were still pretty lacking. The Syrians only moved from a brigade-only army to a divisional structure in late 1972 and much of the real work necessary to develop divisional staff just wasn't completed by the time the war began. The Egyptians developed the divisional structure much earlier, and developed staff and war colleges that produced better military leaders (rather than good political commanders). But there was still much more that could have been done. This variation postulates a much better divisional-and brigade-level command capability for the Arab armies.

**32.22** Rules 8.22 and 8.24 for Arab command control are modified to remove the requirement for units of divisional and independent brigades to be within one hex of at least two other units of that brigade. Essentially, the brigade command stripe can be ignored (for command control purposes only), and such units are in command control if they can conform to rules 8.23 and 8.25.

### 32.3 Improved Israeli Mobilization

**32.31** The Israeli mobilization in 1973 was fast, but the lack of action taken on the intelligence that was available meant that there was some chaos with the emergency mobilization that occurred. This variation postulates better Israeli reaction to the available intelligence, and some mobilization readiness was more complete in advance of the Arab attack.

**32.32** Instead of rolling to determine the percentage of units that arrive on the map as part of the Mobilization/Reinforcement Segment (Rules 9.21, 9.22. and 9.23), all Israeli units arrive on the scheduled game turn.

## 32.4 Variable Arab Cooperation

**32.41** The historical orders of battle for the Arab Allies represent the units that actually participated in the fighting or were positioned to be potentially involved. This variation creates a more variable level of involvement by the Arab Allies. This variation cannot be used with Rule 32.1, Jordanian Participation, or with 32.5, Arab Non-Cooperation.

**32.42** The involvement of Arab Ally units of Iraq, Jordan, Morocco, PLA, Kuwait, Tunisia, Algeria, and Libya are determined randomly before the game begins as per the table below. Roll one d20 for each Arab Ally:

Arab Ally	Participant	Non-Participant
Algeria	0-6	7-9
Iraq	0-6	7-9
Jordan	0-4	5-9
Kuwait	0-5	6-9
Libya	0-6	7-9
Morocco	0-5	6-9
PLA	0-7	8-9
Tunisia	0-5	6-9

**32.43** If an Arab Ally is determined to be a Participant, its units are set up and/or arrive as reinforcements per the standard rules. If a Non-Participant, its units are not used in the game.

## 32.5 Arab Non-Cooperation

**32.51** Arab co-operation, while never very strong at the best of times, is practically non-existent in this variation. This variation cannot be used with Rule 32.1, Jordanian Participation, or with 32.4, Variable Arab Cooperation.

**32.52** No Arab Ally units are used in this variation. Iraqi, Jordanian, Moroccan, PLA, Kuwaiti, Tunisian, Saudi, Algerian, and Libyan units are not set up at the beginning of the game, nor are any received as reinforcements.

## 32.6 Free Setup

**32.61** Aside from the Arab SAM sites, Syrian Fortifications, and Israeli Bar-Lev and Golan OP garrisons, all units that start on the maps per Rules 30.11 and 30.21 may be freely placed by the owning player in friendly-controlled hexes (see Rules 3.42 and 3.43) on their respective maps. Units in the Sharm el Sheikh box are placed as per Rules 30.11.

**32.62** Units of the Egyptian Port Said group, 2<sup>nd</sup> Army, and 3<sup>rd</sup> Army must still be placed within the zones indicated on the Suez map (Port Said group on or north of hexrow 08xx, 2<sup>nd</sup> Army between hexrows 09xx and 25xx, inclusive, and 3<sup>rd</sup> Army on or south of hexrow 26xx).



## HISTORICAL NOTES

*“Arrogance means that one knows how to press forward but not how to draw back, that one knows existence but not annihilation, knows something about winning but nothing about losing.”*

– Napoleon

The Israeli high command in late 1973 was, in a word, arrogant. Their past successes, especially the overwhelmingly decisive victory over the Arab states of Egypt, Syria, and Jordan in the 1967 “Six Day War” left many in the Israeli Defense Forces (IDF) with a sense of absolute military superiority over her neighbors. This viewpoint was not significantly altered during the War of Attrition, that desultory state of non-war/non-peace that existed on the Golan Heights and across the Suez Canal in the years since 1967. As a result, when the Arab attacks came in the first week of October, Israeli leadership was shocked to see them not only successful but saw them leading to a disaster of unmitigated proportions for Israel. But a disaster was, in the end, averted, if only narrowly. How?

Part of this lay within the organizational structures of the Arab armies of the time. In Syria, especially, military command capabilities were secondary to political position at nearly all levels of the officer corps, so incompetent (or indifferent) officers were just about everywhere, and strict control was kept at very high levels. President Hafiz al-Assad kept the elite units of the army close to the capital and in command of his younger brother, Rif’at al-Assad. Egypt suffered this same problem in the earlier wars, but by this time the war college (established only in 1955) was turning out better graduates and officers were beginning to be selected for what they knew more than who they knew. The structures of the armed forces of both Syria and Egypt were modeled off a hybrid of traditional (read, “British/French”) approaches and newer Soviet approaches—not surprising, given the large quantities of new Soviet weaponry and Soviet advisors to train how to use it. The Syrian army had only recently switched from a primarily brigade-centered organizational structure to a permanent divisional structure and this was not yet complete for the five divisions deployed. Egypt’s expansion of its army could not be supplied by what they could (or wanted to) purchase from the Soviet Union, so they had to make do with obsolete weaponry and “kit-bashed” field modifications. These two armies have often been likened to clones of Soviet/Warsaw Pact armies, with the same organization and equipment, but this was just not the case. As can be seen with the orders of battle, there are some similarities, but these are not Soviet divisions in Arab uniforms.

