

# BAR-LEV

## THE 1973 ARAB-ISRAELI WAR

Deluxe  
Third  
Edition

A Game by  
Chris Fawcett

RULES  
OF  
PLAY



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New Directions in Gaming



# BAR-LEV

## THE 1973 ARAB-ISRAELI WAR

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## 1.0 INTRODUCTION

*Bar-Lev* is a game of the 1973 Arab-Israeli War, referred to by the Israelis as the War of Atonement or the Yom Kippur War, and by the Arabs as the War of Ramadan. Players will represent the Israeli and Arab high commands and maneuver their units and conduct combat in an attempt to attain the objectives of their respective nations. Because of the two-front nature of the war, *Bar-Lev* is uniquely suited to a multi-player game, with one (or two) player(s) commanding the Israelis, one the Egyptians and one the Syrians. The game can be played by two players, one player commanding all Arab forces and the other all Israeli forces, or by more players in a team format. Three, four, or five players, for instance, can split the forces of the two sides as follows:

Three Players – Israeli, Syria, Egypt

Four Players – Israeli Golan map, Israeli Suez map, Syria, Egypt

Five Players – Israeli Golan map, Israeli Suez map, Syria, Egyptian 3<sup>rd</sup> Army, Egyptian 2<sup>nd</sup> Army

Players playing Syria would command all Arab Ally units on the Golan map, and players playing Egypt would determine command of units outside their two respective armies as agreed.

## 2.0 GAME COMPONENTS

**2.1 Rules of Play and Playbook:** These booklets contain all rules necessary to play the game (including several optional rules) and a number of illustrations and examples of play, along with setup instructions, and game variations, historical, players' and designer's notes.

**2.2 Maps:** Two game maps are provided, one covering the Suez front and one covering the Golan front. A hexagonal grid has been superimposed over the maps to regulate the movement and assist in exact placement of units. Due to the extremely broken nature of the terrain on the Golan map, that map is presented at a scale half that of the Suez map: each Golan map hex equals 3 kilometers, when measured from side to side, and each Suez map hex equals 6 kilometers. Units retain their normal movement factors on each map; artillery firing range is reduced on the Suez map.

**2.3 Counters:** The counters provided with the game represent the armed forces of the contending countries. Each counter represents a single military unit which fought in the actual war (or that could conceivably have fought under a reasonably historical timeline). The various symbols and numbers on the counters present information necessary to play; their format for presentation and several keys to their interpretation are presented on the Unit Identification Chart (UIC).

**Important:** Two different counters have been provided for every pure tank battalion in the game: one with the standard NATO symbol and one with a side view of a tank. Only one of each pair is allowed on the map at any given time. Players are strongly encouraged to use one type of tank unit counter for all tank battalions in the game.



**Note:** Many units have two forms of deployment within the game, either built up as brigades (and battalions in some cases) or broken down into component battalions and/or companies/batteries. Only one form of these units can be on the map at any given time, and the counters of the form not in play are kept in off-map holding boxes. Specific rules governing when and how these two forms can be used in the game are explained in the appropriate rule sections below (e.g., Rule 6.3 Breakdowns and Recombinations).

The 52<sup>nd</sup> Infantry Brigade shown here, can be shown in its built up brigade form or by using its 5 component units.



**2.4 Charts:** Several charts are provided to present the necessary game information in an easily accessible form. These charts include:

- Combat Results Tables (CRT) – two copies
- Terrain Effects Chart (TEC) – two copies back printed with UIC
- Unit Identification Chart (UIC) – two copies back printed with TEC
- Reserve Holding Boxes/Air Tasking Displays – three sheets, one each for the Syrian, Egyptian, and Israeli armed forces
- Off-Map Stacking Boxes – one copy, two sided for Egyptian Armed Forces.

**2.5 Parts Inventory:** A complete game of *Bar-Lev* includes the following components:

- Eight full-color countersheets (9/16 inch size)
- One Rules Booklet
- One Play Booklet with Designer's Notes
- Four Player Aid Cards, 1-sided and 2-sided (two copies)
- Three Reserve Holding Box/Air Tasking Displays
- One, 2-sided, Egyptian Off-Map Stacking Box Display
- Two 10-sided dice
- One Game box

If any of these parts are missing or damaged, please contact:

Compass Games, LLC.

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## 3.0 GAME LENGTH AND VICTORY CONDITIONS

**3.1 Bar-Lev** is played until a cease-fire is declared. A cease-fire may be declared in one of four ways:

- If the morale of all three major combatants (Egypt, Syria, Israel) is broken (Rule 25.0), then a cease-fire is declared immediately.
- For the Golan map, a cease fire may be declared beginning on the October 16<sup>th</sup> turn; when there are at least 10 battalion-sized (or equivalent) Israeli ground units within 4 hexes of either hex of Dimishq (Damascus), and can trace supply to a valid supply source; or if either hex of Dimishq (Damascus) is within range of at least 12 Israeli artillery factors. If either of these conditions are met, begin rolling for a United Nations imposed cease-fire. Roll a d10 at the beginning of each turn: a die roll of 7, 8 or 9 indicates a cease-fire is imposed on this map.
- For the Suez map, a cease fire may be declared beginning on the October 22<sup>nd</sup> turn when at least 10 battalion-sized (or equivalent) Israeli ground units are on the west bank of the Suez Canal, and can trace supply to a valid supply source. If this condition is met, begin rolling for a United Nations imposed cease-fire. Roll a d10 at the beginning of each turn: a die roll of 7, 8 or 9 indicates a cease-fire is imposed on this map.
- If all players agree, a cease fire may be declared at any time.

**3.2** As soon as a cease fire is imposed on both maps, the game is over immediately. This may occur in the middle of a turn in the case of a morale collapse or because of Israeli movement.

**3.31** Victory after a cease fire is determined for each map in accordance with the following schedule:

### 3.32 Golan Map

**Syrian Decisive Victory:** Syria controls all Town and Village, Outpost and Fortification hexes on the Golan map.

**Syrian Victory:** Syria controls all Syrian Town and Village hexes (east of the Anti-tank Ditch and the Purple Line) and at least 10 Israeli Town, Village, or Outpost hexes.

**Israeli Victory:** Israel controls all Israeli Town, Village, and Outpost hexes (west of the Anti-tank Ditch and the Purple Line) and at least 13 Syrian Town, Village, or Fortification hexes.

**Israeli Decisive Victory:** Israel controls all Town, Village, Outpost and Fortification hexes on the Golan map.

**Draw:** Any situation not fulfilling the above victory conditions.

### 3.33 Suez Map

**Egyptian Decisive Victory:** Egypt controls all Town, Village and Israeli Bar-Lev hexes on the map.

**Egyptian Victory:** Egypt controls all Town and Village hexes (west of the Suez Canal) and all Bar-Lev hexes on the map.

**Israeli Victory:** Israel controls all Bar-Lev hexes and all Village hexes on the map east of the Suez Canal.

**Israeli Decisive Victory:** Israel controls all Bar-Lev hexes and all Village hexes east of the Suez Canal, and at least two Town hexes west of the Suez Canal.

**Draw:** Any situation not fulfilling the above victory conditions.

### 3.34 Total Victory

Each player receives no points for a draw, one for a victory, and two for a decisive victory on a map. If playing the two-map scenario, both players must add together their points for each map. The player with the highest point total wins.

### 3.4 Hex Control

**3.41** In order to control a hex, a player must be the last to have any of its ground units move through the hex in question, or presently have units in the hex. In addition, each player holds hexes under its control at the beginning of the game, as defined below:

**3.42 Suez Map:** Egypt controls all hexes in or west of the Suez Canal (inclusive—but not including any hex where a Bar-Lev fort is printed), plus the hex of Port Fuad (hex 0115) at the beginning of the game. Israel controls all hexes to the east of the Suez Canal and any hexes where a Bar-Lev line fort is printed at the start of the game.

**3.43 Golan Map:** Syria controls all hexes east of the Anti-tank Ditch (and the Purple Line) at the beginning of the game. Israel controls all hexes west of the Anti-tank Ditch (and the Purple Line) at the beginning of the game.





## 4.0 SEQUENCE OF PLAY

**4.1** *Bar-Lev* is divided into game turns, each representing one day of actual time. Each game turn is divided into two player turns: an Arab player turn followed by an Israeli player turn.

**4.2** Each player turn is composed of the following phases and segments:

### ADMINISTRATION PHASE

- Clean-Up Segment
- Command Control Segment
- Mobilization/Reinforcement Segment
- Operational Planning Segment (Arab only)
- Supply Segment

### OPERATIONS PHASE

- Phasing Irregular Movement Segment
- Indirect Fire Segment
- Joint Air Segment
- Movement Segment
- Non-Phasing Irregular Movement Segment
- Joint Direct Fire Segment
- Reserve Movement Segment

### JOINT REGROUP/REFIT PHASE

A more detailed Sequence of Play may be found on the back of the rules booklet.

**4.3** All action must be conducted within the above sequence. The exact procedure for the conduct of the actions in the above phases and segments will be explained in later rules.

### 4.4 Rounding of Fractions

As a rule, *do not round fractions*. Unit strengths that are halved due to being out of command (Rule 8.0) or supply (Rule 11.0) are halved individually, and all fractions are retained. There are exceptions noted in Israeli mobilization (Rule 9.0) and when determining Israeli aircraft availability in the One-Front Game (Rule 31.0).

## 5.0 ZONES OF CONTROL

**5.11** Most ground units exert control over the terrain around them through fire and active patrolling. The six hexes surrounding a unit are its *Zone of Control (ZOC)*.

**Exceptions:** *Neutralized units (Rule 16.0) and artillery class units (Rule 13.0) do not possess a ZOC, nor do units on bridges or across unbridged Jordan River hexsides (Rule 17.0).*

**5.12** Installations (Israeli Outposts/Bar-Lev Forts, Syrian Fortifications, and Arab SAM Sites) are not true ground units and have no ZOCs.



**5.2** The presence of friendly units in a hex negates the effects of an enemy ZOC for the purposes of supply (Rule 11.0) but not for movement.

**5.31** A unit must stop as soon as it enters an enemy ZOC, and it may not move farther that segment.

**Exception:** *Irregular units (Rule 12.0).*

**5.32** Units which begin their Movement Segment in an enemy ZOC may leave without penalty but if moving to an adjacent enemy ZOC are forced to stop immediately and cannot move farther that segment.

**5.33** Units may not use the road movement rate (see Terrain Effects Chart) when entering an enemy ZOC.

**5.41** Artillery units (except those with an effective range of one hex—see Rule 13.21) may never voluntarily enter the ZOC of an enemy unit or remain in an enemy ZOC, even if stacked with friendly units. Artillery units with an effective range of one hex are exempt from this restriction due to the nature of their weaponry and employment.

**5.42** If a non-exempt artillery unit is in the ZOC of an enemy unit at the beginning of the player turn, that unit must move away in the next Movement Segment. Note that towed field artillery forced to move in this manner may not fire in the prior Joint Indirect Fire Segment of the turn in which it is forced to move.

**5.43** A non-exempt artillery unit unable to leave all enemy ZOCs during its Movement Segment is eliminated.

**5.44** Fixed air defense artillery, because it cannot move, is not required to withdraw from an enemy ZOC, but if at any time it is in an enemy ZOC and no friendly units are stacked with it, it is immediately eliminated, and if encountered alone during the enemy units' movement, the enemy player may continue moving without penalty.



## 6.0 STACKING

**6.11** More than one unit may occupy a single hex. A player may stack two brigades plus two artillery battalions per hex on the Suez map, or one brigade plus one artillery battalion per hex on the Golan map.



**6.12 Israeli brigade equivalent:** for stacking purposes, any four battalions or all component units of the same brigade equal a brigade.



**6.13 Arab brigade equivalent:** for stacking purposes, either any three battalions or all component units of the same brigade equal a brigade.



**6.14** Three company-sized units equal a battalion for stacking purposes.



**6.21** There are some partial battalion-sized units (with a II-unit size indicator) and some reinforced battalion-sized units (with a II+ unit size indicator). Partial battalion-sized units count as two companies for stacking purposes, and reinforced battalion-sized units count as two battalions for stacking purposes.



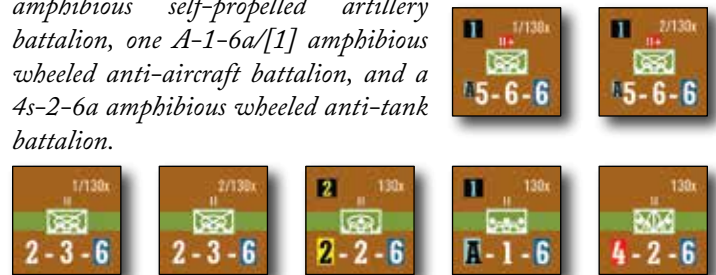
**6.22** Some brigade-sized units are in the Arab counter mix. If these units are in play (rather than broken down into component units) they are in all respects brigades. (See Rule 6.3)

### 6.3 Breakdowns and Recombinations

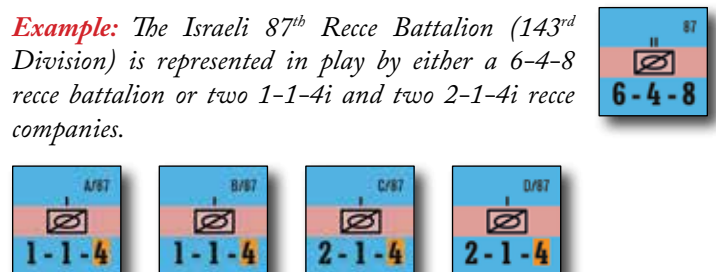
**6.31** Certain units in the game are represented in two ways: built up into brigades (or battalions, in some cases), or broken down into component battalions (or companies). At any one time, only one of these forms may be used on the map. Those units not represented on the map are kept in holding boxes designated for those units.

**6.32** Arab infantry and mechanized brigades and rece battalions, and Israeli rece battalions (including converged rece battalions—Rule 6.4), and the single Israeli 6-3-8 Comp anti-tank battalion may breakdown and combine.

*Example:* The Egyptian 130<sup>th</sup> Amphibious Brigade is represented in play either by two 5-6-6a amphibious mechanized infantry reinforced battalion units (unit size II+), or by two 2-3-6a amphibious mechanized infantry battalions, one 2-2-6a/[2] amphibious self-propelled artillery battalion, one A-1-6a/[1] amphibious wheeled anti-aircraft battalion, and a 4s-2-6a amphibious wheeled anti-tank battalion.



*Example:* The Israeli 87<sup>th</sup> Recce Battalion (143<sup>rd</sup> Division) is represented in play by either a 6-4-8 rece battalion or two 1-1-4i and two 2-1-4i rece companies.





