

# OCTOBER WAR

## ARAB-ISRAELI WAR 1973

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**Pull-Out Sections.** Pages R15-R18 are intended to be removed from the rules. Open the staples holding the rules together and pull out the sheets, then refold the staples.

### 1.0 INTRODUCTION

**October War** is a wargame of the 1973 Arab-Israeli Yom Kippur War. There are two Theaters of Operation: Sinai and Golan, both portrayed as a point to point system (most of the major actions were fought over key points or lines of communications). There are two players in the game, with one commanding the Israelis, and the other the Arabs. The game emphasizes critical factors of the conflict like organizational flexibility and cohesion by allowing large units to break down into smaller units in lieu of losses. Event markers drawn by both players throughout the game represent critical tactical and strategic factors that affected the course of the campaign.

#### 1.1 Forces

There are two opposing sides in **October War**.

**Israelis:** Controls all Israeli forces.

**Arabs:** Controls all Egyptian, Syrian, and Arab allies.

### 2.0 GAME EQUIPMENT

#### 2.1 Map

The two game maps show the Sinai Front and the Golan Front. The Mediterranean Sea is the north side of the map, and the Red Sea is the south side of the map. A system of "Points" regularizes

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movement and positioning of the playing pieces. A Point is connected to another point if a route (line) exists between the two Points.

**1) Theaters:** The game map is divided into two Theaters, **Sinai** and **Golan**. Israeli units may transfer between the theaters, but Arab units cannot.

**2) Scale:** Ground units represent divisions, brigades and battalions, plus headquarters (HQ) and some special formations. Air units represent one to nine squadrons, depending upon the quality of the air force. Each turn represents one to three days, depending upon the intensity of combat.

**3) The Bar-Lev Line:** The Bar-Lev Line, which will be referenced occasionally throughout the rules, is defined as all Israeli fortifications on the Sinai map adjoining the Suez Canal.

**4) The Purple Line:** Is the dashed purple line on the Golan Front separating Israeli and Syrian Forces at the start of play. There are Israeli fortifications on the western side of this line.

## 2.2 Game Tables & Displays

### Tables

Tables are used to resolve various game actions and provide critical information. The **Combat Results Tables (CRTs)** are used to resolve combat. There are three CRTs: **Ground**, **Air Defense** and **Air Attack**. An explanation of results is listed with each CRT.

The **Events Chart** provides explanations for Events markers.

The **Mobilization Chart** provides the cost to build new units.

The **Terrain Effect Chart** is used to provide information about the effects of terrain on movement and combat.

### Displays

Displays on the map are used to organize various game pieces.

The **Available Display** is used to place units that are eligible for reorganization.

The **Air Displays** are used to organize Air units (there are four Air Displays on the map).

The **Battle Display** is a convenient place to temporarily transfer units engaged in combat.

The **Casualty Point Tracks** registers losses for each side.

The **Events in Play** Display hold Event Markers that are currently in effect.

The **Mobilization Point Track** is used to record how many mobilization points are available.

The **Reserve Area Displays** represent larger off map areas from which reinforcements arrive, or in the case of the Israeli side, unit transfers occur from one theater to another.

The **Available Units for Mobilization and Available Units for Refit Boxes** are used to organize units not in play.

The **Turn Record** indicates the current game turn.

Each player has one Turn Record Track (which can also be used to display the turn on which certain reinforcements will appear).

## 2.3 The Playing Pieces

These are the cardboard pieces. They are referred to as "units" (for military forces), "strikes" (for air and missile forces), and "markers" (for informational pieces). Sample units and their information are typified as follows.

Mechanized Class Units	Non-Mechanized Class Units
Armor/tank	Headquarters
Mechanized/armored infantry	Infantry
Combined arms	Airborne/paratrooper
Self-propelled (SP) gun	Commando/special forces
Armored Recon	Amphibious/marine
Mobile SAM unit	Garrison (S)
Self-propelled multiple rocket launcher	Engineer
	Air Defense
	Mobilization Depot

Strikes	Unit Sizes
Tactical Air (TAC)	<b>XXXX</b> = army or front HQ
Wild Weasels (WW)	<b>XX</b> = division
Surface to Surface Missile (SSM)	<b>X</b> = brigade
Theater Artillery	<b>II</b> = battalion
	<b>[ ]</b> = task force

### Unit Designation

Units are distinguished by a numerical designation or title.