Another reason was in the war aims of the Arab leadership (or in Syria’s case, a lack of specific war aims). Egypt’s president, Anwar as-Sadat, needed to get the Sinai Peninsula returned to Egypt’s hands (perhaps even if only to keep himself in power), but knew that the military needed to beat Israel and take the Sinai by force just didn’t exist in Egypt, and wasn’t likely to

in the foreseeable future. Long-range bombers and missiles to strike the Israeli heartland, a massive tank park to defeat the Israeli army in the field, and a modern air force to assure air superiority over the battlefield would be too expensive for Egypt to obtain and would be detected and countered by Israel in any event. Going to war with the army he had was just about his only option, so a limited war to seize the eastern bank of the Suez Canal and hold it against Israeli counterattacks so that a cease fire and international recognition of the accomplishment would gain the desired result, Israel trading land for security. In this regard, Sadat ended up getting exactly what he set out to get.

Syrian war aims were less well-defined, other than a general destruction of the state of Israel. And this lack of strategic direction led to a lack of operational direction on the battlefield. There were some good ideas in place, but failings at the army- and divisional-staff levels kept these general ideas from becoming operational plans, and execution was uneven at best. There were some notable exceptions, to be fair: the airmobile capture of the Israeli observation post on Mt. Hebron was well planned and executed, and the breakthrough of the 5th Infantry Division in the southern Golan very nearly won the war, had they kept to their plan and kept heading west to the Sea of Galilee and the Jordan River to the south, rather than swinging north to bail out the foundering 7th and 9th Infantry Divisions. This allowed the IDF the respite it needed to bring reinforcements to bear and contain the breakthrough. Still, it was a near-run thing on the Golan, and hard fighting was needed to push the Syrian and assorted Arab forces back towards Damascus.

And, of course, the IDF had something to do with the end result. In spite of the strategic surprise suffered, mobilization was fairly prompt and effective—there were local snags, but units were sent out as they were formed (even down to platoons and companies) and the army was more or less a collection of “task forces.” High levels of competence at all command levels and a high *esprit de corps* allowed such a hodge-podge of *ad hoc* units to coalesce into fighting formations quickly and effectively. Units were very much centered around a commander and whichever troops were within reach—round them up and off they went to the front. After the initial shock (and displays of arrogance—the IDF 401st Tank Brigade was nearly destroyed in unsupported, headlong charges at the Egyptian Sagger-armed infantry on the first day), technical skill and a high morale borne of desperation stemmed the tide. Once the balance of forces became more in favor of the IDF, offensives toward Damascus and across the Suez Canal were put in motion, leading to a UN cease-fires on October 24 and 25.

This is necessarily just a thumbnail sketch of the war. Interested readers will want to check out the excellent references on the following page for real discussions on the war and its outcomes.

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## PLAYER’S NOTES

I’m not a big fan of “spilling the beans” and telling players how to win the game before they’ve had a chance to experience it for themselves. I myself am very much an experiential gamer, and a lot of my enjoyment is in seeing the game systems interact and observing how the narrative unfolds as I learn the game. I get a big kick out of that discovery when playing a game, especially a new one. So, I’ll keep my comments and “hints” to a minimum.

### Syrian Notes

The Syrians have a huge advantage in numbers on the Golan and pressing that advantage early can reap big rewards. Getting across the anti-tank ditch early and aggressively is a necessary step for getting that numerical advantage into play, however, and that can only happen if those precious bridges can remain intact so your tanks can get to grips. The rather low defensive strengths of most of the Syrian battalions will generally mean a high loss rate, but if you also bring a lot of those Israeli 6-4-8 tanks down with you, the loss ratio will be in your favor. The SAM concentration isn’t as high on the Golan as on the Suez, so the best deterrent against Israeli bombers is the air force. That’s often a pretty desperate situation, though, with the poor quality of the air force, especially if faced with a concentrated air supremacy effort by the Israeli air force. You’ll likely find that the air force is ultimately just for losing but try to take some expensive Israeli jets with you. You’ll need to take some risks, perhaps even diverging from the historical plan in order to keep the Israelis off balance (three infantry divisions were released historically, along with one armored division for

exploitation with the other held in reserve—maybe you try something different with those initial OPs). All in all, the Jordan River is not out of the question if you have a good plan and are able to stick to it.

### Egyptian Notes

The Egyptians face some interesting problems, having to first get their entire army across a linear water obstacle against an enemy who will likely be contesting the effort. The early wave can get across without too many problems since it’s all but uncontested (the Bar-Lev line is not enough in itself to hold you back), but getting that wave consolidated and reinforced before the Israeli mobilization is complete is the big challenge. Historically, the equivalent of six infantry divisions made the crossing in the first wave, buttressed by two mechanized divisions in the second wave and two armored divisions in the third. The buildup of the bridgehead is a matter of simple arithmetic: no more than four battalions can cross each of the up to twelve bridges per turn, and it will take some time to get all of the first wave battalions over and linked up on the east bank. But you do have some options and some decisions to make that can change your plan (something the Egyptian high command also struggled with). Do you want to try and push hard for the Giddi and Mitla passes? Do you want a broad front approach, or a narrower thrust? A heavy reliance on the special forces and paratroops, or just focus on a tank-vs-tank attritional fight? No approach is a guaranteed winner but just doing a little bit everywhere will not get that high-risk, high-reward decisive result.