**6.33** In order to breakdown from the larger unit into its components, the unit must pay half of its printed movement allowance, is removed from the map and placed into the unit's designated holding box, then all component units are placed into the same hex from which the "parent" unit was removed. If there is any remaining movement allowance, the component units may continue moving up to half of its available movement.

*Note: An Out of Command (OOC) or Out of Supply (OOS) unit may not move after breaking down, as it only has half of its printed movement allowance available. A unit that is both OOC and OOS may not breakdown.*

**6.34** In order to recombine, the reverse of 6.33 is conducted. All units must be in the same hex and must not have spent more than half of their printed movement allowances, the component units are removed from the map and placed into the unit's designated holding box, then the "parent" unit is placed into the same hex where the component units were located. If there is any remaining movement allowance, the parent unit may continue moving, but any movement spent to recombine is the highest number of movement points spent by any component unit that turn.

*Note: An Out of Command (OOC) or Out of Supply (OOS) unit may not move before recombining, as it only has half of its printed movement allowance available. A unit that is both OOC and OOS may not recombine.*

**6.4 Converged Israeli Recce Battalions**

**6.41** The Israeli player may converge four recce companies that are in the same hex at the beginning of either Irregular Movement Phase, replacing the company-sized units with a single battalion. The resulting battalion loses the ability to move during an Irregular Movement Segment. See Rule 6.3 for restrictions on combining recce companies.

**6.42** The converged recce companies are placed in the designated holding box of the corresponding battalion, and the battalion is placed in the hex from where the companies were removed. Conversions are limited to the available counters.

**6.43** The converged recce battalion created is dependent on the types of recce companies used for the conversion. For a 6-4-8 converged recce battalion, two 2-1-4 and two 1-1-4 recce companies are used. For a 5-4-8 converged recce battalion, one 2-1-4 and three 1-1-4 recce companies are used. For a 4-4-8 converged recce battalion, four 1-1-4 recce companies are used.



**6.44** The Israeli player may substitute one 2-1-8 motorized anti-tank company for one 2-1-4 recce company when making the conversion, and any 1-1-4 recce companies (mech or motor) may be used. Also, any of the recce half-battalions (2-2-4) may be substituted for two 1-1-4 recce companies.

**6.45** Converged recce battalions may breakdown as per Rule 6.3.

**7.0 ENGINEERS & BRIDGES**

**7.1** There are two basic types of engineers in the game: bridging engineers (Arab and Israeli) that can construct bridges over linear obstacles, and combat engineers (Israeli only) that can create temporary breaches over the Golan Anti-tank Ditch. The Egyptians also have Bridge Markers for use when crossing the Suez Canal, abstractly representing high command bridging engineers.

	Normal	Neutralized	Emplacing	Emplaced
<b>Syrian Divisional Engineer</b>				
<b>Egyptian Divisional Engineer</b>				
<b>Israeli Army Engineer</b>				
<b>Egyptian Bridge Marker</b>	No Unit	No Unit		

**7.2 General Rules for Bridges**

**7.21** When a bridge is first placed on the map, it is always placed on its "emplacing" side. The emplacing side always depicts a bridge being deployed and the unit/marker is in its national colors (blue, green, or brown). The following game turn, the emplacing side can be flipped to the emplaced (white) side or removed from the map (returned to the Bridge Marker pool or restored to a mobile bridging engineer unit), at the



owner's discretion. Once fully emplaced, bridges remain on the map for the remainder of the game, unless destroyed.

**7.22** If a bridge (Marker or bridging engineer) is on its emplacing side, the bridge counts as a unit for stacking, and only one battalion (or equivalent) may move across it in a player turn.

**7.23** Any unit may cross an emplacing **bridging engineer** bridge, but no tracked vehicle unit may cross an emplacing **Bridge Marker** bridge (Rule 7.34).



*Note:* This reflects the types of bridges being represented by the two forms of emplacing bridges. The bridges thrown across the canal by

the Egyptians in the opening hours of Operation Badr did allow units to begin crossing rather quickly, but the heavier units needed somewhat sturdier bridges to cross and these types took longer to be placed across the canal. Because of this, the Egyptians couldn't get tanks across the canal in the very early stages of the crossing, and instead had to rely on light wheeled vehicles and man-portable Sagger anti-tank missile launchers to provide whatever anti-tank defenses against initial Israeli tank counter-attacks. The bridges thrown across the anti-tank ditch on the Golan front had a much shorter (and much drier) span they needed to cross, and when such bridges did get emplaced, they were pretty much ready for any kind of traffic.

**7.24** If a bridge is on its emplaced (white) side, the bridge no longer counts for stacking and up to four battalions (or equivalent) may move across it in a player turn.

**7.25** A unit may move onto a Bridge Marker (in order to cross in a future turn), even if the capacity of that bridge has been met. Such a unit is placed directly on top of the Bridge Marker. Only one such unit may be "on" a given bridge at the end of a Movement or Irregular Movement Segment.

*Note:* This essentially allows one additional battalion to potentially cross a Suez Canal bridge in a single game turn. This is intentional, though it carries the risk of the unit being attacked while on the bridge, or even being "sunk" if the bridge is destroyed.

**7.26** Units ending their movement phase on a bridge do not have a ZOC, may not fire, and will defend at half strength.

**7.25 Example:** the Egyptian 11th Infantry brigade has broken down into battalions in hexes 3013, 3114, and 3213 and is ready to cross the emplaced Bridge Marker in hex 3113. First, the 2/11x infantry and 11x artillery cross from 3013 to 3012 (Red A), and a Bridge Capacity marker is placed on the bridge with the "-2" pointing up (it's only 1 2/3 battalions of capacity yet, but we'll round up for the moment). Next, the 3/11x infantry and 11x AAA cross from 3114 to 3112 (Green B), increasing the Bridge Capacity marker to a full "-3" (the AAA adds only 1/3 capacity). Lastly, the 1/11x infantry crosses from 3213 to 3212 (Blue C), fully exhausting the capacity of the Bridge Marker, which is rotated to "-4." However, 7.25 allows one additional unit to enter the bridge hex, but not cross until the next turn, so 4/11x tank moves to 3113 (Orange D), is stacked on top of the Bridge Marker, and the Bridge Capacity marker is flipped to the Bridge Full side and placed on top of the tank.

**A** - 2 points of capacity  
(1 and 2/3rds, actually)

**B** - 1 more point of capacity  
(1 and 1/3rds, bringing total to 3)

**C** - 1 more point of capacity, filling the bridge

**D** - The tank battalion may move onto the bridge marker, per 7.25

**Final Result**

Units on a bridge that is attacked suffer the same fate as the bridge.

**7.27** If a bridging engineer is neutralized while emplacing a bridge (*i.e.*, before it is completed), the emplacing/emplaced marker is replaced with the actual engineer unit and flipped to its neutralized side.

**7.28** If an emplaced bridge is neutralized, it is flipped back to its emplacing side and the procedure in Rule 7.21 must be followed to emplace it again. Note also it has a reduced crossing capacity as per Rule 7.22. Once emplaced, a bridge cannot be turned back into an engineer unit.

**Example:** using the image above under rule 7.1, if any of these Emplaced bridges were to be Neutralized, the counter would be flipped to its Emplacing side. If any Emplacing bridges were to be Neutralized, they would be replaced with the combat unit flipped to its Neutralized side, except for the Bridging Marker which would be removed from the map (and would have to be rebuilt using another 1 OP).

**7.29** An emplaced (white) bridge is not controlled by either player.

**Note:** It is possible that an enemy unit could cross an emplaced bridge during the Non-Phasing Irregular Movement Phase and then a friendly unit could cross the same bridge during the regular Movement Phase of the same player turn.

**7.3 Bridging the Suez Canal**

**7.31** Bridges may be built across the Suez Canal by either player. Bridges are built during a player’s Movement Segment and may be built at any time in the segment. That is, a player may build bridges before any unit has moved, after some have moved, or in any combination of the above.

**7.32** Emplacing Bridges may be built during a unit’s movement (when a unit has moved part of its movement allowance), after

which the unit may complete its movement for the phase without penalty. Emplacing Bridges may be used in the same phase in which they are constructed.

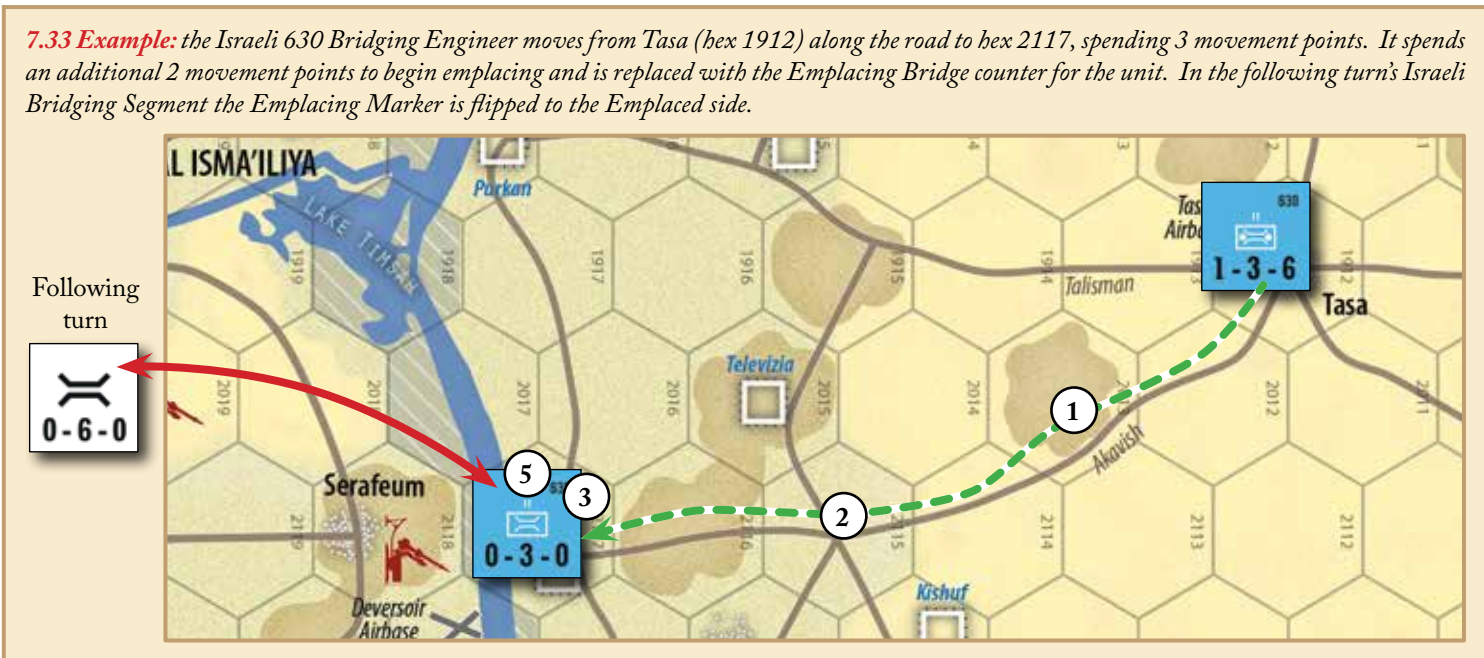
**7.33** An engineer bridge may be built in any Suez Canal hex if, at the instant of construction, the enemy player has no ground units adjacent to the canal hex in which the bridge is to be built, and for bridging via a bridging engineer battalion, a bridging engineer is in the hex and is not neutralized. The bridging engineer must be in a Suez Canal hex and expend 2MPs, replacing the mobile unit with the emplacing side of the associated marker. In the Bridging Segment of the player’s next Administration Phase the Emplacing Bridge is flipped to its emplaced side and units may cross as per 7.22 and 7.23.

**Note:** Neutralized engineers may not emplace as they have a movement allowance of zero.

**7.34** Construction of Suez Canal bridges using the Bridge Markers (rather than a bridging engineer unit) is a much simpler process and requires the expenditure of Operations Points (OPs) (see Rule 10). For each OP spent, a Bridge Marker may be placed in a Suez Canal hex (on its emplacing side). In the Bridging Segment of the player’s next Administration Phase the Bridge Marker is flipped to its emplaced side and units may cross as per 7.22 and 7.23. Note that such bridges may not be emplaced in any hexes containing an Israeli unit, but they can be emplaced in hexes adjacent to an Israeli unit that has no ZOC (*i.e.*, an Israeli Bar-Lev strongpoint), unlike per 7.33. See example on following page.

**7.35** Israeli bridges across the Suez may only be built using a pontoon engineer battalion (either the 605<sup>th</sup> or 630<sup>th</sup> Engineer battalion). One Israeli bridging engineer unit (the 606<sup>th</sup> Engineer battalion) may be used to cross the Anti-tank Ditch on the Golan map (see Rules 7.44 and 7.45). See example on following page.

**7.33 Example:** the Israeli 630 Bridging Engineer moves from Tasa (hex 1912) along the road to hex 2117, spending 3 movement points. It spends an additional 2 movement points to begin emplacing and is replaced with the Emplacing Bridge counter for the unit. In the following turn’s Israeli Bridging Segment the Emplacing Marker is flipped to the Emplaced side.



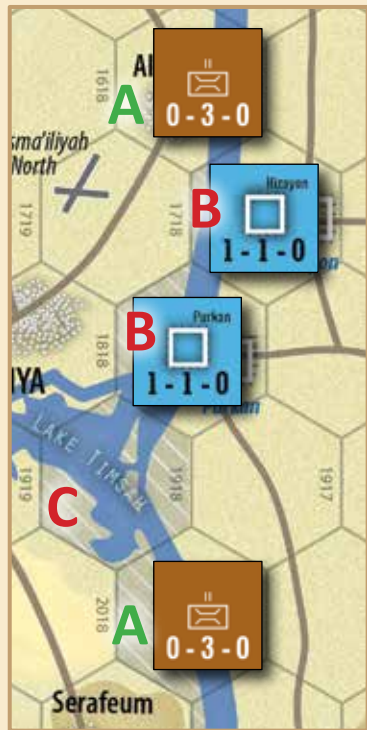


**7.34 Example:**

Egyptian Bridge Markers may be placed in the two hexes marked "A".

Bridge Markers may not be placed in the two hexes marked "B" because of the presence of the Israeli Bar-Lev fort counters.

A Bridge Marker may not be placed in the hex marked "C" because it is impassable.



*Note: Bridging engineers may emplace across a hexside that is adjacent to an enemy-occupied hex, unless any unit in that hex exerts a ZOC into either hex that contains the hexside being bridged..*

**7.43** Arab Bridge Markers cannot be used to bridge the trench (all are in Egyptian colors as a reminder they can only be used on the Sinai map).