#### Israeli Abbreviations

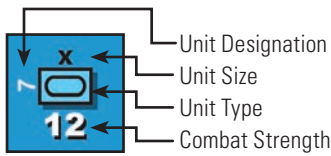
**Gal T:** Galilee  
**Gol T:** Golan Territorial  
**MH:** Mount Hermon  
**SM:** Sayeret Matkal  
**TF:** Task Force

#### Arab Abbreviations

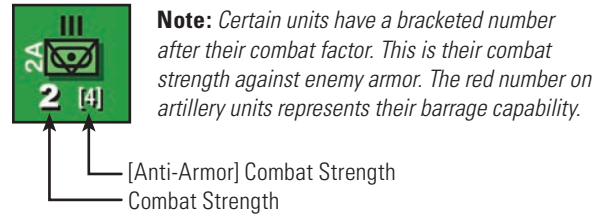
**2A:** 2<sup>nd</sup> Army  
**3A:** 3<sup>rd</sup> Army  
**PG:** Presidential Guard  
**RG:** Republican Guard

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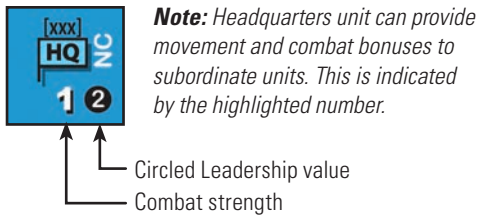
## Armored Combat Unit



## Mechanized Combat Unit



## Headquarters Unit



## Paratrooper Unit



## Airmobile Unit



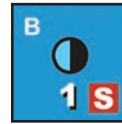
**Note:** Airmobile units can use a special form of air movement.

## Commando Unit



## Static Units

### Mobilization Depot Unit



### SAM Site



### Signal Intelligence Unit



**Note:** Static units cannot move.

Static Unit Designator  
Combat Strength

## Anti-Tank Regiment Unit



## Mobile SAM Unit



## Air Strike Unit



## Barrage



**Note:** The Barrage marker is not a unit per se, but represents the effects of barraging artillery units.

Unit Type  
Combat Strength

Combined Arms		Mobilization Point		Armored			SP MLR	
Infantry		Mobile Air Defense		Mech.			Sig. Int.	
Static		Static Air Defense		Arm. Recon			Engineer	
Airborne		S-to-S Missile		Mech. Marine			Marine	
SP Anti-Tank		AT Missile		Spec. Forces			Terrorist	

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## 2.4 Administrative Markers

Markers, listed as follows, are used to record various game functions.

**Amphibious Assault:** A mnemonic for units which move across water to conduct an attack.

**Battle:** Place this in a Point where a combat is taking place as a reminder of where to return units.

**Breach:** Represents the destruction of fortifications (see online optional rules).

**Bridge:** Represents a bridged crossing point over the Suez Canal.

**Casualty:** Used to indicate the current level of losses from strategic bombing and the destruction of units.

**Control:** Indicates captured Points. The Israeli flag is for Israeli control, and the generic Arab flag is for Arab control. Players can also use these as mnemonics for units which have moved or for other game actions.

**Electronic Warfare (EW):** Used with determining First Fire and Fog of War.

**Turn:** Used to indicate the current turn.

**Mobilization Points:** Indicates the current number of Mobilization Points (MP) available to a player's theater.

## 2.5 Event Markers

These generate random events.

## 2.6 Definitions

Term definitions are explained as follows.