## Israeli Notes

It may seem at first blush that the Israelis must take a purely reactive approach, and in the first couple of turns, such may be thrust upon you. But playing a purely reactive game is just handing it over to the Arab player. The Israelis enjoy excellent counterattack capabilities, even early on, and local counterattacks often can unhinge an Arab attack. But try and avoid excessive losses, especially of the tank battalions (6-4-8's and 5-3-8's), since their losses will be felt when its time to take the initiative away. The air force will own the sky wherever its committed, unless committed halfheartedly. It's a quality vs quantity problem in the air, but so long as you don't fritter the aircraft away, your quality (especially those F-4s) will get you

control over the air. The SAMs do make for a thorny problem, however. Against an intact SAM belt, ground strike missions will tend to bounce off more often than not, especially if the commitment is piecemeal. But don't forget to sacrifice an F-4 or A-4 early, so that the Shrikes get to the battlefield. These will allow for the breakdown of that SAM belt (but still not without some cost). Transferring forces between fronts is one of the most interesting aspects of the two-front game, and the timely arrival of an extra tank brigade or two can make a big difference on a front. Read the pacing of the Arab attacks carefully before you strip a front, though. A hasty decision here can be catastrophic if the Arabs are still capable of the offensive.

## DESIGNER'S NOTES

Bar-Lev will be many things to many people. What I hope it is for everyone is fun to play, first and foremost. Feedback I received during playtesting of this edition has been along the lines of this being an engaging, believable game with logical procedures that feed into a compelling narrative, in other words for most people a game that is fun to play. If that was their experience, then I think I might've met my goals, since I so enjoyed the core games upon which this edition is based. I wanted to share that enjoyment by seeing the game improved upon and made available again.

The original Bar-Lev 1 and 2 were done first at the regiment/battalion (Bar-Lev 1) then brigade/battalion (Bar-Lev 2) level for many of the units. Bar-Lev 3 takes it all the way down to battalions as the main unit size, with some companies/batteries thrown in for good measure. For the Arabs, brigades are still there for infantry type formations, but their usage will be up to the players, and the battalion is the primary unit of maneuver. I started working on the orders of battle a number of years ago (for a mostly unrelated wargame project) and collaborated with Bar-Lev 2 designer Frank Chadwick on the OOBs that you'll find in the game. I do believe this is the most accurate (certainly the most plausibly accurate) set of orders of battle to battalion/company level you'll find.

But the game isn't all about an accurate OOB (though that was the underlying premise for doing the game in the first place). John Hill made some of the most fun games I played when I was in junior high school, and Bar-Lev 1 was a breakthrough game for me. As flawed as it was regarding historical accuracy, it was his approach to designing, "design for effect," that made the games fun. They were perhaps only caricatures of the historical events (Bar-Lev, Kasserine, Overlord, Verdun), but they were incredibly fun and simple caricatures.

A few years later when GDW picked up the assets of Conflict Games, Frank Chadwick felt enamored enough with Bar-

Lev 1 that he strove to give it a face lift, mainly in the form of revised maps and orders of battle. His maps were an excellent compromise for the size differences of the Golan and Sinai operating areas, and his order of battle was a vast improvement over what John provided in Bar-Lev 1 (though still very flawed, through the filter of 40 years that have passed since that game was published). I played Bar-Lev 2 so many times, it's probably my most played wargame, right up there with Third Reich. That game was simple still, thanks to John's design-for-effect core; more updated, thanks to Frank's two front map design and more accurate orders of battle; and incredibly fun, thanks to both designers who kept their focus.

The rules for this game are longer than either of the two previous editions--such is the nature of our day and age that incomplete rules aren't tolerated. But those two sets of "rules" could only be considered as rough guidelines any more, and there were holes large enough to drive a tank through. So, they needed to be fleshed out. And I reorganized them so that these rules are truly presented in sequence of play order. I think they read well, and I've received very positive feedback from reviewers, editors, and playtesters alike prior to publication.

As far as historical accuracy goes, I can say that the game will not exactly replicate the performances every time, but it can. I developed it as a kind of "sandbox" game where the historical result is but one possible outcome. It is also my belief that the Israelis "overachieved" to some degree and that the Arabs (especially the Syrians) "underachieved." The average result will likely be a draw, and I think that reflects historical reality very well. Each player needs to play very well in order to win the game. At the same time, if the Arab players become more aggressive than their historical counterparts, they can have a chance of a big reward, but only with a correspondingly bigger risk. And against a skilled Israeli player, that risk may get realized as a stunning defeat.



## COMPREHENSIVE AIR EXAMPLES [RULE 15.0]

### Example of a Joint Air Segment

During a Joint Air Segment, both sides assign their available aircraft to tasks; determine frontal/map air superiority; allocate aircraft to ground attack, escort and interception missions; conduct air-to-air and surface-to-air combat; and perform ground or airfield strikes. Below is an abridged example of this segment for a sample game turn.

#### 1) Aircraft Task Allocation [15.2]

This is done simultaneously and secretly by both sides. Three general missions are available, and air units are assigned to one of two holding boxes on their respective Air Tasking Displays (ATDs) during this phase to allow those missions to be flown: Air Superiority or Available. To the right is the result of part of this process, showing enough aircraft for us to be able to create the example. In a typical game turn, there are likely to be many more aircraft units on these displays, and some may still be in the Flown box if they failed a Recovery Roll during the previous Joint Regroup/Refit Phase. Units should not be in the Aborted box at this point since they would have either passed their earlier Recovery Roll and moved to the Available box or failed it and moved to the Flown box.

#### 1a) Determine Air Superiority [15.3]

In this abridged example, there are more Egyptian air units assigned to the Air Superiority box than Israeli, so the Egyptians have air superiority over the Sinai map for this Joint Air Segment. The net effect is that the Egyptians can assign up to two air units to Escort or Interception missions, whereas the Israelis may only assign one air unit.

#### 2) Placement of Ground Attack, Escort, and Interception Missions [15.4]

Since this is the Joint Air Segment of the Egyptian Player Turn, the Egyptian player is the first to assign Ground Attack and Escort missions.

The Su-7 is selected to fly a Ground Attack Mission against the Kishuf Bar-Lev Fort in hex 2214, escorted by a single MiG-21 (we could have assigned two, but we have other missions to fly, and we want to also hold back something as an interceptor).