**7.44** Israeli combat engineer battalions and companies may be used to create temporary crossing points over the trench by moving adjacent to a trench hexside and expending 4MPs to dig the necessary ramps and fill in the trench to allow other vehicle units to cross. Use Anti-tank Ditch Filled markers to indicate this. See example on following page.

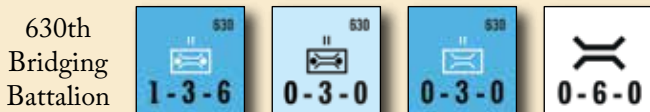
**7.45** Israeli combat engineers may freely move away from a breached trench hexside in any later turn, but the breach is negated for all purposes and would have to be rebuilt. Remove any Anti-tank Ditch Filled marker from such hexes.

**7.5 Crossing the Al Awaj River and the Isma'iliyah Canal**

**7.51** The Al Awaj River is on the Golan Map and the Isma'iliyah Canal is on the Suez Map. Crossing these two water obstacles is performed just as in crossing the Golan Anti-tank Ditch (see Rule 7.42), except both the Arabs and Israelis must use bridging engineers to create crossing points.

**7.52** The Arabs may use any of their bridging engineer units and the Israelis may use their 606<sup>th</sup> Battalion to create crossings over these obstacles. Egyptian Bridge Markers cannot be used.

**7.35 and 7.52 Example:**



Suez map, Suez Canal ONLY



Suez map, Sweetwater Canal hexside,  
or Golan map, AT Ditch or Al Awaj River hexside

## 8.0 COMMAND & CONTROL

**8.11** Ground units of both players must be in command control to function properly. Israeli command control is quite loose and revolves around the divisional headquarters units, while the Arab command and control is much more stringent and revolves around the relatively small number of Army Headquarters units.

**8.12** Units must be within the command radius of an appropriate headquarters unit to be in command control. See the UIC for information on command stripes and unit subordination.

**8.13** All units are automatically in command control on the first turn, on the turn they arrive as reinforcements or mobilized Israeli reserves, or on the turn they are released as part of a mobilized Arab reserve.

**8.2 Arab Command Control**

**8.21** Arab ground units on or west of the Suez Canal or in undestroyed Syrian fortifications are always in command control. Commando, paratroop/airmobile, and fixed air defense artillery (SAM sites) are always in command control. These conditions are always in effect and may override the

**7.4 Crossing the Anti-tank Ditch**

**7.41** The Arab player may use Syrian bridging engineer battalions to bridge the Anti-tank Ditch. The procedure for bridging the trench is like that for crossing the Suez Canal, except as per 7.42 and 7.43.

**7.42** The bridging engineer must be adjacent to a trench hexside and expend 2MPs, replacing the mobile unit with the emplacing side of the associated marker. In the Bridging Segment of the player's next Administration Phase the Bridge Marker is flipped to its emplaced side, with the red arrow on the marker oriented to indicate the bridge hexside. Units may then cross, as per 7.23. See example on following page.

other conditions for Arab command that follow. See example on following page.

**8.22** Arab ground units assigned to a divisional brigade are in command control if they begin their turn a) within one hex of at least two other units of their brigade; or b) stacked with all other units of the brigade; and within two hexes of another unit of their division; and within six hexes of an appropriate Army Headquarters (regardless of terrain and the presence of enemy units). Such units are indicated with both a wide and a narrow command stripe on the counter.

**8.23** Arab ground units assigned to a division but not a brigade are in command control if they are within two hexes of another unit of their division and within six hexes of an appropriate Army Headquarters unit (regardless of terrain and the presence of enemy units). Such units are indicated with a wide command stripe on the counter.

**8.24** Arab ground units assigned to an independent brigade are in command control if they begin their turn a) within one hex of at least two other units of their brigade; or b) stacked with all other units of the brigade; and within six hexes of an appropriate Army Headquarters unit (regardless of terrain and the presence of enemy units). Such units are indicated with a narrow command stripe on the counter. Single surviving battalions assigned to an independent brigade are treated as independent non-divisional units (Rule 8.25).

**8.25** Arab ground units not assigned to any division are in command control if they are within six hexes of an appropriate Army Headquarters (regardless of terrain and the presence of enemy units). Such units are indicated with no command stripe on the counter.

**8.3 Arab Army Headquarters and Command Control**

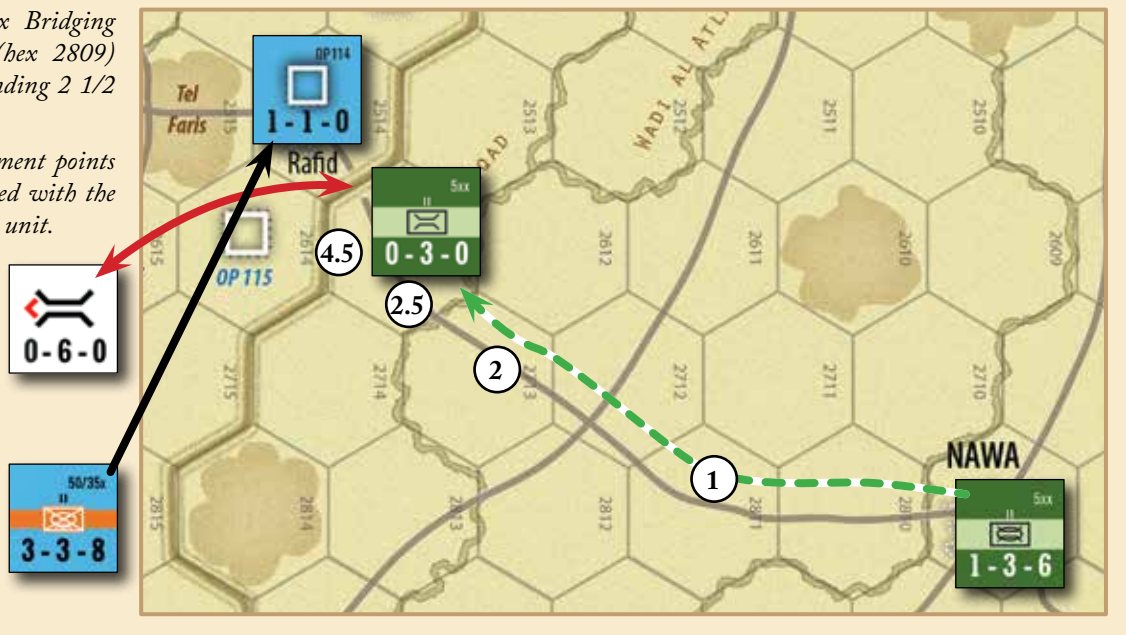
**8.31** Syrian (and Arab Ally) units on the Golan map may use either the LW or RW headquarters unit to trace command.

**7.42 Example:** the Syrian 5xx Bridging Engineer moves from Nawa (hex 2809) along the road to hex 2613, spending 2 1/2 movement points.

It spends an additional 2 movement points to begin emplacing and is replaced with the Emplacing Bridge counter for the unit.

In the following turn's Arab Bridging Segment the Emplacing Marker is flipped to the Emplaced side, with the red arrow pointing toward the bridge hexside.

Note that if a unit with a ZOC were located in Rafid (hex 2514) the bridge could not be emplaced.



**7.44 Example:** the Israeli 36xx Combat Engineer moves from Wasset (hex 1719) along the road to hex 1815, spending 2 movement points.

It spends an additional 4 movement points to fill in the Anti-Tank Ditch hexside between hexes 1815 and 1915.

An AT Ditch Filled marker is placed in either of these two hexes, with the red arrow pointing toward the filled hexside.

Note that if the engineer moves away from 1815 or is destroyed, the AT Ditch Filled marker is removed.





**8.32** Egyptian units of the 2nd and 3rd Armies may only be in command control if within six hexes of their appropriate Army headquarters unit (regardless of terrain and the presence of enemy units). Egyptian (and Arab Ally) units not subordinate to either the 2nd or 3rd Armies and that are east of the Suez Canal can trace command to either Army headquarters unit, but all units of a formation (division or independent brigade) must trace to the same Army headquarters.

**8.33** Egyptian units of the 10<sup>th</sup> Mechanized, 30<sup>th</sup> Infantry, and 135<sup>th</sup> Infantry Brigades (the Port Said Force) trace command to the Port Said (PS) headquarters unit. Only these three brigades (and independent non-divisional units) may trace command to the Port Said headquarters unit.

**8.4 Israeli Command Control**

**8.41** Israeli ground units on either map are in command control if they are within eight hexes of any divisional headquarters unit (regardless of terrain or the presence of enemy units).

*Note:* Israeli organization during the war was quite flexible (and at times, confusing), with battalions and even companies within battalions cross-attached with seeming abandon.

**8.5 Effects of Being Out of Command**

**8.51** Units which are not under command control have their attack and movement factors halved (defense strength is unaffected). Retain fractions for all factors, but a unit's movement factor is never reduced below one, and unless prohibited per the Terrain Effects Chart, a unit may move a minimum of one hex.

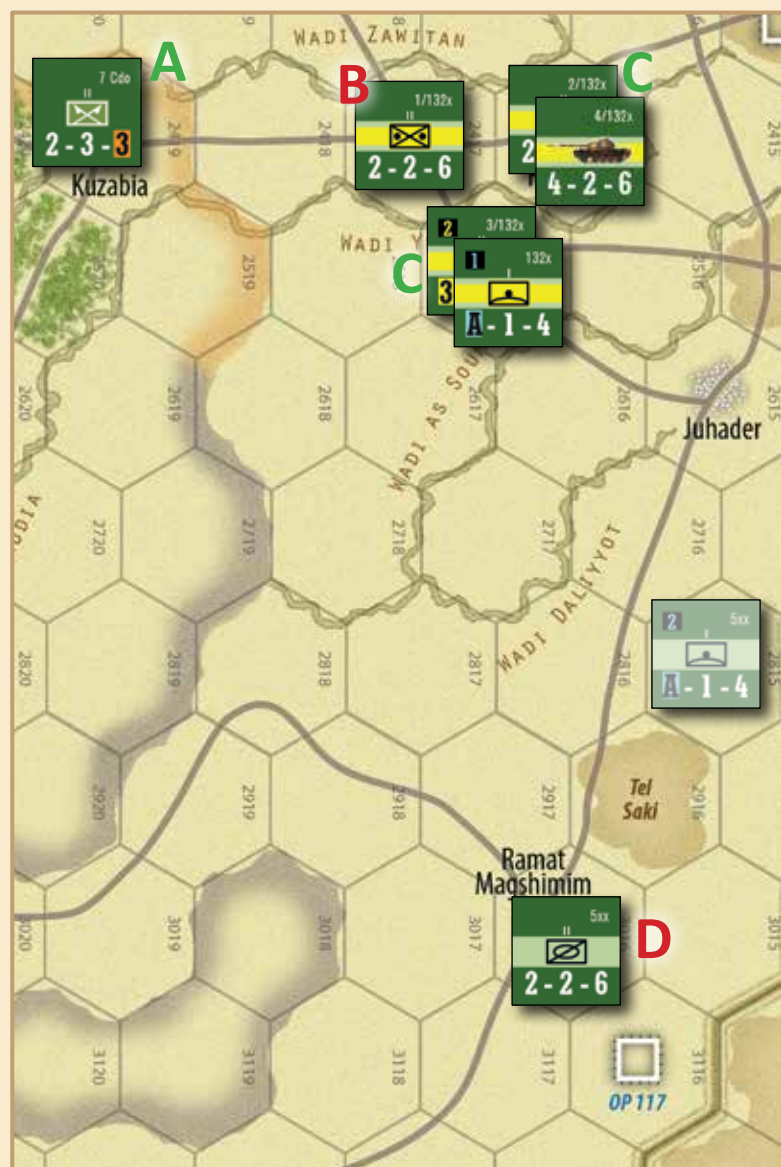


*Note:* Units which are both Out of Command and Out of Supply (11.0) are quartered in attack and movement (and halved on defense).

**8.2 Comprehensive Command and Control Example:**

Units of the Syrian 5th Division, 47th Independent Tank Brigade, and other independent units are deployed in the southern Golan as shown. The Syrian LW HQ is in hex 2712 and has a command radius of six hexes. The following illustrates the command status of the units in each hex:

- A** – In Command, as it is a commando unit always in command (8.13);
- B** – OOC, as it is divisional brigade unit further than six hexes from the HQ (8.22);
- C** – In Command, as it is a divisional brigade unit within six hexes of the HQ and within one hex of at least two other units of the brigade and two hexes of another unit of their division (8.22);
- D** – OOC, as it is a divisional unit that is not within two hexes of another unit of its division (8.22)—note that if the divisional AAA battery in hex 2815 were present, both it and the recon battalion would be In Command;
- E** – In Command, as they are divisional units within six hexes of the HQ and within two hexes of another unit of their division (8.23);
- F** – OOC, as it is a divisional brigade unit not stacked with all other units of their brigade and not within one hex of at least two other units of their brigade (8.22);
- G** – In Command, as it is a non-divisional unit within six hexes of the HQ (8.25);
- H** – OOC, as it is a divisional unit not within two hexes of another unit of its division (8.22);
- I** – In Command, as it is an independent brigade unit stacked with all other units of its brigade and within six hexes of the HQ (8.24);
- J** – In Command, as it is a divisional brigade unit that is stacked with all other units of its brigade and is also stacked with an undestroyed Syrian fortification (8.21)
- K** – Installations are not subject to command control.