**Combat strength** is the relative strength of a unit when attacking or defending.

**Control:** A player "controls" a Point by 1) either occupying it with a friendly ground unit if there are no enemy units in that Point; or 2) by having had a friendly ground unit move through the Point, and if no enemy unit has entered that Point since. Use the flag markers to indicate control when necessary. As long as a player has a unit occupying an enemy fort, friendly units are not required to immediately stop when moving through such a terrain feature. Units may not retreat to spaces that were enemy controlled at the start of combat.

**Force:** one or more units in a single Point conducting some action together (such as moving or fighting a battle).

**Leader value** is the ability of a HQ to enhance friendly movement and combat abilities.

**Line of Communication** is a line of connected of Points (see 2.1) that is friendly controlled. (see Control above).



**Movement allowance** is the basic number of Points through which a unit may be moved in a single movement phase.

**Occupy:** A player "occupies" a Point by having a ground unit (mobile or static) physically in it.

**Pool:** A Pool is an opaque container (such as a coffee mug) into which certain counters are placed. When the rules call for a player to pick units from the Pool, the player picks them at random from the container.

**Theater:** The two parts of the game map are the Golan Theater and the Sinai Theater. The game segregates involvement between theaters.

**Unit Equivalent (Arab):** A "division equivalent" is one division or three brigades.

**Unit Equivalent (Israeli):** A "brigade equivalent" is one brigade or three battalions.

## 2.7 Inventory

A complete game of **October War** should include the following:

- Two 22 x 34 inch maps
- One rules book
- Game charts included in the rules book
- Two sheets of 176 die cut counters

## 2.8 Dice

Players will also need to provide a six-sided die (plural dice).

## 2.9 Questions

Any questions regarding October War should be sent to Decision Games.

## 3.0 THEATERS OF OPERATIONS

The overall map is divided into two Theaters: **Sinai** and **Golan**. Each player commands the forces of his side (Israeli or Arab) in each Theater.

### 3.1 No Arab Trans-Theater Operations

Arab units and strikes can be used only in the theater in which they are deployed.

**Example:** Egyptian units deployed on the Sinai Theater could not be moved to the Golan front. An Iraqi unit deployed on the Golan Theater could not be moved to the Sinai

### 3.2 Israeli transfer of Forces

The Israeli player may move units from the Sinai Theater to the Golan, and vice versa. This is done by moving the units off the appropriate map edge into the Israeli Reserve Area (where they stop for the Movement Phase). On an ensuing movement phase, move the unit from the Israeli Reserve Area to the other theater. Alternatively, the units could remain in the Reserve Area, or move back to their original Theater. Once a Large Unit has been formed in, or sent to, a specific theater, it must stay there until reassigned by going back through the Reserve Area. If you break that Large Unit down, you can only rebuild it in the same theater that it was broken down in (until it has moved to the other theater via the Reserve Area).

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### 3.3 Front Lines

The initial Front Line for the Sinai Theater runs along the Suez Canal. The initial Front Line for the Golan Theater is the Purple Line. Front lines are used in initial deployment and various victory conditions. They otherwise have no effect on play.

### 4.0 HOW TO WIN

The victory conditions in October War are based on Victory Points (VP), representing the overall impact of military operations on the political situation. Furthermore, players may gain a Sudden Death military victory.

#### 4.1 Sudden Death Military Victory

A player wins immediately if the specific conditions listed below are in effect at the end of a game turn:

**Arab Sudden Death Victory.** Accomplish either of the following: 1) on the Sinai map, Arabs control all Bar-Lev Line Points, the Mitla and Gidi passes, and have at least one unit occupying an Arab Objective Point; OR 2) on the Golan map, Arabs control all Golan Heights fort Points, and have at least one unit occupying an objective Point; AND 3) there are no Israeli units occupying any Arab town, city or fort Points; or 4) the Israeli casualty marker exceeds 70.

**Israeli Sudden Death Victory.** Accomplish each of the following: 1) Israeli units occupy two Arab cities west of the Suez Canal

and all forts northeast of the Purple Line; AND 2) there are no Arab units in any Bar-Lev Forts or west of the Purple Line; or 3) the Egyptian or Syrian casualty marker exceeds 60.