Also, the MiG-17 is assigned to a Ground Attack Missions against the Televizia Bar-Lev Fort in hex 2015, but without a MiG-21 as escort. This is risky but puts a tough choice out there for the Israeli player, as we'll see in a moment.

The Su-7/MiG-21 mission will fly at HIGH altitude in an attempt to avoid the worst of the HAWK threat, as the mission is within the firing envelope of two HAWK batteries in hexes 1912 and 2509, and the MiG-17 will maximize its odds of inflicting a hit by flying at LOW altitude.

Both missions are marked accordingly. Note that there are no MED altitude mission markers—the absence of a marker indicates medium altitude.





# BAR-LEV: THE 1973 ARAB-ISRAELI WAR

### Egyptian Air Force Air Tasking Display

Category	Count
Air Superiority	2 (MiG-21), 2 (MiG-21), 1 (F4U)
Available	0 (Su-7), 2 (Su-7), 1 (MiG-17), 1 (F4U)
Flown	0
Aborted (+1 to Recovery Roll)	0

### Israeli Air Force Air Tasking Display

Category	Count
Air Superiority	2 (F-4), 1 (MiG-17), 1 (F4U)
Available	1 (F-4), 3 (F4U)
Flown	0
Aborted (+1 to Recovery Roll)	0

The map displays the Sinai Peninsula with various airbases and aircraft counts. Key locations include AL ISMA'ILIYA, Tasa Airbase, Abu Sultan, Fayid Airbase, and Kibrik Airbase. Aircraft counts are shown in colored boxes with status indicators like 'LOW' and 'HIGH'. A green arrow points from the Egyptian Air Tasking Display to the map, and another points from the Israeli Air Tasking Display to the map.

Let's see the SAM/AAA Table and Air-to-Ground Table to see where this all falls so far.

As we can see on the HAWK portion of the table, only on a roll of "0" can the HAWK inflict even a Neutralize result on any Egyptian aircraft, so the Egyptian option to fly at HIGH has completely neutralized the HAWK battery in hex 2509.

The range between 2509 and the mission hex of 2214 is 14 hexes (remember that each hex on the Sinai map costs 2 hexes of range for all artillery-class units, which includes SAMs).

Looking at the Range Modifier row on this table tells is any shot would be at 12-15 range, so there's a +1 drm—an automatic miss.

SAM/AAA Table																								
	SA-2			SA-3			SA-6			HAWK			S-60			ZSU-23			ZU-23			TCM-20		
Die Roll	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H
0	N	D	D	D	D	D	D	D	N	D	D	N	D	N	N	D	N	-	D	N	-	D	N	-
1	-	D	N	N	D	N	N	D	-	N	D	-	N	N	-	N	-	-	N	-	-	N	-	-
2	-	N	N	N	N	-	N	N	-	N	N	-	N	-	-	N	-	-	N	-	-	N	-	-
3	-	N	-	-	N	-	-	N	-	-	N	-	-	-	-	-	-	-	-	-	-	-	-	-
≥ 4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Range Modifier	+1@12-15 Range			+1@8-11 Range			+1@5-7 Range			+1@12-15 Range			+1@2 Range			+1@2 Range			N/A			N/A		

**Note:** AAA Arab brigades with range 2 are armed with S-60 and those with range 1 are armed with ZU-23.

Clever Egyptian. But there is a down side to flying at HIGH.

The Su-7 has a Strike Strength of "2" and would normally hit for a neutralization on a roll of 0-2, but there's a +1 drm for bombing from HIGH altitude.

The other HAWK in hex 1912 itself only can hit on a "0" at a mission at High, but the MiG-17 flying at LOW in hex 2015 is only 8 hexes away, so a "0" will Destroy the MiG-17 and a "1" or "2" will Neutralize it. Flying low will help the MiG-17 in its bombing mission (-1 drm), but as I said before, risky.

All of this is just background to the decision-making, since the Israeli player has yet to allocate his missions.

Air-to-Ground Table			
Die Roll	Strike Strength		
	3	2	1
≤ 0	D	N	N
1	N	N	N
2	N	N	-
3	N	-	-
≥ 4	-	-	-
Target Size/Type Modifiers	+1 DRM if target is brigade +1 DRM if target is tank +1 DRM if target is bridge		
Aircraft Altitude Modifier	-1 DRM if at Low Altitude +1 DRM if at High Altitude		

Ok, now that the Egyptians have placed all Ground Attack and Escort missions, it is the Israeli side's turn to do the same, plus intercept any Egyptian missions. This is a tricky decision, since the Egyptians still have two MiG-21's on Air Superiority, and both can fly against a single Israeli Ground Attack and Escort.

The Israeli side has a very powerful F-4 Phantom II unit and a pretty decent Mirage III unit (the same values as the MiG-21, anyway) in the Air Superiority box, and the all-important A-4 Skyraider in the Available box.

**Egyptian Air Force**  
**Air Tasking Display**

**Air Superiority**

**Available**

**Flown**

**Aborted**  
(+1 to Recovery Roll)

**Israeli Air Force**  
**Air Tasking Display**

**Air Superiority**

**Available**

**Flown**

**Aborted**  
(+1 to Recovery Roll)

Let's see why the F-4 is very powerful...



It has an Air Strength of 3, and it has the AIM-7 RH (radar homing) missiles, which gives it not only an extra shot, but an extra FF (First Fire), though with a +1 drm on that extra shot. That's two chances to kill an Egyptian aircraft, and a possibility of a kill with no return fire. Very, very powerful.

But how are we going to use this powerful weapon? The Egyptians can gang up on it, since they have air superiority on the map this Segment. Should we use it to intercept the Su-7 mission, since those HAWKS have really bad shots? Should we use it to escort the A-4 on a Ground Attack mission of its own? Tough choice, indeed. But we still have the Mirage III, too.