## 9.0 ISRAELI MOBILIZATION AND FRONT TRANSFERS

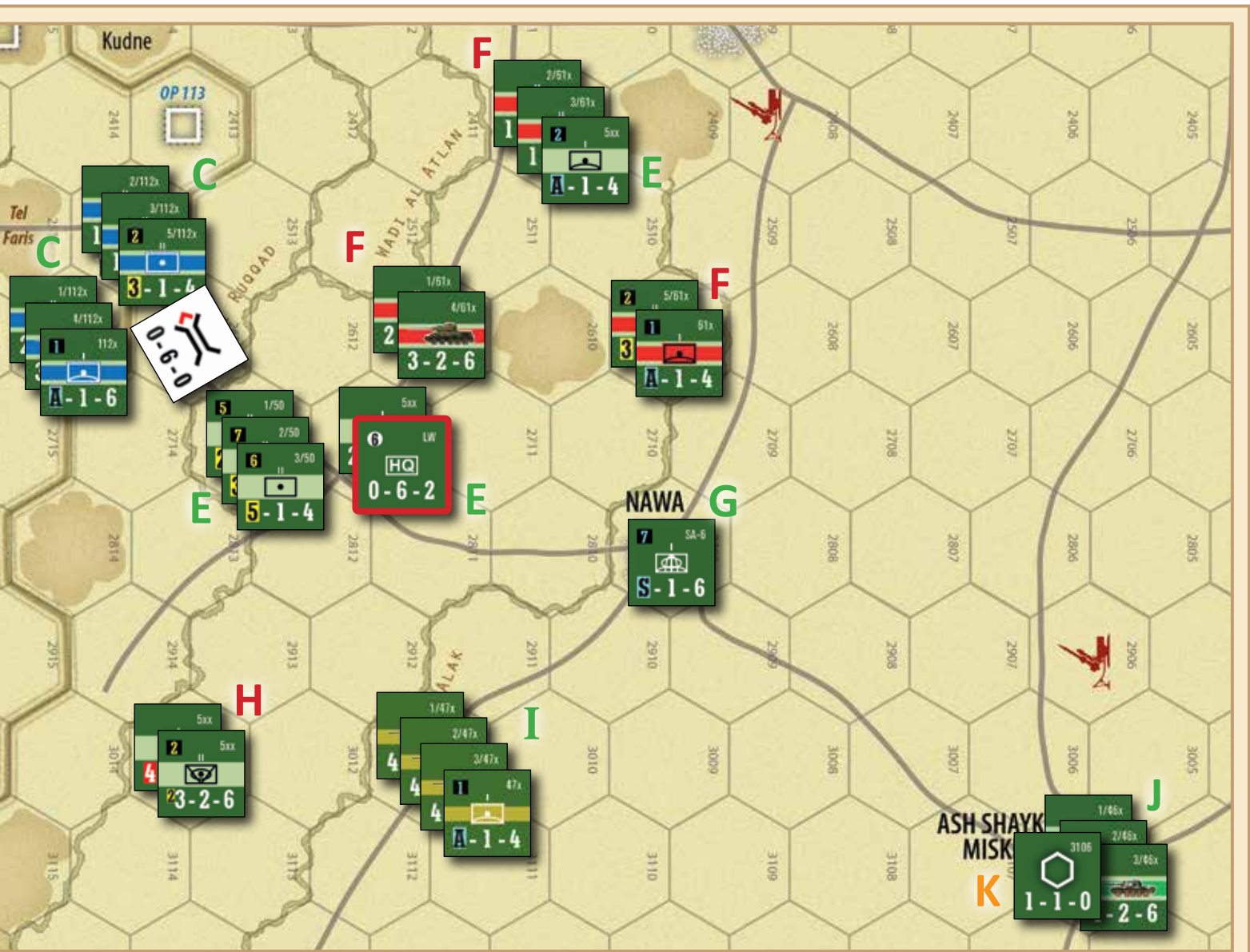
**9.1** Most of the Israeli Army is not immediately available and must be mobilized for action. The Israeli Turn Record charts, game setup information, and mobilization holding boxes indicate when these units become available.

**9.21** At the beginning of the Israeli Mobilization/Reinforcement Segment, units in either the Northern Command or Southern Command mobilization boxes may attempt to enter the map. Roll a d10 to determine the percentage of all the units currently in the box that may be released, per the table below.

roll d10	Released
0-1	60%
2-3	70%
4-5	80%
6-7	90%
8-9	100%

**9.22** Randomly select the indicated number of units from the box to move to the map this turn (an opaque container is most helpful here). Exclude HQ units from the number of units in the box, and do not randomly select any HQ; HQ units in the box will enter automatically if any subordinate unit is randomly selected. When determining the number of units that arrive round any fractional units up. *See example on following page.*

**9.31** Once existing units have been placed to enter the map(s) or moved between boxes of the Reserves Movement Track (Rule 9.3), newly-mobilized units are placed in either the Northern Command, Central Command, or Southern





Command mobilization holding box, as indicated in the game setup rules (Rule 30.0).

**9.32** During any following Movement Segment of the Israeli player turn (or during any subsequent Irregular Movement Segment, in the case of irregular units), unit may either move from one Front Box to another (via the transit boxes), or they may move onto the map.

**9.33** Units that move from front to front are moved on the Reserves Movement Track of either the Suez or Golan maps, and must enter an adjacent Transit box prior to moving to another Front box, as indicated on the track.

**9.4** Units in the Northern Command Box may move onto the Golan map or towards the Central Command Box; units in the Southern Command Box may move onto the Suez map or towards the Central Command Box. Units in the Central Command Box may move towards either Northern or Southern Command Box.

*Exception: Mobilized units moving via Air or Helicopter Transport may move any number of boxes and may enter the map in the same turn.*

**9.5** The units listed as initially mobilized start the game in the Front Boxes and may move out on the first turn.

**9.6** Units entering a map may only do so on a friendly supply road hex, as defined in Rules 11.2 and 11.3.

*Exception: Mobilized units moving via Air or Helicopter Transport may enter from any hex on the west edge of the Golan Map or the east edge of the Suez map.*

**9.7** Israeli units may withdraw from the maps only through a friendly road entry hex. Units are placed in the correct Front Box. On the next turn, they may move back on the board or change Front Boxes in the same manner as newly mobilized units.

**9.22 Example:** There are 13 non-HQ units in the Northern Front box and a 5 is rolled, 11 units are selected to enter (80% of 13 is 10.4, rounded to 11).



## 10.0 ARAB OPERATIONAL PLANNING

**10.1** Due to a shortage of middle-echelon staff, the Arabs were limited in their overall flexibility of action. To simulate this, the Arab player must expend Operational Points (OPs) from its limited supply in order to carry out certain tasks.

**10.2** The Arab player begins the game with 16 Egyptian OPs and 5 Syrian OPs. Additional OPs are provided on turns indicated on the Turn Record Chart. OPs may be used immediately or accumulated for use in later turns. A single OP may only be used for one task and is expended when used. Syrian and Egyptian OPs are distinct and may not be traded or exchanged between the two nations.

**10.3** A record of currently available OPs should be maintained on the OP Tracks.



### 10.4 OP Expenditures

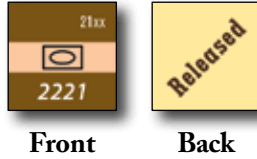
**10.41 Moving Headquarters.** For each OP expended during the Movement Phase, the Arab player may move each of the headquarters units of a nation one hex. Egyptian OPs must be expended to move Egyptian Headquarters; Syrian OPs must be expended to move Syrian Headquarters. Neither nation may expend more than two OPs per turn for this purpose; the maximum movement of headquarters is two hexes per turn.

**10.42 Building Bridges.** For each OP the Arab player expends for this task, it may build one bridge in a canal hex. Note that OPs are only used to build one of the 12 Egyptian GHQ Reserve Bridge Markers listed on the setup card and as per rule 7.3. Other bridging engineer units are described in rules 7.2 and 7.4.

Northern Front Mobilized (Enter Golan map on west edge)		d10	Released
		0-1	60%
		2-3	70%
		4-5	80%
		6-7	90%
		8-9	100%

*At the beginning of the Movement Phase, roll a d10 to determine the percentage of all of the units currently in the box, per the table above. Randomly select that number of units from the box that may move to the map this turn. Exclude HQ units from the number of units in the box, and do not randomly select any HQ; HQ units in the box will enter automatically if any subordinate unit is randomly selected.*

**10.43 Releasing Reserves.** For each OP expended for this task, the Arab player may release one infantry or mechanized division or two brigades from reserve. For every two OPs expended, the Arab player may release one armored division from reserve. Egyptian and Syrian OPs must be used to release Egyptian and Syrian reserves respectively.



**10.44** When released, reserve units deploy within two hexes (on the Suez map) or four hexes (on the Golan map) of the location of the reserve unit marker.

**10.45** All Egyptian reserve units are released as indicated on the Egyptian GHQ Reserves setup card, without the expenditure of OPs, whenever any Israeli ground unit crosses the Suez Canal by bridge, amphibious movement, or Helicopter Transport.

**10.46** Syrian reserves represented by a specific counter are released without OP cost any time an Israeli unit is east of the Anti-tank Ditch (or the Purple Line), and within four hexes of the reserve counter.

**10.47** Units released in this manner by Israeli movement are placed on the board at the instant that conditions are met, even though this may occur in the middle of Israeli movement.

**10.48** Unreleased reserves are not considered to be on the map and are thus not subject to attack by either artillery or air units.

## 11.0 SUPPLY

**11.1** Supply is determined for both players in the Supply Segment of each player turn. The effects last throughout the player turn even if actual circumstances for various units change. OOS counters are placed on units which are out of supply and are removed only in the Supply Segment of a subsequent player turn.

### 11.2 Supply Sources

**11.21** Israeli units are in supply if they can trace a supply line of any length to a friendly road entry hex. A friendly road entry hex is any hex containing a road on the east edge of the Suez map (specifically, the hexes numbered 0801, 2101, 2501, 2701, 3101, or 3301), or the west or southwest edges of the Golan map (specifically, hexes 1334, 1524, 1724, 2324, 2823, 3621, or 3622).

**11.22** Arab units are in supply if they can trace a supply line of any length to a friendly road entry hex. An Arab friendly road entry hex is any hex containing a road on the west edge of the Suez map (specifically, hexes 1324, 1924, 2324, 2524, 2924, or 3124), or the east or southeast edge of the Golan map (specifically, hexes 3101, 3401, 3606, or the two hexes of the city of Damascus).

**11.23** Supply source hexes are marked on the hexes indicated above as a visual reminder for players.

### 11.3 Tracing Supply

**11.31** In addition, the following restrictions apply generally to both players. Supply lines may not be traced through hexes occupied by enemy ground units, hexes in enemy ZOCs and not also occupied by friendly units, across an escarpment (except where crossed by a road), across an unbridged canal or river, or across a full lake or sea hexside.

### 11.4 Effects of Being Out of Supply

**11.41** Ground units must be in supply to operate at full effect. Units not in supply have their attack, defense, and movement factors halved (retaining fractional values, if any). Out of Supply (OOS) units are marked with an OOS counter.



*Note: Units which are both out of supply and out of command (8.0) are quartered in attack and movement (and halved on defense).*

## 12.0 IRREGULARS

**12.1** Israeli recce companies and half-battalions, and Arab commando battalions and recce companies are classed as irregulars in the game and obey special movement rules. These units have their movement factor on an orange rectangle to designate this capability.

**12.2** Irregulars do not move during the normal Movement Segment, but instead move twice each turn: once in the Irregular Movement Segment of the friendly player turn, and once in the Non-Phasing Irregular Movement Segment of the enemy player turn.

### 12.3 Irregular Units and ZOCs

**12.31** Irregular units may ignore the first enemy ZOC that they enter, unless they begin their move in an enemy ZOC, in which case the unit must stop when entering any enemy ZOC. *See example on following page.*

**12.32** During the first turn of the game, Arab Commandos may ignore the ZOCs of all units in the Bar-Lev Line (fortified hexes in the vicinity of the Suez Canal), and adjacent to the Israeli Golan forts and Anti-tank Ditch.

**12.4** Arab Commandos may cross the Suez Canal using a notional amphibious capability, by paying one additional movement point to enter a Suez Canal hex. This capability can only be used to cross from the western bank of the canal to the east and can only be used on the first turn of the game.

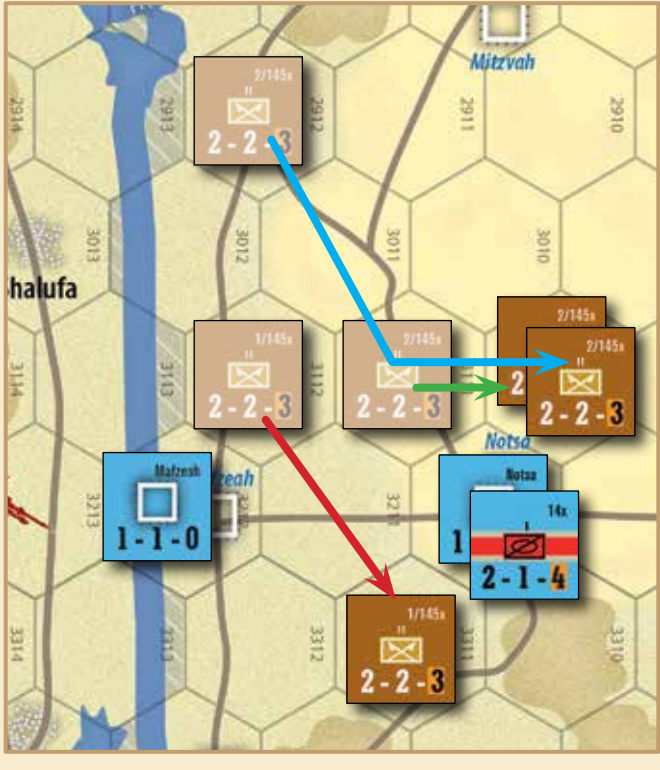


**12.31 Example:** the Egyptian 145th Commando Brigade is infiltrating behind the Bar-Lev line, starting the Irregular Movement Segment in hexes 2912, 3111 and 3112 as shown.

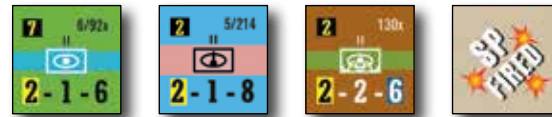
1/145x moves via hex 3211 to 3311 and stops, ignoring the Israeli 14x Recce company's ZOC in hex 3211.

3/145x moves via 3011 and 3111 to 3110, ignoring the Israeli 14x Recce company's ZOC in hex 3111.

2/145x moves from 3111 to 3110 and stops, as it began its move in an enemy ZOC.



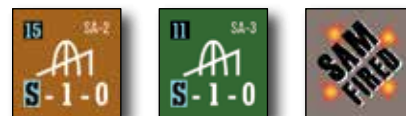
**13.13** Self-Propelled (SP) Field Artillery bears the symbol of a SP gun or mortar in the unit symbol area (Rule 2.0 and the UIC). If SP artillery units fire in the Indirect Fire Segment, they are marked with an SP Fired marker. This marker is removed if the unit moves in the subsequent Movement Segment.



**13.14** Mobile Air Defense Missile/Artillery bears the symbol for a mobile SAM or SP air defense artillery battery and has an attack factor of "S" or "A" rather than a number (Rule 2.0 and the UIC). These units only fire during a Joint Air Segment or during Helicopter or Air Transport in a Movement Segment. They are marked with SAM Fired markers as a reminder, and these markers are removed at the end of the Joint Air Segment. SAM Fired markers do not create a "spotted" condition for purposes of Rule 14.2.