#### 4.2 Winning by Victory Points (VP)

If a Sudden Death victory hasn't occurred, then at the end of the last turn of the game, check Victory Points (VP) for each side. Note that the last turn could have been the result of a ceasefire.

The VP Total is the total of the points listed on the Victory Points Charts (note that Africa is considered to be any point west of the Suez Canal. If a point contains a town, city, or objective, do not add the point for just being Africa).

#### 4.3 Victory Levels

The player with the higher VP total is the winner. Subtract the VP amount of the player with the lower number of Victory Points from the total of the winning player. The level of final victory is determined by this difference:

0 - 24	Draw
25 - 50	Minor Victory
51 or more	Major Victory



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## 4.4 End of Game

The game can end in one of three ways.

- 1) At the end of Turn Nine, or
- 2) If a Sudden Death victory occurs.
- 3) If an optional Ceasefire event goes into effect (see the Events Chart).  
The game ends at the conclusion of the turn the Ceasefire occurs, so players have the rest of the turn to maneuver for position.

## 5.0 SETTING UP THE GAME

After players decide which side they are playing, the event pools should be setup and the counters punched out. Each player then sets up his units and markers on the game map according to the setup rules below. The Israeli player sets up first, followed by the Arab player. Each player places his Turn Marker on the 1 space of his Turn Record Track.

### 5.1 Israeli Set Up

- 1) **Sinai map:** Any Bar-Lev Line Points, no more than one per Point: 4 x garrison units. Anywhere east of the Suez Canal and not in fortifications: HQ SC, HQ 252, 9 x armor battalions, 1 x mobilization depot, 1 x "A" Air Defense battalion. (No more than two units may start in any one Point).
- 2) **Golan map:** Anywhere west of the Purple Line.  
**Mt. Hermon:** 1 x signal intelligence unit.
- Anywhere west of the start line:** HQ NC, HQ 36, 6 x armor battalions, 3 x elite mechanized battalions, 3 x paratrooper battalions, 2 x mobilization depots, 1 x "B" Air Defense battalion. (No more than two units may start in any one Point). Four Israeli Purple Line forts must be occupied, but no more than that—and no more than one unit per fort.
- 3) **Israeli Reserve Area:** HQs 143, 146, 162, 240; 6 x armor brigades, 2 x paratrooper brigades. Deploy these as brigades, not broken down.
- 4) **Israeli Air Ready box:** 20 x TAC airstrikes. However, see 6.3.
- 5) **Artillery Barrage box:** None.
- 6) **EW markers:** None (all Israeli EW markers enter play by events or special rules).
- 7) **Israeli Units Available for Mobilization box:** All remaining units except for the Golani Mech Brigade, the 7<sup>th</sup> and 188<sup>th</sup> Armor brigades, and the 31<sup>st</sup> Parachute brigade. These are the units already deployed broken down on the Golan Map and should be noted as being in that Theater. For the Sinai Map, the 14<sup>th</sup>, 401<sup>st</sup> and 460<sup>th</sup> armor brigades are considered to be in the Sinai Theater.
- 8) **Casualty Point Track:** 0.
- 9) **Reorganization Restriction:** The Israeli player may not reorganize units during the initial deployment

### 5.2 Arab Sinai Set Up

All units are listed below are Egyptian unless otherwise noted, as follows:

- 1) **Anywhere west of the Suez Canal:** HQ 2, HQ 3, 2 x armored divisions, 2 x mechanized divisions, 5 x infantry division, 2 x armored brigades, 1 x amphibious brigade, 1 x paratrooper brigade, 4 x commando brigades (these are airmobile capable), 2 x anti-tank regiments, 4 x engineer, 2 x MLRS brigades, 4 x mobile SAM, 8 x static SAM.
- 2) **Port Said, Ismailia, Suez City:** 1 x infantry brigade each. These brigades are not counted against stacking in their respective cities and may never move east of the Suez Canal.
- 3) **Egyptian Reserve Area:** 1 x mechanized division, 1 x "6"-strength armored brigade, 1 x paratrooper brigade, 1 x commando group, 1 x Libyan armored brigade.
- 4) **Egyptian Air Ready box:** 5 x TAC, 2 x SSM, 1 x Algerian TAC, 1 x Libyan TAC.
- 5) **Artillery Barrage:** 2 x Barrage markers.
- 6) **EW Markers:** Three.
- 7) **Egyptian Units Available for Mobilization Box:** All remaining units (except Kuwait, PLA, Jordan, S. Arabia, and Iraq units, see 5.3 "(6)" below).
- 8) **Egyptian Casualty Point Track:** 0.
- 9) **Reorganization:** The Arab player may reorganize all Egyptian units during the initial deployment. This includes setting up breakdown units in different hexes.

### 5.3 Arab Golan Set Up

All units listed below are Syrian unless otherwise noted, as follows.

- 1) **Anywhere east of the Purple Line:** HQ 7, 2 x armored divisions, 3 x mechanized divisions, 1 x "5"-strength armored brigade, 2 x armored brigades, 1 x engineer, 1 x MLR brigade, 2 x mobile SAM, 2 x static SAM, 1 x Moroccan mechanized brigade. 1 x commando brigade in Sasa point.
- 2) **Reserve Area:** HQ GHQ, 2 x "4"-strength armored brigades, 1 x mechanized brigade, 1 x PLA brigade.
- 3) **Syrian Air Ready Box:** 3 x TAC, 1 x SSM.
- 4) **Artillery Barrage Box:** 1 x Barrage marker.
- 5) **EW markers:** Two
- 6) **Syrian Units Available for Mobilization Box:** All remaining units (except Algeria, Tunis, or Sudan; see 5.2 (7) above).

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**7) Casualty Point Track:** 0.

**8)** The Arab player may reorganize all Syrian units during the initial deployment in the same manner as the Egyptian setup.

## 5.4 Start the Game

Begin the game using the Sequence of Play (see 6.0). On Turn 1, both the Arab and Israeli skip their respective Event, Reorganization, Mobilization, and Refit phases. They start with their 1st Echelon Movement Phase. The Mutual Air Operations Phase is played (see 6.3).

## 6.0 SEQUENCE OF PLAY

October War is played in sequential Game Turns. All game actions must be taken within the sequence outlined below.

### 6.1 The Game Turn

Each Game Turn is divided into Player Turns. Each Player Turn is divided into a series of segments called "phases". The player whose turn is currently in progress is termed the "Phasing Player"; the other player is the "Non-Phasing Player." Phases marked with an asterisk below are skipped on turn one.

### 6.2 Sequence of Play

#### 1) Mutual Air Operations Phase

##### a) Air Commitment Phase (18.3)

Each player simultaneously and secretly commits TAC air and SSM Strikes to missions; They then reveal which missions are being conducted.

##### b) Air Superiority Phase (19.1)

Air Superiority combat is resolved.

##### c) Strategic Attack Phase (19.5)

Each player simultaneously executes any Strategic Attacks.

#### 2) Arab Player Turn

##### a) Arab Event Phase (8.0)

The Arab player picks one Event marker.

##### b) Arab Reorganization Phase (9.0)

The Arab player may reorganize his units.

##### c) Arab Mobilization Phase (10.0)

The Arab Player creates new units by expending Mobilization Points.

##### d) Arab Refit Phase (11.0)

The Arab player conducts any refits (per the Refit costs)

##### e) Arab 1<sup>st</sup> Echelon Movement Phase (14.0)

The Arab player moves any or all units committed to 1st Echelon.

Any units that the Arab player wishes to move using 2<sup>nd</sup> Echelon Movement in the upcoming 2<sup>nd</sup> Echelon Movement Phase should be designated in some way (twisting them 45 degrees,

or perhaps placing a spare control marker atop those units). Units that will not move in that phase need no designation.

##### f) Arab 1<sup>st</sup> Echelon Combat Phase (15.0)

The Arab player places air units conducting 1<sup>st</sup> Echelon Air Ground Attacks on the map.