Hmmm....

**Air-to-Air Table**

Die Roll	Air Strength		
	3	2	1
≤ 0	D	D	N
1	D	N	N
2	N	N	N
3	N	N	-
4	N	-	-
≥ 5	-	-	-

**AIM-7 RH Missiles**  
**vs Bombers**

F-4 only;  
Extra FF with +1 DRM  
-1 DRM for interceptor

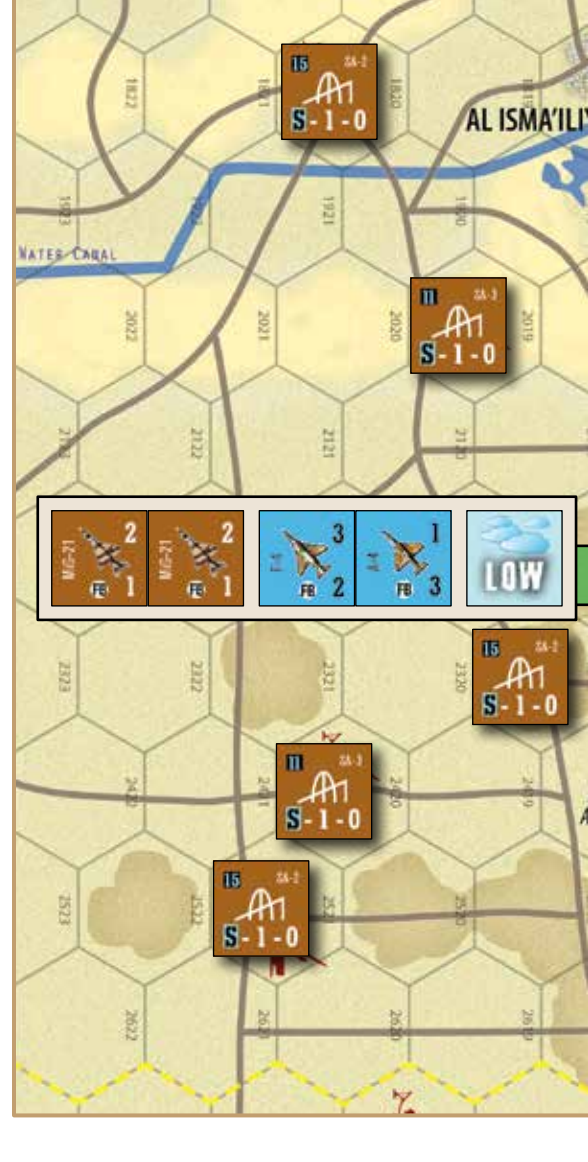


For this example, let's see what happens when we use the Mirage III to intercept the Su-7/MiG-21 mission, let the HAWK in 1912 deal with the MiG-17 mission, and try to break up that Egyptian ground attack on Kishuf by flying a ground attack mission with the A-4, escorted by the F-4, flying at LOW altitude. That will get intercepted by both remaining MiG-21s still on the EAF ATD.

### 3) Resolution of Air-to-Air Combat [15.5]

Once all missions are placed and intercepted (and no, interceptions cannot themselves be intercepted), Air-to-Air combat is resolved. We have a Mirage III intercepting the Egyptian Su-7/MiG-21 mission, and the two MiG-21s intercepting the A-4/F-4 mission. The MiG-17 is ignored for the time being, since it doesn't have any interceptor. If it did, since it has no escort the interceptor would receive a -1 drm (see the Air-to-Air Table). But since that Bar-Lev fort is a somewhat lower risk target this turn, if it gets disrupted and no one is attacking right now, the HAWK will try and take care of it.

The order of missions to be resolved is selected by the phasing player, and the Egyptian side chooses the Su-7 mission. For air-to-air combat, the Air Strengths of both intercepting Mirage III and escorting MiG-21 are "2." Note that all Air-to-Air shots are simultaneous, unless one of the units involved is an F-4. We'll see that work in a moment. Rolling a d10 for the Mirage III, we get a "6" which is a miss, and the MiG-21 rolls a "9," also a miss. Since there is still an escort surviving, the interception fails and both Mirage III and MiG-21 are placed in their respective Flown boxes on the ATDs.



Air-to-Air Table			
Die Roll	Air Strength		
	3	2	1
≤ 0	D	D	N
1	D	N	N
2	N	N	N
3	N	N	-
4	N	-	-
≥ 5	-	-	-
AIM-7 RH Missiles vs Bombers	F-4 only; Extra FF with +1 DRM -1 DRM for interceptor		

Now we resolve the MiG-21s vs the F-4. The F-4 gets an FF with the Sparrows but can only shoot at one MiG-21. A d10 is rolled and the result is a "2" modified to a "3," for a result of "N." One MiG-21 is placed in the Aborted box of the EAF ATD. No return fire from the MiG-21 is possible, since this was an FF. Another "round" is fought, each side rolling a d10 with no modifiers. The MiG-21 gets a "7" which is a miss, and the F-4 gets a "1," which is a "D," eliminating the second MiG-21. Ouch! That unit is placed in the Egyptian Units to be Refitted box.

**Units to be Refitted**

Tanks: 1 back for every 3 scrapped  
 Aircraft: 1 back for every 2 scrapped  
 Artillery: May not be refitted  
 Other: 1 back for every 2 scrapped



The F-4 is done and flies to the Flown box of the IDF ATD.





Egyptian Air Force Air Tasking Display	
Air Superiority	
Available	
	Flown
	Aborted (+1 to Recovery Roll)

Israeli Air Force Air Tasking Display	
Air Superiority	
Available	
	Flown
	Flown
	Aborted (+1 to Recovery Roll)

This is the situation after Air-to-Air combat.



Surface-to-Air combat is next.