**13.15** Fixed Air Defense Missile bears the symbol of a static missile launcher, has a "0" movement factor, and has an attack factor of "S" rather than a number (Rule 2.0 and the UIC). Like mobile Air Defense Artillery, they are marked with SAM Fired Markers.



**13.16** The Arab forces include some dual-purpose (DP) direct fire/indirect fire guns in the counter mix. These units are identified as artillery units by the presence of a range factor in the upper left-hand corner of the counter, as well as a superscript bombardment factor printed in front of the unit's direct fire combat strength. Such DP units are considered to be both artillery and regular units, but cannot be screened (Rule 13.3) and may enter enemy ZOCs.



**Note:** Air Defense Artillery fires during the Joint Air Segment and is explained in rule 15.6. Certain air defense artillery (Arab ZSU-23, ZU-23, and S-60 and Israeli TCM-20 units) may fire at helicopters attempting to land troops in a hex within their range or within range of any hex along the helicopter's flight path.

### 13.2 Artillery Ranges

**13.21** Artillery ranges are measured by counting the distance between the firing unit and the target unit (counting the target's hex but not the firing unit's hex). Artillery units may only fire at enemy units within the range printed on the counter.

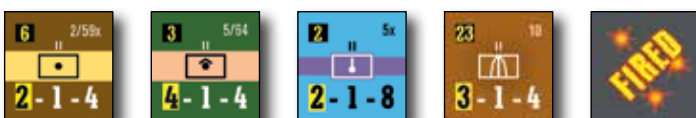
## 13.0 ARTILLERY UNITS

### 13.1 Types of Artillery

**13.11** Artillery units can be easily distinguished from non-artillery: all artillery has a range factor printed in the upper left-hand corner of the counter. Within the broad category of artillery, there are four distinct types included in the game.



**13.12** Towed Field Artillery bears the symbol of a towed field artillery, rocket launcher or mortar (Rule 2.0 and the UIC). If towed field artillery units fire in the Indirect Fire Segment, they may not move in the subsequent Movement Segment of that player turn. Mark such units with a Fired marker.



**13.22** Ranges on the Golan and Suez maps differ due to the different ground scales used. Each hex on the Golan map counts as one hex of range, and each hex on the Suez map counts as two hexes of range.

*Note:* This is different from the second edition rules, where ranges on the Golan map were doubled.

**13.3 Screening Artillery**

**13.31** Normally, a non-artillery ground unit may fire at any enemy unit to which it is adjacent. However, at the beginning of a Joint Direct Fire Segment, if any player has non-artillery ground units stacked in a hex with artillery units, he may elect to “screen” those artillery units with non-artillery units in the same hex. If screening takes place, all artillery units are screened; it is impossible to screen only some of the artillery in a hex. Note that neutralized non-artillery units may screen artillery units in the same hex.

**13.32** When artillery is screened, an enemy player may not fire on any artillery in the hex during any part of the Joint Direct Fire Segment, but if all non-artillery units are eliminated as a result of direct fire, all screened artillery is also destroyed automatically.

**13.33** Screening has no effect on attacks made during an Indirect Fire Segment or Air Segment or during vertical envelopments (Rules 18.9) conducted in a Movement Segment.

**14.0 INDIRECT FIRE**

**14.1** All field artillery (both towed and self-propelled) may fire during the owning player’s Indirect Fire Segment (i.e. Israeli field artillery may fire during the Indirect Fire Segment

of the Israeli player turn; Arab field artillery may fire during the Indirect Fire Segment of the Arab player turn). This is the only time that artillery may fire, unless attacked by vertical envelopment (Rule 18.9) in which case artillery may fire on the attackers using the artillery unit’s defense strength as its attack strength.

**14.2** A field artillery unit may only fire at one target hex during the artillery phase, and that hex must be spotted and within range. An enemy occupied hex is considered spotted during a given artillery phase if any one of the following three conditions is met:

- A friendly ground unit is adjacent to the hex being spotted. A friendly unit may spot for artillery even if it has been neutralized.
- A friendly ground unit is in a High Ground or Mountain hex and the hex being spotted is at a lower elevation and within four hexes on the Golan map or two hexes on the Suez map. Intervening terrain higher than either the spotter’s or target hex would prevent spotting. A friendly unit may spot for artillery even if it has been neutralized.

*Note:* This isn’t a tactical game, so don’t worry too much about lines of sight and whatnot. Use common sense and give the spotting unit the benefit of the doubt.

- The hex contains an enemy field artillery unit that fired from that hex in the last enemy Artillery Phase (i.e., has a Fired/SP Fired marker present).
- For the Israelis (only), the target hex is on the Golan map and there is a friendly unit in (or was the last to pass through) Hermon (hex 0917).

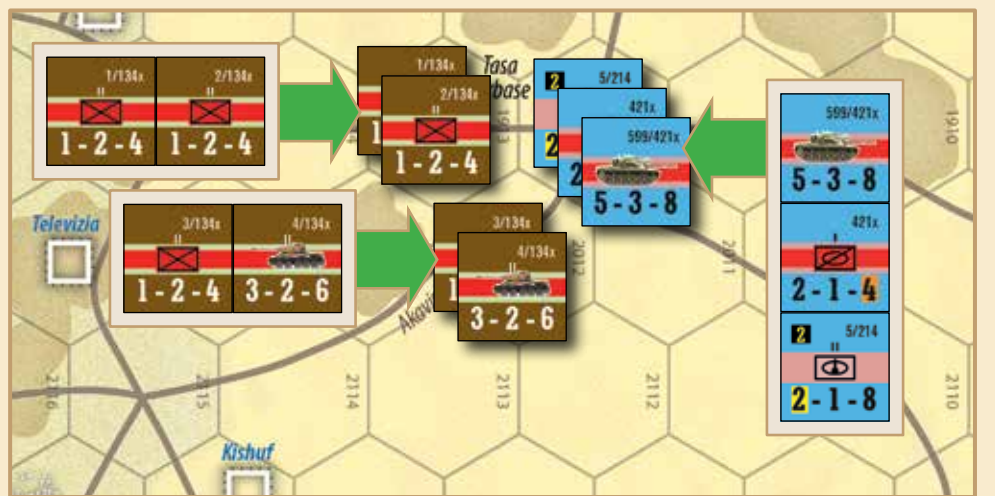
See example on following page.

**13.31 Example:** the Egyptian player has announced that elements of the 134th Infantry brigade are to attack elements of the Israeli 143rd Division and 421st Brigade in Tasa (hex 1912).

As the Israeli player has the 5/214 SP mortar battalion in the hex, he must choose whether or not screen the artillery with the 599/421x armor battalion and the 421x Recce company. If he chooses to screen, the mortar unit is ignored for all direct fire combat in this segment, but it would suffer the fate of the screening units.

Regardless of the results of Israeli return fire, if both of the Israeli units are destroyed, the SP mortar is also destroyed. If all surviving Israeli units are Neutralized, the SP mortar is also Neutralized. If even one of the Israeli units is unaffected by the Egyptian fires, the SP mortar remains unaffected, as well.

If he chooses not to screen, the SP mortar can be directly attacked during Egyptian direct fire.





**14.3** A target hex is within an artillery unit's range if the number of hexes from the artillery unit's hex to the target hex is not greater than the artillery unit's range factor. (When counting the number of hexes, include the target hex, but not the firing artillery unit's hex.)

**Remember:** Artillery ranges on the Suez map cost double due to the difference in map scales. Fractional ranges are ignored. Thus, a unit with a printed range factor of 7 would be able to fire at targets up to 3 hexes distant on the Suez map.

**14.41** Field artillery attacks affect every enemy ground unit, installation, and bridge in the target hex.

**14.42** To resolve field artillery attacks on a target hex, add up the total number of artillery factors of all field artillery units that are firing on that hex. Any number may do so, provided they are in range and otherwise qualified; the artillery units need not be firing from the same hex.

**14.43** All factors must be totaled together for the attack and a target hex may only be attacked once per Indirect Fire Segment.

**14.44** Round the total number of factors applied down to correspond to the number given on one of the two artillery factors row of the Indirect Fire Table. Use the upper row for Israeli and Jordanian artillery and the lower row for Syrian, Egyptian, and Arab Ally artillery.

**14.45** Roll the die once for each individual unit in the target hex, making any necessary modifications to the die roll due to terrain (see the Terrain Effects Chart) or other die roll

modifiers as listed. Cross-index the modified die roll with the artillery factor on the Artillery Table and read the result.

**14.46** When artillery fires against tank units, bridges (emplacing or emplaced), or any brigade-sized unit, add one to the die roll.

**14.47** A dash (-) indicates the attack had no effect on the target unit. An N indicates that the unit has been neutralized (flip the unit over). A D indicates that the target unit is destroyed and is placed in the Units to be Refitted box (if it can be refit) or the Units Scrapped box on the appropriate map.

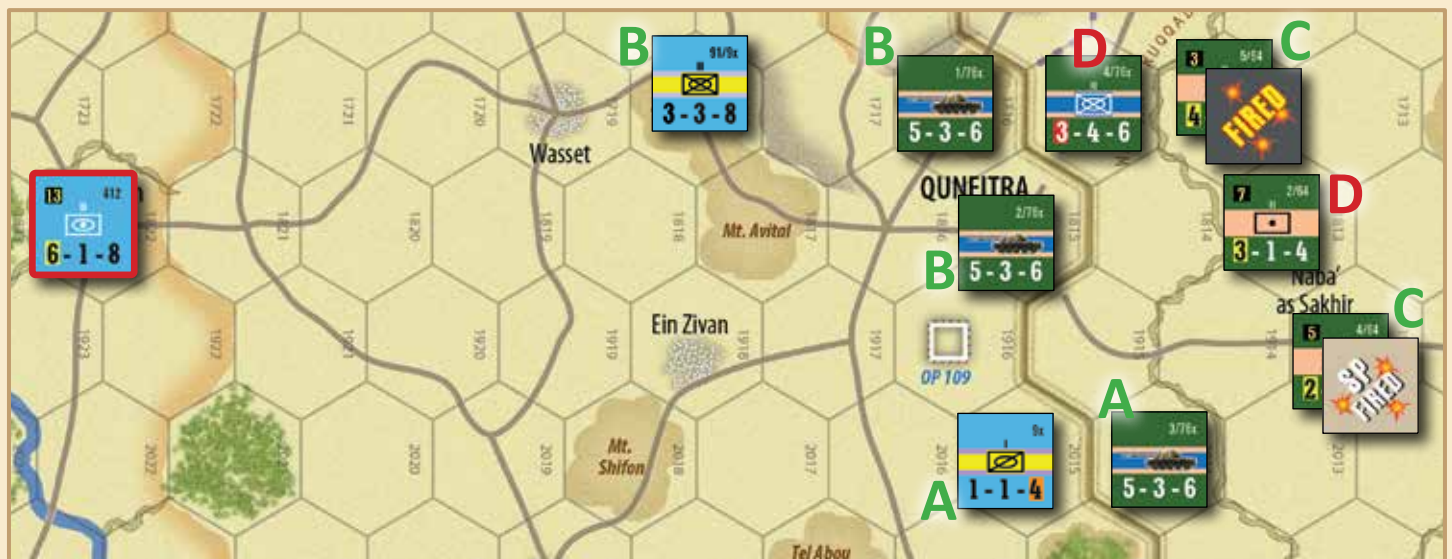
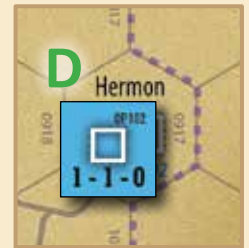
## 15.0 AIR UNITS AND AIR COMBAT

**15.1** During the Joint Air Segment, both players assign air units to tasks, fly missions and conduct air combat and air-related combat. Each Joint Air Segment is itself divided into five steps:

1. Aircraft Task Allocation
2. Placement of Ground Attacks
3. Resolution of Air-to-Air Combat
4. Resolution of Surface-to-Air Combat
5. Resolution of Ground Attacks

This phase structure must be followed to ensure proper resolution.

**14.2 Example:** the Israeli 412 SP Artillery battalion is ready to fire during the Israeli Indirect Fire Segment. All Syrian units depicted are within range (13 hexes), but not all may necessarily be targeted. The Syrian unit labeled "A" can be targeted as it is adjacent to the Israeli unit labeled "A." Syrian units labeled "B" can be targeted due to being within four hexes in line of sight of the Israeli unit labeled "B" which is on High Ground. Syrian units labeled "C" can be targeted as they are marked with Fired/SP Fired markers. Syrian units labeled "D" cannot be targeted as they do not meet any of the bulleted conditions listed in 14.2 (4/76x is behind an intervening High Ground hex so cannot be seen by 91/9x, and is too far from the 9x recce; 2/64x is too far from all Israeli units). However, if Hermon is Israeli-controlled, All Arab units anywhere on the Golan map may be targeted.



*See the Scenario book for a comprehensive example of the air system.*

## 15.2 Aircraft Task Allocation

**15.21** During this step, each player must decide which type of planes are flying which type of task. The Israeli player must additionally decide to which front he is sending his aircraft. Egyptian, Libyan, Algerian, and Iraqi Hunter aircraft are restricted to the Suez map; Syrian and other Iraqi aircraft are restricted to the Golan map.

**15.22** There are two general air tasks that players must plan at the beginning of each Joint Air Segment: Air Superiority and Stand-By. Within these general tasks four mission types are possible: Escort, Interception, Ground Attack and Air Transport. Aircraft with a capability code of B (bomber) may only perform the Ground Attack mission. Aircraft with a capability code of F (fighter) may perform the Escort or Interception missions. Aircraft with a capability code of FB (fighter bomber) may perform the Escort, Interception, or Ground Attack missions. Aircraft with a capability code of T may only perform an Air Transport mission (Rule 19.0).

**15.23** Players indicate units that he wishes to use for the Air Superiority task (escort or interception) by placing them in the Air Superiority box of the Air Tasking Display. Units that are on a Stand-By task remain in the Available box and are available for ground attack or air transport missions. Units in the Flown or Aborted boxes are not allocated to a task and are not available for any mission.

**15.24** Allocations of air units to tasks are made simultaneously and secretly. The best means of doing this is for both players to hide their Air Tasking Displays (with a screen or with their hands), then reveal when both players are ready.

**15.25** The Arab player must assign at least 50% of available MiG-21 and Mirage units in each Air Tasking Display to the Air Superiority task each Joint Air Segment, and retain that same number as interceptors (see Rule 15.4).

*Note: This represents the need to protect the Egyptian and Syrian capitals, which were quite close to the front lines.*

## 15.3 Determination of Air Superiority

**15.31** On each map, air superiority is determined. A player has air superiority over a certain map if there are more air units assigned to the air superiority task than the other player. If each player has the same number of air units assigned, there is no air superiority over that map.