The Israeli player conducts Air Defense combat against Arab air units conducting Ground Attacks.

The Arab player conducts 1<sup>st</sup> Echelon Air attacks.

The Arab player conducts 1<sup>st</sup> Echelon Artillery Barrage attacks.

The Arab player then conducts 1<sup>st</sup> Echelon

Ground Attacks with ground units.

##### g) Arab 2<sup>nd</sup> Echelon Movement Phase (14.0)

The Arab Player may move units qualified for 2<sup>nd</sup> Echelon movement (including those from the Reserve Box).

##### h) Arab 2<sup>nd</sup> Echelon Combat Phase (15.0)

This phase is conducted exactly like the 1<sup>st</sup> Arab Echelon Combat phase, except that no friendly unit that participated in that phase may do so now.

### 3) Israeli Player Turn

##### a) Israeli Event Phase (8.0)

The Israeli player picks one Event marker.

##### b) Israeli Reorganization Phase (9.0)

The Israeli player may reorganize his units.

##### c) Israeli Mobilization Phase (10.0)

The Israeli player creates new units by expending Mobilization Points.

##### d) Israeli Refit Phase 11.0)

The Israeli player conducts any refits (per the Refit costs)

##### e) Israeli 1<sup>st</sup> Echelon Movement Phase (13.0)

The Israeli player moves any or all units (including those from the Reserve Box).

Any Israeli units that the Israeli player wishes to move using 2<sup>nd</sup> Echelon Movement in the upcoming 2<sup>nd</sup> Echelon Movement Phase should be designated in the same way that was used for Arab units conducting such a move.

##### f) Israeli 1<sup>st</sup> Echelon Combat Phase (15.0)

Israeli air units conducting 2<sup>nd</sup> Echelon Air Ground Attacks are placed on the map.

The Arab player conducts Air Defense combat against Arab air units conducting Ground Attacks.

The Israeli player conducts 1<sup>st</sup> Echelon Air attacks.

The Israeli player conducts 1<sup>st</sup> Echelon Artillery Barrage attacks.

The Israeli player then conducts 1<sup>st</sup> Echelon

Ground Attacks with ground units.

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## **g) Israeli 2<sup>nd</sup> Echelon Movement Phase (14.0)**

The Israeli player moves any or all of his units qualified for 2<sup>nd</sup> Echelon movement.

## **h) Israeli 2<sup>nd</sup> Echelon Combat Phase (15.0)**

This phase is conducted exactly like the 1<sup>st</sup> Israeli Echelon Combat phase, except that no friendly unit that participated in that phase may do so now, except for Israeli TAC units performing Ground Attack.

## **4) Administrative Phase**

### **a) Air Return Segment**

Each player places all used air units remaining in Mission boxes to their side's Ready box.

### **b) Turn Advance Segment**

Move ahead the Game Turn Marker one space on both Turn Record Tracks. If it's the last turn of the scenario, the game ends and the players check for victory.

## **6.3 Yom Kippur Surprise**

**1)** On Turn 1, all Syrian attackers south of the line of Gonen-Wasit-Kuneitra-109/110-Um Butne-El Hara- and the unnamed point south of El Hara get first fire regardless of who controls Mt. Herman. This advantage is in effect for both combat phases.

**2)** On Turn 1, the Israelis may use a maximum of ten TAC airstrikes for missions. The other ten TAC must stay in the Ready box. Starting with turn two, the Israelis can use all available airstrikes.

**3)** On Turn 1, the Israelis player may not specifically target Arab AD units, and cannot require those units to be lost if other units are in the same point.

**4)** The following phases are skipped on Game Turn One: 2a, 2b, 2c, 2d, 3a, 3b, 3c, 3d, 3e & 3f. They are reinstated on Game Turn Two and thereafter.

## **7.0 CASUALTY POINTS**

Casualty Points (CP) represent the losses each side takes in the course of the war.

### **7.1 Keeping Track of CP**

CP are recorded on the Casualty Point Track using the CP markers.