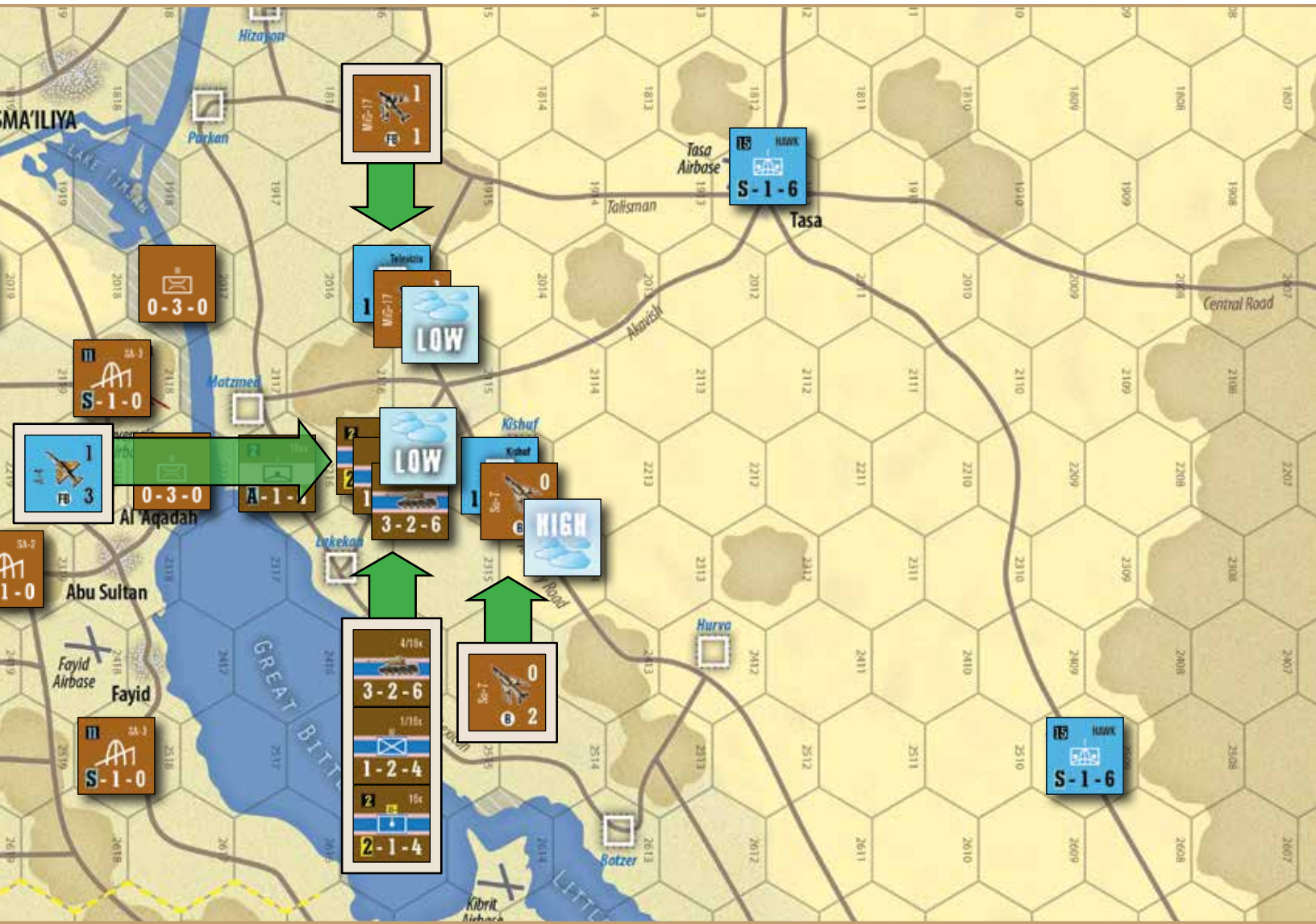


#### 4) Surface-to-Air Combat [15.6]

In Surface-to-Air combat, each SAM/AAA unit can fire once, but each mission aircraft can be fired at more than once. The phasing side resolves this combat first, and the owning side (of the SAMs/AAA) gets to determine the order of SAM/AAA fires. Even though there is only one target, there are a lot of possible shooters. The A-4 is pretty much in the thick of the Egyptian SAM belt, which was the most dangerous place to fly in, ever--A-4 losses were pretty severe in 1973. Hopefully for the Israeli side, this mission can get through all those SAMs and try and break up that attack.

Let's see who can actually take any shots for the Egyptians. There are SA-2s in hexes 1820, 2319, and 2521, SA-3s in 2019, 2118, 2420, and 2518, and there's an S-60 in 2216. The SA-2s in 1820 and 2520 are both 14 hexes away and would have long-range shots against LOW altitude targets, so they have no shots. The SA-2 in 2319 is 8 hexes away, but still only has a 10% chance. Let's see about those SA-3s, which are better designed for low altitude. The SA-3 in 2420 is 12 hexes away and completely out of range. The SA-3 in 2019 is 10 hexes away, and the SA-3 in 2518 is 8 hexes away, so both have long-range shots (+1 drm). Against the A-4, all they can hope for is an "N" result, but they at least have a 20% chance, a little better than the SA-2 in 2319. The S-60 in 2216 is 2 hexes away and likewise has a 20% chance of an "N" result (long-range). Had it been in the hex with the attackers, it would pose a more serious threat to the A-4s, but it seems to be deployed to try and protect the bridge AND the ground units. The SA-3 in 2118 is only 6 hexes away and therefore has the best shot at the A-4.