**15.32** If a player has air superiority over a map, that player may allocate up to two air units to each escort or interception mission flown on that map, up to the limit of units tasked with air superiority. The decision to allocate zero, one or two air units to an escort or interception mission is made on a mission-by-mission basis.

**15.33** The player that does not have air superiority (or both players, if there is no air superiority over a particular map) may allocate up to one air unit to each escort or interception mission flown on that map, up to the limit of units tasked with air superiority. The decision to allocate zero or one air unit to an escort or interception mission is made on a mission-by-mission basis.

## 15.4 Placement of Ground Attack, Escort, and Interception Missions

**15.41** At this point, each player places his aircraft for ground attack, escort, and/or interception missions. Regardless of the current player turn, the Arab player is always first to place all desired ground attack missions (including escorts). The Israeli then places all desired ground attack missions (including escorts) along with any desired interception missions. Finally, the Arab player places any desired interception missions.

**15.42** Interception missions are only flown against ground attack or Air Transport missions; players may not intercept an interception.

**15.43** Only one air unit may be assigned to a single ground attack mission/target hex. Either one or two escorts or interceptors may be assigned to each ground attack mission, depending on which player has air superiority over the map in question (Rule 15.3).

**15.44** Each air unit performing a ground attack mission must be placed on top of an enemy ground unit or units. Attacks against empty hexes are not permitted.

**15.45** As part of the mission placement, a mission altitude must be selected (which affects both surface-to-air and ground attack combat). Players may select either Low, Medium or High altitude for the mission. For Low or High altitude, an appropriate marker is placed atop the mission aircraft. The default mission altitude is Medium, and no marker is required.

## 15.5 Air-to-Air Combat

**15.51** For each hex with a ground attack mission (with or without escorts) in which there is also a hostile interception mission, air-to-air combat must be fought.

**15.52** To resolve air-to-air combat, each interceptor fires at an escort (if present), then each escort (if present) fires at an interceptor, and any surviving interceptors fire at a ground attack mission aircraft.

**15.53** To fire at an enemy air unit, each firing aircraft selects the target air unit, then consults the Air-to-Air table, finds the Air Strength of the firing aircraft, and rolls a d10 to determine the results. A blank space indicates the attack had no effect on the target unit. A D indicates that the target unit is destroyed and is placed in the Units to Be Refitted box of the appropriate map. An N indicates that the unit has been neutralized (aborted) and is placed in the Aborted box of the owning player's Air Tasking Display.



**15.54** All escort-vs-interceptor results are simultaneous, except that Israeli F-4 air units are allowed an additional shot, a First Fire (+1 drm) against Arab air units as indicated on the Air-to-Air table. This represents the AIM-7 Sparrow radar-homing missile that was the longest-ranged air-to-air missile available to either combatant.

**15.55** If no interceptors remain after Air-to-Air combat, proceed to 15.56. If all escorts have been destroyed or aborted, any surviving interceptors may fire at the ground attack aircraft, with a -1 modifier to the d10 roll. Results are identical to those described in 15.53. If the ground attack aircraft is destroyed or aborted, the ground attack mission is canceled and there is no further air combat in that hex.

**15.56** If there are escort missions in a hex with no interceptor missions, simply return those escorts to the Flown box of the owning player's Air Tasking Display. There is no (further) air-to-air combat.

**15.57** If ground attack missions remain in a hex after all air-to-air combat, proceed to surface-to-air combat (15.6).

### 15.6 Surface-to-Air Combat

**15.61** Surface-to-air combat is resolved following all air-to-air combat. All surface-to-air combat is resolved on the SAM/AAA Table.

**15.62** Each air defense artillery unit may fire at one enemy aircraft on a ground attack mission within its range. Air defense artillery units with a range of greater than [1] may have a die roll modifier depending on the range from the air defense artillery unit to the target aircraft.

**Remember:** *Artillery ranges cost double on the Suez map. AAA units with an effective range of less than one hex may only fire in its own hex.*

**15.63** Contrary to most other combat in this game, each aircraft may potentially be fired upon by more than one air defense artillery unit in the same Surface-to-Air Combat impulse. Players fire air defense artillery units one at a time and may see the results of one fire before allocating later fires. Each SAM/AAA unit may only fire once in each player turn (see Rules 13.14 and 13.15).

**15.64** Roll one die per firing unit (using the appropriate column based on the altitude of the ground attack mission aircraft) and implement the result shown.

**15.65** A dash (-) indicates the attack had no effect. A result of N indicates that the target air unit is aborted. Either a D or N result indicates that the units are removed from the map immediately and may not complete their mission (but see Rule 15.66).

**15.66** Either player may ignore an N abort result from an air defense artillery unit by converting the result to D, with the

eliminated air unit removed after the ground attack, rather than before as per 15.65.

### 15.7 Ground Attacks

**15.71** All aircraft allocated to ground attack missions which have not been destroyed or aborted by intercept missions or SAM/anti-aircraft fires may conduct ground attacks.

**15.72** Aircraft units assigned to ground attack missions attack each unit in the target hex.

**15.73** Roll one die for each individual unit in the target hex using the appropriate column based on the ground strike rating of the ground attack mission aircraft. Apply any of the die roll modifiers due to target size, target type, terrain, or mission altitude, and implement the result shown.

**15.74** A dash (-) indicates the attack had no effect on the target unit. A D indicates that the target unit is destroyed and is placed in the Units to be Refitted box (if it can be refit) or the Units Scrapped box on the appropriate map. An N indicates that the unit has been neutralized (flip the unit over).

**15.75** Return all aircraft to the Flown boxes on their respective Air Tasking Displays after the bombing results are applied.

### 15.8 Airfield Attacks

**15.81** Players may assign air units to airfield attack missions, which are a special form of ground attack mission. Airfield attack missions are placed on the flag symbol of the opposing player's Air Tasking Display.

**Note:** *These missions are not flown against any specific airfield but represent a general mission type.*

**15.82** Only Israeli aircraft allocated to the Suez front may attack Egyptian airfields and only Israeli aircraft allocated to the Golan front may attack Syrian airfields. Egyptian and Syrian aircraft may attack Israeli airfields, but only the airfields represented by the Israeli Air Tasking Display for the appropriate front.

**15.83** The following aircraft may not be assigned to airfield attack missions: MiG-17, Hunter, S Myst, and Myst IV.

**15.84** Airfield attacks may be escorted and intercepted as normal and are subjected to surface-to-air combat from notional units assumed to be protecting the off-map airfields. Arab airfields are considered to be defended by one SA-3 and one S-60 battery; Israeli airfields are considered to be defended by one Hawk and one TCM-20 battery.

**15.85** The procedure for resolving airfield attacks is otherwise identical to regular ground attack missions. Once all air-to-air and surface-to-air combat has been resolved, the mission player may attack two aircraft in the Available, Flown and/or Aborted boxes of the attacked Air Tasking Display. The first aircraft may be selected by the phasing player; the second aircraft may be selected by the non-phasing player.

## 15.9 Shrike Anti-Radar Missiles



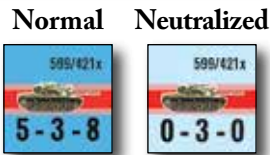
**15.91** Two game turns after an Israeli F-4 or A-4 aircraft unit has been destroyed or forced to abort due to Arab radar guided surface to air missiles (SA-2/3 or SA-6) the Israeli player is eligible to fly a special form of ground attack mission: a Shrike Anti-Radar Strike. Only F-4 or A-4 aircraft may fly Shrike missions. AGM-45 Shrike markers have been provided.

**15.92** To fly a Shrike mission, the air unit (and an available AGM-45 Shrike marker) is placed on any hex containing a surface-to-air missile unit during the Placement of Ground Attack impulse. The attacking unit is immune to all SAM (but not AAA) fires during that turn. All surface-to-air missile units in a hex under Shrike attack add +2 to their die roll when firing on any (other) Israeli aircraft in that turn. *(Arab radar operators under Shrike attack learned to quickly shut down their radars, greatly reducing the risk of being destroyed, but also greatly reducing the SAM's effectiveness.)*

**15.93** The Israeli player may never have more Shrike missions than he has been scheduled to receive from the U.S. as military aid (Rule 24.0) up to that turn. He may not fly any Shrike missions until October 13 (Game Turn 8), regardless of when the first Israeli A-4 or F-4 aircraft was aborted or destroyed and may then only fly one mission per turn until October 15 (Game Turn 10). After turn 10 (at the earliest), he may fly two Shrike missions per turn until the end of the game. Players may wish to use the AGM-45 Shrike markers on the game turn track, and as mission "payload" markers as a reminder.

## 16.0 NEUTRALIZED UNITS

**16.1** Invert a neutralized unit to indicate its status. A neutralized unit remains inverted until it can regroup.



**16.2** While a unit is neutralized, it loses its ZOC and may neither move nor fire. It may defend with its full defense strength if attacked. Friendly units may not enter a hex containing a neutralized enemy unit except by vertical envelopment (Rule 18.9).

**16.3** During the Joint Regroup/Refit Phase, all of a player's neutralized units are automatically regrouped, which means that they are turned face-up and return to normal, regaining their ZOCs and ability to move and fight.

**Exception:** *Neutralized Headquarters units are not regrouped until the end of the owning player's Command and Control Segment.*

**16.4** If a unit is neutralized twice before it can regroup, it is eliminated.

**Exception:** *Neutralized Headquarters units are never eliminated.*

## 17.0 MOVEMENT

**17.1** Ground units move during the Movement Segment by expending movement points. A unit's movement allowance is the number of movement points that the unit may expend each friendly Movement Segment. Unused movement points may not be saved or accumulated for use in other turns or by other units.

**Exception:** *Irregular units (Rule 12.0).*

**17.21** Different terrain symbols in the map hexes dictate different movement point costs to enter them during movement. Normally, clear terrain requires the payment of one movement point to enter a hex; other terrain imposes other costs. In addition, there is also a movement point cost to cross some hexsides. Movement point costs are listed on the Terrain Effects Chart.

**17.22** Movement costs on the two maps are the same, except for road movement. Road movement on the Suez map is 1/2 MP per hex entered (provided such movement is entirely along the road symbol) and 1/4 MP per hex entered on the Golan map.

**17.3** Arab Headquarters ignore terrain costs, paying one movement point per hex entered. They may not, however, enter unbridged canal hexes (except as per Rule 17.4), or cross full sea, lake, or unbridged river hexsides.

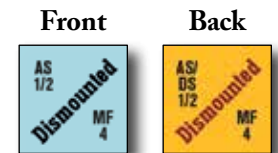
**17.4** The Suez Canal presents a special case for movement. Units may enter a Suez Canal hex, but only if using amphibious movement, crossing a bridge, or entering by a road on the same side of the canal as the unit. A portion of each hex has been "grayed out" to indicate which side of the canal hex is "in play." *See example on following page.*

**17.5** A moving unit may never enter a hex containing an enemy unit except by vertical envelopment (Rule 18.9), or an unaccompanied disrupted Headquarters (Rule 22.63).

**17.6** On the Golan map, Jordan and Lebanon are neutral, and may not be entered by any player's forces, including Jordanians.

**17.7** Israeli units may exit the east edge of the Suez map or the west edge of the Golan map in order to enter the Southern Front or Northern Front mobilization boxes for transferring to another map. Arab units may never exit either map (see Rule 22.63).

### 17.8 Dismounted Movement



**17.81** Motorized and mechanized infantry-type units (see UIC) can dismount from their vehicles and move dismounted. This would allow them to move through terrain that prohibits non-infantry units from entering, or to allow them to be transported via air transport or helicopter transport (if so trained).

**17.82** Arab motorized or mechanized infantry which dismounts is marked with the appropriate Dismounted marker



(orange side up). Arab dismounted units have their attack, defense, and movement values modified while dismounted. These reductions are indicated on the markers as a reminder.

**17.83** Israeli motorized or mechanized infantry or paratroop infantry which dismounts is marked with the appropriate Dismounted marker (blue side up). Israeli dismounted units have their attack and movement values modified while dismounted but retain normal defense values. These reductions are indicated on the markers as a reminder.

**17.84** Dismounted infantry moves through Mountain, Leja or Soft Sand hexes, or across Escarpment or Anti-Tank Ditch hexsides at the Infantry cost. See the Terrain Effects Chart.

**17.85** Dismounted Israeli paratroop infantry may be transported via helicopter transport (Rule 18) or air transport mission (Rule 19).

**17.86** Dismounted units may remount (and have the Dismounted marker removed) at the end of any Movement Segment in which the unit can trace supply and is in command. Supply and command are traced for remount purposes only; any OOS or OOC markers with the remounting unit are kept.

**17.9 Reserve Movement**



**17.91** At the beginning of the Movement Segment, the phasing player may select units or stacks of units to be placed in Reserve, which allows them to be moved after the combat segments in a turn. Reserve units/stacks are limited by the number of available Reserve markers.

**17.92** Reserve markers are allocated one for each Headquarters unit in the game (except the Port Said HQ). This gives the Syrian player two Reserve markers, the Egyptian player two, and the Israeli player seven.

**17.93** Reserve markers can only be placed on a unit or stack of units that is in supply, in command to the HQ associated with the Reserve marker, and not adjacent to any enemy unit. Note that Irregular units may not be placed under a Reserve marker.

**17.4 Example:** It is the start of the Egyptian Movement Segment and units of both sides are deployed as shown.

Unit "A" cannot move into hex 2913 because there is no road in the hex, no bridge is emplaced (although this would be a good place for one), and it is not capable of amphibious movement.

Unit "B" may move into 2913 because it is amphibious (spending 2 MPs).

Units C may move from hex 3015 through the path shown to hex 3110, spending 6 MPs.

Unit D (7xx AT bn) may move from hex 3413 to hex 3313 but must stop because the Israeli 9/14x armor battalion's ZOC does extend across the canal.

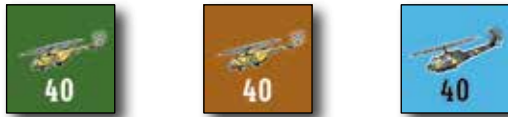
Unit E (7xx Tank bn) may move from hex 3514 through the path shown to hex 3221, where it must stop in an enemy ZOC, spending 4 MPs.



**17.94** Units under a Reserve marker may not move during any Movement Segment nor conduct and fire in any combat segment. At the conclusion of the Joint Direct Fire segment, such units may conduct a Reserve Movement Segment, following all normal movement rules.