### **7.2 Israeli CP**

There is one combined Israeli VP index for both theaters. Israeli CP index goes from 0 to 50. If the Israeli CP index goes higher than 70, the game immediately ends in an Arab Decisive victory. Note that once the casualties exceed the marker space, record casualties that exceed 50 on the CP track.





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## 7.3 Arab CP

The Sinai and Golan Theaters each have a separate CP Index. Each can go from 0 to 50. If either Arab CP index goes higher than 60, the game immediately ends in an Israeli Decisive victory, unless the Israeli CP index exceeds 60 also. Do not total the Arab CPs on both fronts, each is independent of the other.

**Note:** *Eliminated Egyptian, Syrian and Arab Ally units count for casualty points on the theater in which they are deployed*

## 7.4 Generating CP

Casualty CP is increased as follows:

**1) Eliminated Units:** One casualty point is recorded for each ground unit or TAC eliminated in combat. If a large unit (Arab division or Israeli brigade) is eliminated, then it counts as three points. See 9.7 for how to handle the elimination of large units. Arab allied units count as CP for the Arab player. TAC missions that go in the refit box are not counted as casualty points unless they are eliminated during the refit process.

**2) Strategic Air Attacks:** Each TAC eliminated causes casualty points equal to that listed on the Air CRT.

**3) Elimination Irrelevancies:** The following units do not count for CP.

SSM  
Any kind of marker (Barrage, Bridge, etc.)  
Static Sam units

## 7.5 Reduced CP

CP totals can never decrease, even if a unit is returned to play using the Refit or Mobilization procedure.

**Note:** *The rules below generally follow the Sequence of Play (5.0).*

## 8.0 EVENTS

Event markers represent the political, military and diplomatic events that affected the October War. At the start of play, place all Israeli Events markers in one Pool and all Arab markers in a second Pool.

### 8.1 Procedure

During the Events phase, the phasing player must pick an Events marker from his own pool.

### 8.2 Explanations of Events

Each player's events are described on a separate chart. Each marker has instructions on what to do with it once picked.

### 8.3 Disposition

If an Event marker reads Return, then return it to the Pool after play. If it reads Discard, remove it permanently from the game. If it reads Remains in Effect, then place it in the box on the map and its effect applies for the rest of the game.

**Optional:** until the US Resupply Event is picked, all other Return Events are temporarily withheld from the Pool. Return them after this event occurs.

## 9.0 REORGANIZATION

Reorganization is the process of breaking down a large ground unit into smaller ground units or forming a large unit by combining smaller units. Reorganization can only occur during a Reorganization Phase or a Combat Phase. The Reorganization Chart (shown below) gives unit equivalents for combining or breaking down.

### 9.1 Arab Reorganization

The Arab player can break down divisions into brigades, or combine brigades into divisions. Arab units must be of the same nationality in order to reorganize.

**Example:** *Only Egyptian brigades can be combined into an Egyptian division.*

### 9.2 Israeli Reorganization

The Israeli player can break down brigades into battalions, or combine battalions into brigades. The Israeli Combined Arms Brigades can also breakdown into smaller battalions or be formed by combining those battalions.

### 9.3 Combining

If the listed smaller units are in the same Point and able to trace a Line of Communications, the player may combine smaller units into a large unit by removing the smaller units from the map, placing them in his Breakdown display, and substituting them with a larger unit in the same Point. Once a player has mobilized all possible Large Units for his side, smaller Breakdown units that aren't eliminated or in the refit box should be kept in the Breakdown Display.

**Note:** *Certain units can never be combined into larger units, such as the Egyptian amphibious brigade. Also, some larger units consist of two different subordinate unit types (an Egyptian armored division breaking down into two armored and one mechanized brigade, etc.).*

### 9.4 Breaking Down

You may breakdown units voluntarily in the Reorganization phase. You may be required or desire to breakdown units in a Combat phase. To break down a unit, remove the large unit from the map and replace it with the number and type of small units indicated as component units on the chart. Smaller units may be come from the Refit display or Eliminated Units Display if none are available elsewhere. They may never come from units already on the map.