### SAM/AAA Table

Die Roll	SA-2			SA-3			SA-6			HAWK			S-60			ZSU-23			ZU-23			TCM-20		
	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H	L	M	H
0	N	D	D	D	D	D	D	D	N	D	D	N	D	N	N	D	N	-	D	N	-	D	N	-
1	-	D	N	N	D	N	N	D	-	N	D	-	N	N	-	N	-	-	N	-	-	N	-	-
2	-	N	N	N	N	-	N	N	-	N	N	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	N	-	-	N	-	-	N	-	-	N	-	-	-	-	-	-	-	-	-	-	-	-	-
≥ 4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Range Modifier	+1@12-15 Range			+1@8-11 Range			+1@5-7 Range			+1@12-15 Range			+1@2 Range			+1@2 Range			N/A			N/A		

**Note:** AAA Arab brigades with range 2 are armed with S-60 and those with range 1 are armed with ZU-23.

12-14-6

9-9-4







This brings up a decision for the Israeli player.

Since the A-4 has survived all incoming fire, it will be able to conduct its Ground Attack mission, and at a -1 drm for being at LOW altitude. It also has a +1 drm when bombing the T-34 battalion, but it will probably be able to break up the attack to some degree, with decent die rolls.

So, does the HAWK in 1912 shoot at the MiG-17 in hex 2015 and hope the A-4 does break up the attack on Kishuf? Or do we not want to risk the A-4 missing its shots on the Air-to-Ground table?

The Joint Air Segment follows the Indirect Fire Segment, so that Egyptian mortar half-battalion isn't really a risk to Kishuf since it missed its shot earlier (and would be marked with a Fired Marker). And the Bar-Lev fort does get FF against the T-34 and Infantry battalions, since it's in that type of terrain, along with the Egyptian units getting a +1 drm. But they wouldn't get that FF if the Fort unit gets Neutralized. And Televizia isn't getting attacked by ground units, so the real risk is here at Kishuf.

The probability of the MiG-17 getting an unfavorable result (from the Israeli viewpoint) is higher than that of the Su-7 (because of the altitude modifier), but Televizia can only end up being Neutralized, whereas Kishuf could be eliminated (it could be anyway, but we might be able to reduce the odds a bit).

In this instance the Israeli player decides to have the HAWK shoot at the Su-7 and ignore the MiG-17.

For the HIGH altitude Egyptian, only a "0" is a success. The d10 roll is . . . a "4." Missed!

What were all these SAM guys shooting at anyway? No need to add the SAM Fired marker, since that was the last SAM/AAA shot - in fact, all those markers are removed from the map at the end of this impulse.

Die Roll	Strike Strength		
	3	2	1
≤ 0	D	N	N
1	N	N	N
2	N	N	-
3	N	-	-
≥ 4	-	-	-
<b>Target Size/Type Modifiers</b>	+1 DRM if target is brigade +1 DRM if target is tank +1 DRM if target is bridge		
<b>Aircraft Altitude Modifier</b>	-1 DRM if at Low Altitude +1 DRM if at High Altitude		

Texture/Symbol	Terrain Type	Direct Fire DRM	Indirect Fire DRM	Movement Cost	Notes
	Border hexside	-	-	Prohibited to cross	All hexes of Jordan and Lebanon are unplayable
	Israeli Bar-Lev/Outpost	+1 FF *	+1 *	OT	OT = Other Terrain
	Syrian Fortification	+2 FF **	+2 **	OT	OT = Other Terrain
	SAM Setup	OT	OT	OT	OT = Other Terrain

\*Only if occupied by Israeli Bar-Lev/Outpost unit      \*\* Only if occupied by Syrian Fortification unit

5) Resolution of Ground Attacks [15.7]

Since that was the last Surface-to-Air combat, the Egyptians (as the phasing side) will resolve the Ground Attack against Kishuf first, then Televizia. The Su-7 has a +1 for HIGH altitude and another +1 from the Terrain chart, so only gets a hit on a "0." But the roll is a "0," so Kishuf has been Neutralized and flipped. Lucky shot!

On to the MiG-17's mission. The Televizia fort is on High Ground, but there is no effect on Indirect Fire or Air-to-Ground, so just the +1 drm for the fort. LOW altitude is a -1

drm, so that cancels out the TEC. A d10 is rolled and the result is a "4," which is a miss.

The A-4 mission is resolved next, and the three units in 2214 are each attacked separately. The T-34 gets a +1 drm, and the A-4 gets a -1 drm against each Egyptian unit (LOW altitude again). The d10 rolls against the Egyptians are a "5" (missed the T-34), a "2" which becomes a "1" against the infantry, which is a Neutralization, and a "4" which becomes a "3," so the mortar is also Neutralized. Not bad shooting.

The results of the Joint Air Segment are as follows...



Terrain Effects Chart (TEC)					
Texture/Symbol	Terrain Type	Direct Fire DRM	Indirect Fire DRM	Movement Cost	Notes
	Village	OT	OT	OT	OT = Other Terrain
	High Ground	+1 FF	-	2	FF only against units not on High Ground Leja or Mountain
	Mountain	+1 FF	-	3 Infantry only	FF only against units not on Mountain



**Units to be Refitted**

Tanks: 1 back for every 3 scrapped  
 Aircraft: 1 back for every 2 scrapped  
 Artillery: May not be refitted  
 Other: 1 back for every 2 scrapped

**Egyptian Air Force Air Tasking Display**

**Air Superiority**

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**Available**

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**Flown**

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**Aborted (+1 to Recovery Roll)**