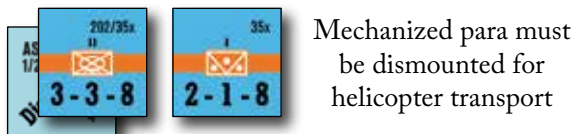
**17.95** Whether units below a Reserve marker are moved or not, the Reserve marker is removed from the map at the end of the Reserve Movement Segment.

## 18.0 HELICOPTER TRANSPORT



**18.11** Certain Arab and Israeli units may be carried via helicopter transport. Units must be assigned to an Israeli paratroop brigade, an Egyptian paratroop brigade, or be an Arab commando unit in order to be transported via helicopter.

**18.12** Each Israeli helicopter counter may carry one parachute battalion (dismounted) plus one company-sized unit or any four company-sized units assigned to a parachute brigade.



**18.13** Each Arab helicopter counter may carry one commando or parachute battalion plus any one company-sized unit, or any four company-sized units assigned to a paratroop brigade.



**18.21** Helicopters, like aircraft, are kept off the map until used. They may enter the map carrying units which have been held off the map (such as units just entering play for the first time, either through mobilization or replacement) or may enter empty.

**18.22** Israeli helicopters can begin a helicopter transport mission from a Front Mobilization Box, from the map edge, or from a controlled airbase printed on the map. A helicopter transport may enter empty or may pick up units which were in the same airbase hex or Front Mobilization Box. The Israeli player may fly his helicopters directly from one Mobilization Box to another to transfer units more quickly. Helicopters may not move directly from one map to another, and only Israeli helicopters may move between fronts.

**18.23** At the end of the Movement Segment, the helicopter is returned to the Flown box of the Air Tasking Display.

**18.24** Units which are landed on the map by helicopter transport may not move further during the same Movement Segment but may fire during the subsequent combat phases. Likewise, Israeli units transferred from one Front Mobilization Box to another may not move out of their destination box on the same turn that they are transported.

**18.31** All helicopters have a range of 40 movement points. This range is a mission range (not a radius) and helicopters must return to a valid base (either on the map or off the originating map edge).

**18.32** It costs a helicopter two movement points to enter each hex on the Suez map, and one movement point to enter each hex on the Golan map. It costs four movement points to pick up troops from the map and four movement points to land troops on the map, on both maps.

**18.4** Helicopters may land units in the zone of control of enemy units, or directly on top of them (Rule 18.9).

**18.5** Helicopters may not land on full lake or sea hexes, nor may they land directly on Town hexes (unless an airbase is also present).

**18.6** Helicopters are not subject to antiaircraft fire from surface to air missiles (those air defense units with an "S" attack value) but are subject to fire from air defense guns (those air defense units with an "A" attack value) which the helicopter passes over or is in the same hex in which the helicopter ends its movement. If a helicopter is destroyed by anti-aircraft fire, its cargo (if any) is also destroyed.

**18.7** Helicopters may be intercepted in some circumstances. After each helicopter has finished movement, roll a d10. On a roll of 0 through 2, the helicopter is detected and may be intercepted, provided the enemy player has unused air superiority aircraft on that front. Helicopters are intercepted in the same manner as normal ground attack aircraft, and the helicopter is treated as a bomber. If a helicopter is destroyed by an interceptor, its cargo (if any) is also destroyed.





**19.2** There are two forms of air transport: transfer and airdrop. Transfer is available only to the Israeli player and allow the transfer of units between front boxes.

**19.3** An airdrop mission is flown similarly to a ground attack mission, in that all aircraft allocated to airdrops which have not been destroyed or aborted by bounce missions or anti-aircraft fires may conduct the airdrop.

**19.4** Each airdropped unit must roll on the Airdrop Table to see if it scatters, is neutralized, or perhaps even eliminated.

**19.5** Airdropped units may perform Vertical Envelopment as per Rule 18.9.

## 20.0 THE JORDAN RIVER

**20.1** Arab ZOCs do not extend across the Jordan River except at bridges. Israeli ZOCs extend across all Jordan River hexsides, bridged or unbridged.

**20.2** Arab Direct Fire attacks may not be made across a Jordan River hexside except at a bridge. Israeli Direct Fire attacks may be made across any Jordan River hexside.

**20.3** Arab artillery may not fire at any Israeli unit on the west bank unless spotted by an Arab unit on the west bank. Israeli units may spot Arab units on the west bank of the Jordan River from either the east or west banks.

## 21.0 AMPHIBIOUS UNITS

**21.1** All Arab Commando battalions, the battalions (and demi-brigades) of the Egyptian 130<sup>th</sup> Marine Brigade, and the Israeli 88/274x Recon Battalion (including the breakdown companies) are amphibious. The Israelis also have a single Gilowa amphibious ferry unit (0-1-4) that can be used to ferry other units across the canal. See Rule 12.4 for Egyptian Commando amphibious movement on Turn 1.

### 19.3 Airdrop Examples:

The Egyptian 2/170x Para bn is being airdropped on hex 1618 by the EAF Il-14 air unit. It is the only type of unit that may be airdropped by the Egyptian player.

The Israeli 202/35x mech para bn and 35x Recon coy are being airdropped on hex 1518 by the IAF DC-3 air unit, while the 352/35x mortar bn, and 35x AT coy are being airdropped on hex 1718 by the IAF Noratlas air unit.



**21.2** In addition, one Israeli parachute battalion may be moved as an amphibious unit each turn, but only while Dismounted (Rule 17.8). Such movement expends all of the unit's MPs in order to cross a River or Lake hexside (including the cost of the terrain on the opposite bank).

**21.3** The Israeli Gilowa (634<sup>th</sup> Mot Amph Ferry Bn) may pay 2MPs to ferry any one battalion (or equivalent) across the Suez Canal or lake hexside in a player turn.



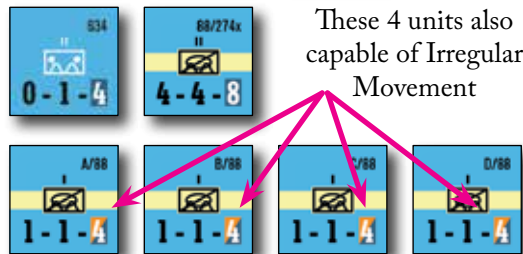
**21.4** Amphibious units may cross unbridged water barriers. Amphibious units pay 2MPs to cross a river hexside, pay 2MPs to enter Suez Canal hexes or cross Lake hexsides, and treat Salt Marsh hexes as clear terrain. No unit may ever enter an All-Lake or All-Sea hex during amphibious movement.

*Note: Hexes 2614, 2714, and 2813 on the Suez Map contain Lake hexsides and are adjacent to 2514, 2515, 2613, 2713, and 2812 for purposes of amphibious movement.*

All are capable of Amphibious Movement



These 4 units also capable of Irregular Movement





## 22.0 COMBAT

**22.1** Ground combat is voluntary and occurs between non-neutralized, non-artillery units during the Joint Direct Fire Segment. This segment is divided into two impulses: the First Fire Impulse and the Simultaneous Fire impulse. All non-artillery ground units (of both players) which have any First Fire advantage (per the TEC and Rule 22.51) are accorded a First Fire option and may fire with the potential of eliminating enemy forces before they themselves can fire back. All other units then fire in Simultaneous Fire Impulse.

**Important:** In the Joint Direct Fire Segment, all un-neutralized units of both players may fire at enemy units adjacent to them. Some units are allowed a First Fire option, which will allow them to fire before the Simultaneous Fire Impulse; successful first fire may reduce or eliminate enemy threats before they can return fire. In some cases, a unit will decline to exercise a first fire option to be allowed to fire in combination with other units during the Simultaneous Fire Impulse of the Segment. Units which are destroyed or neutralized in the First Fire Impulse may not fire in the Simultaneous Fire Impulse. All units which did not make first fires may fire in the Simultaneous Fire Impulse. Even if such units receive negative combat results, they may still make their own attacks because losses are not applied until the end of the Simultaneous Fire Impulse.

### 22.2 Direct Fire General Procedure

**22.21** A unit may fire at any unit in its ZOC during the Joint Direct Fire Segment. Each unit may fire at any enemy unit adjacent to it but may only fire once per Segment. In addition, each unit may itself be fired on only once per Segment. Thus, a unit may fire in either the First Fire Impulse or the Simultaneous Fire Impulse, but not both; a unit which is attacked in the First Fire Impulse may not then be attacked in the Simultaneous Fire Impulse.

**22.22** Units need not attack all enemy units adjacent to them; they may fire at as many or as few as is desired. A unit need never fire during the Joint Direct Fire Segment, and not all enemy units adjacent to friendly units must be attacked.

**22.23** More than one attacking unit may combine to attack a single enemy unit or stack of units, provided all attackers are adjacent to all defenders.

**22.24** Attacking units in a stack need not attack together but may each separately fire at different targets. Attacks may be made against individual units within a stack.

**Exception:** Artillery screening, Rule 13.3.

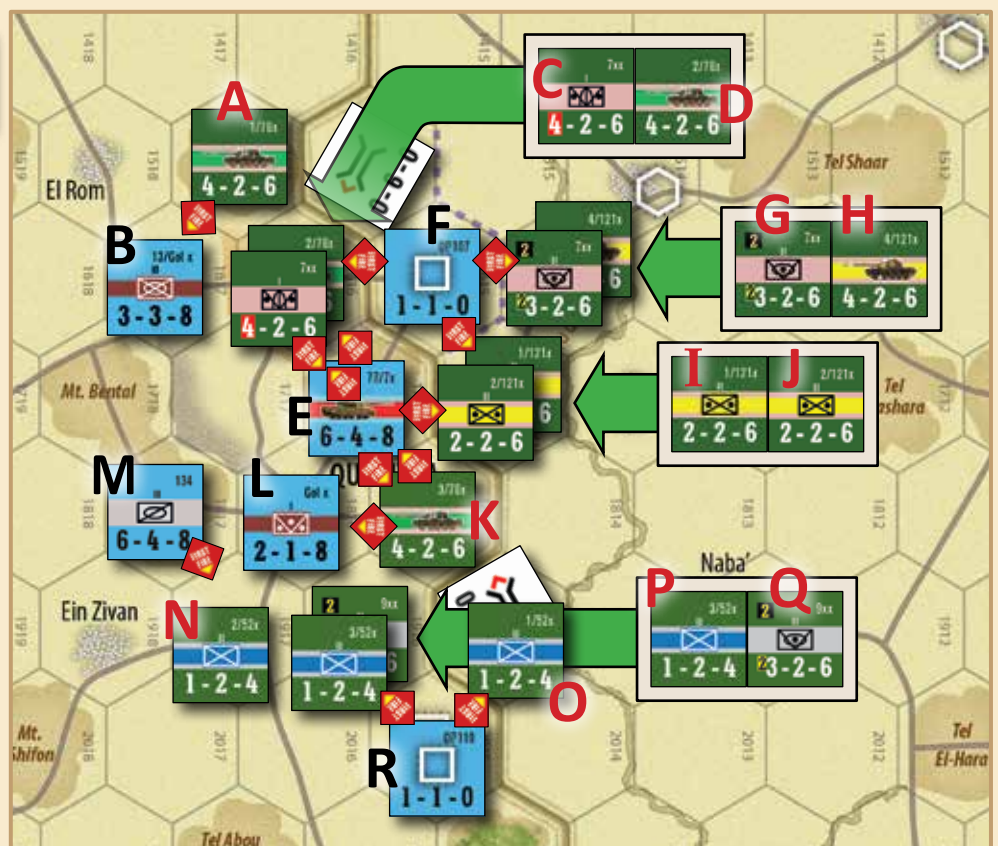
**22.3** Field artillery units may never fire in the Joint Direct Fire Segment. They may, of course, be subjected to enemy fire.

#### 22.51 First Fire Examples:

The situation on the Golan at the beginning of a Joint Direct Fire Sequence, First Fire Impulse is shown. All First Fire (FF) options have been marked with small depictions of the First Fire marker. Note that not all FF options need be marked with an actual counter for each different option for every unit or stack; one marker is enough to flag the unit/stack that a FF option exists. This example uses one marker for each option to help illustrate the rule.

Unit A has FF against Unit B because of the High Ground in hex 1517. Unit C has FF against Unit E because it is a Sagger adjacent to a tank unit. Unit E has FF against Units C, D, I, J and K because of the High Ground in hex 1716 (and for Unit I and J, because of the Anti-Tank Ditch hexside between hexes 1715 and 1716). Units C and E have mutual FF options, so any fire involving just those units would be simultaneous.

Unit F has FF options against Units C, D, G, H, I and J because it is an undestroyed fort. Unit K has FF against Units E and L because of the Town in hex 1815. Units K and E have mutual FF options, so any fire involving just those units would also be simultaneous. Unit M has FF against Unit N because of the High Ground in hex 1817. Unit R has FF options against Units O, P and Q because it is an undestroyed fort.



**Exception:** Arab DP units (Rule 13.16) may fire in the Joint Direct Fire Segment if they were not fired in the immediately preceding Indirect Fire Segment.

**22.4** When firing, all attacking units sum their attack factors and form a combat odds ratio against the sum of the defender's defense factors. This ratio is then reduced to one of the basic odds ratios shown on the Combat results Table. Thus, an attack by a unit with an attack factor of 4 against a unit with a defense factor of 2 is odds of 4:2, which reduces to 2:1. When rounding is necessary, round in favor of the defender. One die is rolled, and the result noted from the Combat Result Table.

**Example:** An attack of 5 attacking factors to 2 defending factors would be a 2:1 ratio. An attack of 13 attacking factors to 3 defending factors would be a 4:1 ratio. An attack of 3 attack factors to 8 defending factors would be a 1:3 ratio.

**22.5 Joint Direct Fire Sequence:**

**22.51. The First Fire Impulse.** Any unit which has a First Fire option on an enemy unit may choose to exercise that option. First Fire is available in the following situations:

1. Israeli units in the Bar-Lev Line (any undestroyed fort hex on the Suez map) or in any undestroyed Golan map fort hex (Israeli outpost or Syrian fortification) have the option of first fire.
2. Any unit which enjoys a height advantage over an adjacent enemy unit has a First Fire option against that unit. Units in Mountain or High Ground/Leja hexes have a height advantage against units not in Mountain or High Ground/Leja hexes (respectively). Units on the high side of an escarpment hexside have a height advantage over units on the low side of an escarpment hexside.
3. Any unit in a town has a First Fire option against any adjacent unit not in a town. Villages do not provide any first fire option.
4. Israeli units on the west side of the brown Anti-tank Ditch on the Golan map firing across the ditch at adjacent Arab units have a First Fire option.

**22.52** Units may have First Fire over enemy units that have First Fire over those (or other) friendly units. The rule of thumb is that all units with a First Fire over other units have the option to fire (or withhold fire, in order to combine with non-FF units) in this Impulse.

**22.53** In a case where two units both have First Fire options on each other and choose to exercise them, the First Fires are resolved simultaneously in the First Fire Impulse.

**22.54. Simultaneous Fire Impulse.** After all First Fire options have been exercised or declined, the results resolved, and any losses taken, any remaining units that are adjacent to enemy units may fire provided they did not fire with a first fire option. No losses from Simultaneous Fire are removed until all Simultaneous Fires are resolved.

**22.6 Headquarters and Combat**

**22.61** Headquarters may not be destroyed.

**22.62** Headquarters may not be attacked by artillery or air units. While they may be attacked by direct fire, all elimination results are converted automatically to neutralizations. Additional neutralization results on a neutralized headquarters have no further effect.

**22.63** Neutralized headquarters may not be used to perform their normal function of placing other units in command control. Such units have no ZOC and may be moved through by enemy units if alone in a hex. Enemy units may end their movement in the same hex as a neutralized headquarters without adverse effect on either.

**22.64** Neutralized headquarters may move their printed movement factor, ignoring enemy ZOCs, without the expenditure of Operations Points if Arab (see Rule 8). Such movement may only be made to exit hexes occupied by enemy units as per Rule 22.63, and any such movement must be toward the nearest friendly map edge.

**22.65** Headquarters in a hex with an enemy unit during a friendly Regroup/Refit Phase may not be used when placing regrouped units in that phase.

**22.7 Arab Anti-Tank Missiles**

**22.71** The Arab armed forces acquired large numbers of Sagger anti-tank missiles which caused the Israeli armor a great deal of trouble.

**22.72** Egyptian and Syrian Sagger battalions (any unit with a red attack strength) may attack Israeli tank units with a -1 die roll modifier, and receive a First Fire advantage against such units.



**23.0 REFITTING UNITS**

**23.1** When certain ground or air units are destroyed by combat, the counter is placed in the Units To Be Refitted Box on the owning player's edge of the appropriate map. During the Joint Regroup/Refit Segment, some of these units may be brought back into play.

**23.21 Ground Units:** Tank units and other ground units are each refitted using separate ratios. A specified number of counters are scrapped (removed from the Units to be Refit Box to the Units Scrapped Box) to allow one counter to be returned to play. These ratios are printed within each Units to be Refit Box. See example on following page.



**Exception:** *Artillery units, once destroyed, may not be refitted and are immediately placed in the Units Scrapped Box. Arab Ally units may not be refitted, nor may they be used to refit Egyptian or Syrian units. Place these units in the appropriate Units Scrapped Box.*

**23.22** In all cases, the scrapped counters must be equal to or greater in strength (both attack and defense) than the unit returned to play and must be of the same general unit type (e.g., tank, infantry, anti-tank, recce, etc.).

**23.3 Air Units:** When refitting air units, the same general procedure applies, with the exception that only aircraft of the same model type (such as MiG-21 or F-4) may be scrapped to return a counter to play. The Israeli player must scrap one aircraft in order to refit one. The Arab player must scrap two aircraft to refit one. For refitting purposes, Israeli Super Mystere and Mystere IV aircraft are the same type, and Mirage III and Barak aircraft are the same type.

**23.4** Refitted units appear during the Joint Refit/Regroup Phase. Refitted Arab ground units are placed within command range of the appropriate Army Headquarters unit. Refitted Israeli ground units may appear in either Northern, Central or Southern Front Mobilized Box, as desired, or within command range of an on-map Israeli headquarters unit. Air units are placed in the owning player's Flown Box (either front for the Israelis). The phasing player places refitted units first.

## 24.0 MILITARY AID

**24.1** The Turn Record Chart indicates the arrival of military aid to both sides. This aid represents the infusion of new equipment by the United States and the Soviet Union to allow re-equipping of eliminated units.

**24.2** During the appropriate Joint Regroup/Refit Segment of the turn noted (or thereafter, if not used immediately) the owning player may return to play one matching unit from either the Units Scrapped Box or the Units to be Refit Box.

**23.21 Example:** *it is the Joint Regroup/Refit Phase, and the Syrian player wishes to refit a tank battalion from the Units to be Refitted box. The 2/91x 5-3-6, the 88 4-3-6, the 4/58x 4-2-6, and the 4/132x 4-2-6 are all in the box. Three tank units must be scrapped for every tank unit refitted, so with these four units to select from, one of the two 4-2-6 units may be refitted, per Rule 23.22. If the 4/68x 3-2-6 were in the box instead of one of the 4-2-6, only the 3-2-6 could be refitted. The Syrian player may wait until there are more 5-3-6 tank units in the to be Refitted box instead of scrapping the 2/91x now, or could go ahead and get a 4-2-6 back into action now. Scrapped units are placed in the Units Scrapped box and are permanently eliminated, (though they may return via Military Aid).*



**24.3** Units received from US or Soviet Military Aid are placed as other units that have been refit.

## 25.0 MORALE/EXHAUSTION

**25.11** Extremely heavy losses may cause the failure of an army's morale. Whenever any unit is eliminated (whether it is sent to the Units To Be Refitted box or directly to the Units Scrapped box), add its defense strength to the appropriate player's Morale Track.

1 set each for Egypt & Syria, 2 sets for Israel



**25.12** Eliminated air units add the combined air-to-air and air-to-ground values of the unit to the Morale Track. Transport aircraft and helicopters add one to the Morale Track if eliminated.

**25.13** Israeli losses are tracked on the Israeli Morale Track of the map in play (either track if both maps are being used), Syrian losses are tracked on the Syrian Morale Track, and Egyptian losses are tracked on the Egyptian Morale Track.

**25.14 Arab Ally (Rule 26.0)** losses are tracked on either the Syrian or Egyptian Morale Tracks, depending on which map they were eliminated.

**Exception:** *Jordanian losses are never added to the Syrian Morale Track.*

**25.2 Morale Loss Thresholds:**

**Syrian Morale** is broken when the Syrian Morale Track reaches 160.

**Egyptian Morale** is broken when the Egyptian Morale Track reaches 225.

**Israeli Morale** is broken when the Israeli Morale Track reaches 255, (128 if playing the One Front Game).

**25.3** The instant that losses reach the specified level, the nation's morale breaks. It may not be restored in any case, even through military aid, refits, etc. Players flip the x100 marker on the track to the Broken side. No further losses need be tracked once a nation's morale breaks.

**25.4** Once morale is broken, all units in that army receive a plus one (+1) die roll modification on all direct fire, air-to-air, and air-to-ground attacks.

**Exception:** *Syrians in Syrian fortification hexes remain unaffected for direct fire.*

**25.5** Arab Ally units suffer the effects of morale if the morale of the Arab nation on whose front they are fighting has been broken.

**Exception:** *Jordanian units are never subject to morale.*

**26.0 ARAB ALLIES**

**26.11** Units from Morocco, Jordan, Iraq, Algeria, Libya, Tunisia, Kuwait, Saudi Arabia, the Palestine Liberation Army (PLA) and Iraq joined the forces of Egypt and Syria in the war.

**26.12** Moroccan units may cross the Suez Canal and the Golan Anti-tank Ditch (and Purple Line). Other Arab Ally units may not cross the Golan Anti-tank Ditch (and Purple Line) or the Suez Canal (although Algerian, Libyan, and Iraqi air units may be freely tasked and assigned missions by the Arab player).

**26.13** PLA units set up as indicated on the Golan map setup charts, and Jordanian, Iraqi, Kuwaiti and Saudi Arabian units appear when indicated on the Turn Record tracks and may enter the Golan map on any hexes on the south edge, east of but not in Jordan, or on any hexes of the east edge.

**26.14** Tunisian, Kuwaiti, and PLA units are set up as indicated on the Suez map setup charts, and Libyan and Algerian units appear when indicated on the Turn Record track and may enter the Suez map on any hexes on the west edge.



**27.0 ISRAELI WEST BANK / SOUTH SINAI GARRISON**

**27.1** The Israelis had a secret agreement with King Hussein of Jordan regarding the maintenance of Jordanian neutrality in the war but waited for some time to make sure it would be kept. Israeli maintained several units in the West Bank until such time as it was deemed "safe" to release them to the fighting elsewhere. To reflect this, Israeli units stationed in the West Bank as part of this garrison begin the game in one of the three Central Command holding boxes, as per setup instructions.

**27.2** Israeli units are released from garrison in accordance with the following reinforcement schedule:

Date	Unit	Garrison
10/9	72/63x 3-3-8 Mech Para Bn	Central
10/15	484/63x 2-2-4i Recce Half-Bns (x2)	Central
10/20	99x Inf Bde (all units); CC 2-1-6/[4] Arty Bn	Southern
10/21	9100x Inf Bde (all units); CC 2-1-8/[4] SP Arty Bn	Central
10/22	48/63x 3-3-8 Mech Para Bn	Central
10/23	16x Inf Bde (all units, except 692/16x and 693/16x 2-3-4 Inf Bns); CC 3-1-6/[9] Arty Bn	Central
10/24	5x Inf Bde (all units); CC 2-1-6/[5] Arty Bn	Northern

**27.3** All units released from the West Bank garrison are placed as reinforcements on the east edge of the Suez map on the date indicated above.

**Optional:** *Units released from the West Bank garrison may be placed as reinforcements on either the Suez or Golan map.*

**27.4** Units in the Sharm el-Sheikh holding box on the Suez map constitute the South Sinai garrison, maintained to prevent the Egyptians from closing the Gulf of Aqaba by occupying the southern end. These units may be released to the Suez



map in one of two ways: 1) by direct replacement; and 2) by random die roll.

**27.51** Any unit in the Sharm el-Sheikh holding box can be replaced by any other unit of the same size or larger simply by placing the replacement in the holding box (if a reinforcement or mobilized unit) and entering the replaced unit in its place, or by moving a unit off the east edge of the Suez map and placing it in the holding box then entering the replaced unit as a reinforcement the next game turn.

**27.52** One unit of any size or type can be released each turn from the holding box without replacement starting with the Oct 10 game turn on a die roll of 13 or higher. Add +1 to the die roll for each of the Egyptian commando brigades that has been committed to the front (any unit of the brigade entered any hex on the east bank of the Suez Canal at any time), and +2 if any Egyptian helicopter or transport aircraft has been destroyed. This represents a reduced threat to the straits by Egyptian commando actions.

**27.53** Units released from the Sharm el-Sheikh holding box may enter the Suez map between hexes 3601 and 3612, or may be placed as normal reinforcements on the east edge of the Suez map.

## 28.0 SYRIAN EXPLOITATION (OPTIONAL)

**28.1** Historically, the Syrian army achieved a very rapid (if only partial) breakthrough on the Golan Heights. To simulate this, during October 6 (the first turn of the game), the Syrian player may move all Syrian ground units not in an Israeli ZOC in the Reserve Movement Segment of the Arab player turn (Rule 18.9), regardless of whether they have moved normally in the Movement Segment. Note that Reserve markers are not required for this movement.

**28.2** Arab Allies may not exploit in this manner.

**28.3** This rule is recommended for all new players or to help balance the game for an inexperienced Arab/Syrian player.

## 29.0 VARIABLE ARAB OPERATIONAL POINTS (OPTIONAL)

**29.1** The current Operational Points schedule is designed to reflect as accurately as possible historical Arab operational capabilities. The difficulty with this system is that it allows the Israelis to accurately predict the pace of operations the Arabs

are capable of some time in advance, a capability that they did not, in fact, have in 1973. If players wish to inject a bit more variability and uncertainty in the game, incorporate the following rules changes:

**29.2** Both Arab nations receive Operational Points as scheduled through game turn 2 (October 7). Thereafter, each Arab country rolls one die on the Operational Points Table at the beginning of the Operational Planning Segment of the Arab Player Turn. The number of points received is immediately added to that country's accumulated Operational Points totals.

**29.3** At one time during the game, the Egyptians may conduct a Special Operations Effort. This may be done on any turn after October 9 (Game Turn 4). On the turn that a Special Operations Effort is declared, the Egyptian player receives four additional Operational Points to expend that turn.

Operational Points Table.	
Die Roll	Points Received
0-2	2
3-6	1
7-9	0

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## EXTENDED SEQUENCE OF PLAY

### 1) Administration Phase

(Phasing Player Only)

#### a) Clean-Up Segment

- Remove Fired/SP Fired Markers

#### b) Command Control Segment

- Remove Out of Command Markers
- Mark Out of Command Units

#### c) Mobilization/Reinforcement Segment

- Roll for Mobilized Unit Entry (Israel only)
- Advance Mobilized Units (Israel only)
- Place Newly Mobilizing/Reinforcing Units

#### d) Operational Planning Segment (Arab only)

- Move HQ (spending Ops)
- Release Reserves (spending OPs)

#### e) Supply Segment

- Remove Out of Supply Markers
- Mark Out of Supply Units

### 2) Operations Phase

#### a) Irregular Movement Segment (Phasing)

#### b) Indirect Fire Segment (Phasing)

- Place Fired/SP Fired Markers

#### c) Joint Air Segment

- 1) Aircraft Task Allocation
- 2) Ground Attack Placement
- 3) Air-to-Air Combat Resolution
- 4) Surface-to-Air Combat Resolution
- 5) Ground Attack Resolution

#### d) Movement Segment (Phasing)

##### 1) Flip Emplacing Bridging Engineers and Bridge Markers to Emplaced Bridges

##### 2) Regular Movement

(At any time during Regular Movement, and in any desired order)

- Reserve Marker Placement
- Bridging
  - a) Place Bridge Markers on Emplacing Sides (spending 1 OP each)
  - b) Flip Bridging Engineer Units to Emplacing Bridge Units (spending 2 MPs)
- Air Transport
  - a) Air Transport Mission Placement
  - b) Air-to-Air Combat Resolution
  - c) Surface-to-Air Combat Resolution
  - d) Air Transport Resolution (Scatter and/or Vertical Envelopment Combat)
- Helicopter Transport
  - a) Helicopter Movement
  - b) Possible Air-to-Air Combat Resolution
  - c) Surface-to-Air Combat Resolution
  - d) Possible Vertical Envelopment Combat Resolution

#### e) Irregular Movement Segment (Non-Phasing)

#### f) Joint Direct Fire Segment

- 1) First Fire Impulse
- 2) Simultaneous Fire Impulse

#### g) Reserve Movement Segment (Phasing)

#### h) Remove SAM Fired Markers

### 3) Joint Regroup/Refit Phase

#### a) Regroup all Neutralized Units

#### b) Roll for Aircraft Serviceability

#### c) Refit/Scrap Units

#### d) Place Newly Refit Units (Phasing Player First)