**Israeli Air Force Air Tasking Display**

**Air Superiority**

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**Available**

---

**Flown**

---

**Aborted (+1 to Recovery Roll)**



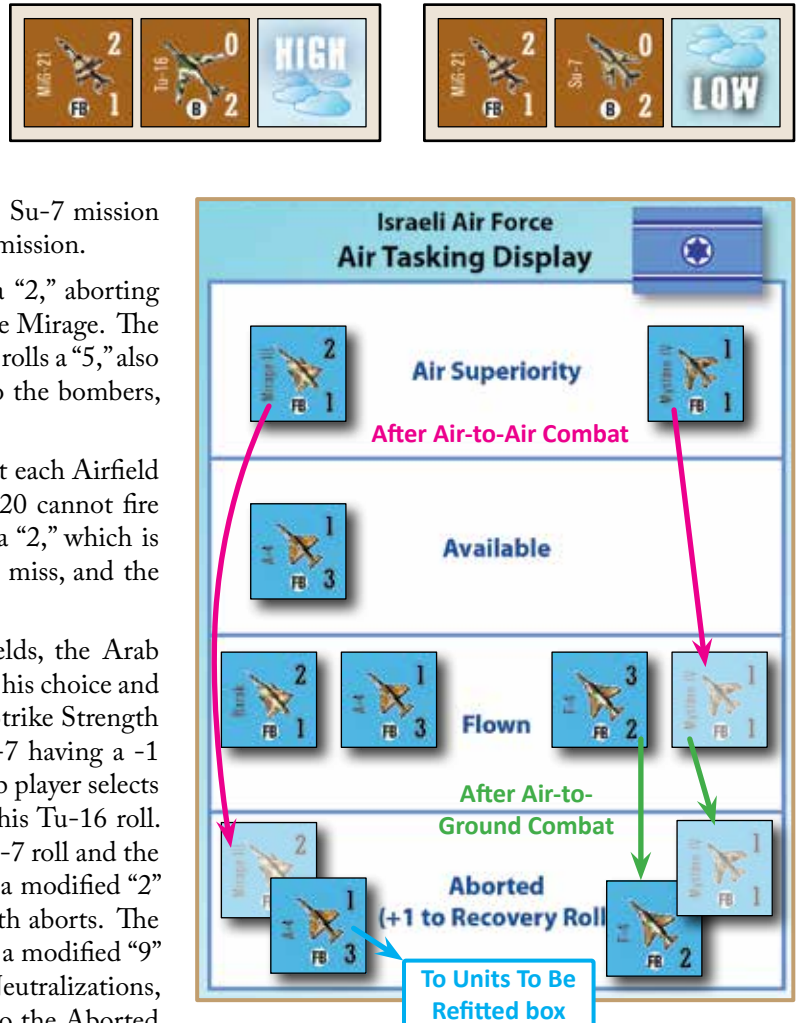
**15.8 Example:** Two airfield attack missions by the Egyptians against the Suez ATD.

It is the Egyptian player turn, and the Arab player has allocated two MiG-21s to each escort one Su-7 (LOW) and the Tu-16 (HIGH) on Airfield Attack missions against the Israeli Suez Front ATD, which currently has aircraft assigned to the four boxes as depicted. Since there are still Israeli aircraft in the Air Superiority box, the Israeli player decides to send the Mirage to intercept the LOW altitude Su-7 mission and the Mystere IV to intercept the HIGH altitude Tu-16 mission.

Air-to-air combat is conducted, with the Mirage rolling a "2," aborting the MiG-21, and the MiG-21 also rolling a "2," aborting the Mirage. The Mystere rolls an "8," which is a miss, and the other MiG-221 rolls a "5," also a miss. Since neither interceptor was able to get through to the bombers, surface-to-air combat is next.

One Hawk and one TCM-20 is assumed to be able to fire at each Airfield attack mission flown against the Israeli ATD. The TCM-20 cannot fire at the Tu-16 at HIGH altitude at all, and the Hawk rolls a "2," which is a miss. The TCM-20 rolls a "4" against the LOW Su-7, a miss, and the Hawk rolls a "3," just missing.

Since both mission bomber made it through to the airfields, the Arab player has four rolls against the aircraft on the display, two of his choice and two chosen by the Israeli player. All four rolls are on the 2 Strike Strength column of the Air-to-Ground Table, the two from the Su-7 having a -1 drm, and the two from the Tu-16 having a +1 drm. The Arab player selects the Aborted A-4 for his Su-7 roll and the Flown F-4 for his Tu-16 roll. The Israeli player selects the Flown Mystere for the other Su-7 roll and the Flown Barak from the other Tu-16 roll. The Su-7 rolls are a modified "2" against the A-4, and a modified "1" against the Mystere, both aborts. The Tu-16 rolls are a modified "2" against the F-4, an abort, and a modified "9" against the Barak, a miss. Since the A-4 has suffered two Neutralizations, is it eliminated, and both the F-4 and Mystere are moved to the Aborted box. The Su-7 and Tu-16 return to the Flown box of the Egyptian ATD.



**15.9 Example:** a Shrike mission on the Golan map.

The Syrians have the 4/58x tank battalion and the 58x AAA battery in hex 0509, an SA-3 site in hex 0506, and an SA-6 battery in hex 0401 as shown. The Israeli player has an AGM-45 Shrike marker available and decides to fly a Shrike mission against the SA-3 in 0506, and a regular ground attack mission against the ground units in hex 0508 (both at LOW altitude). After the air-to-air combat is resolved to no effect, both A-4s make it to their targets and surface-to-air combat is resolved. The A-4 in hex 0506 is immune to SAM fires from both the SA-3 and SA-6 during this mission, and the SA-3 in 0506 has a +2 drm against the A-4 in 0509, the ZU-23 in 0509 may fire at the A-4 attacking its hex normally. The SA-3 rolls a modified "7," which is a miss, and the ZU-23 rolls an "8," also a miss. The A-4 attacks the SA-3 with a +1 drm for LOW, and rolls a modified "1," neutralizing the SA-3. The other A-4 rolls a modified "0" against the tank battalion (die roll of 0, +1 drm for bombing a tank unit, -1 drm for LOW), and a modified "0" against the ZU-23 (-1 drm for LOW), which results in D against both.