**Note:** *Units do not have to trace a LOC (Line of Communication) to break down.*

### 9.5 Restrictions

Units that reorganize must be of the same nationality and the unit types listed on the chart. Israeli Large Units that reorganize must stay within the theater their reorganization occurred in. Large Units that have not yet been mobilized may not be used at any point in the reorganization process. Note that Israeli Large Units may not be moved to a different Theater unless they have gone through the Reserve Box movement process. When building units back up, the same process must be adhered to in reverse (i.e., you can only use Large Units that are currently in the appropriate Theater holding display when combining smaller units).

Units must be in play (in a Point or Reserve Area) to be reorganized.

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## 9.6 Israeli Elites (Golani Brigade & 202<sup>nd</sup> Paratrooper Brigade)

The Golani Brigade unit can break down into Elite mechanized battalions (Identified as A/B/C, and printed with a circled "+" symbol). These three battalions cannot be combined to build any unit other than the Golani Brigade. The Paratrooper units with the infinity symbol all belong to the 202<sup>nd</sup> Paratrooper Brigade only. They are under the same restrictions as the Golani Brigade.

## 9.7 Eliminations of Large units

Whenever an Arab division or Israeli brigade is eliminated, it becomes available for reorganization, and its component smaller units automatically replace it per 9.4, and the division or brigade counter is placed in the Eliminated box instead, but note that if the Large Unit was merely exchanged for smaller units and no actual step loss occurred, the procedure under Restrictions (9.5) is used instead. Players may never directly rebuild an eliminated Large unit. Instead, it may only be rebuilt using the component smaller battalions, and only if such battalions are available in the Refit or Eliminated Units Display.

## 9.8 Availability

The counters in the game are a limit for reorganization. If a unit is required to break down and there are insufficient breakdown units, then you must simply eliminate that single large unit and place it in its side's Eliminated box (which counts as three small units eliminated). In such a case, an eliminated large unit cannot be Mobilized (10.0) or Refit (11.0). Note that three Israeli Large Unit brigades are not available for purchase through the Mobilization Process. These are the units that are labeled with the TF prefix. They can only be formed from the surplus battalions of the same type that result from the Conversion process listed in 9.9. Smaller units in the Refit or Eliminated Units box may be used to breakdown larger units. If the Israeli player does this, he is allowed to increase his armor or mechanized infantry mobilization counters by the number of units he took from those boxes.

**Note:** This is to prevent situations where a player could have a total number of large and small units on the map greater than the actual mobilization capability. This means players are going to have to organize their forces such that there are sufficient large and small units in play—the intended effect. Increasing the mobilization counter's value is done so as to not short-change the Israeli player as far as being able to refit or rebuild small units that were eligible to be brought back into play.

## 9.9 Israeli Combined Arms Brigades

Israeli armored brigades are backprinted as combined arms brigades. You can create combined arms brigades by combining two armored and one mechanized battalion during the Israeli Reorganization Phase. Only armor brigades that have already been mobilized and are either on the map or in the Reserve Box may be converted. If the mech battalion occupies the same point as the brigade, remove the mech battalion and flip the brigade over to its Combined Arms side. Additionally, one armor battalion is placed in that space. This armor battalion can come from battalions already in the mobilization display, the Refit display, the breakdown display, or the eliminated units display.

**Note:** This represents the Israelis going over to more balanced tactics once their initial armor attacks took massive losses.

**Note:** The Reorganization phase comes before the Mobilization phase. This is intentional, and means that new reinforcement battalions, for example, will not be available for reorganization until the turn following.

## 10.0 MOBILIZATION

You bring new units into play by expending Mobilization Points (MP) during the Mobilization Phase. The number of Mobilization Points a player will be given each turn is listed on the Turn Record Track. Only units which are currently in the Available for Mobilization box can be mobilized.

**Note:** Units which were eliminated in combat can be brought back via Refit (except large units) as long as they were not Out of Supply when eliminated.

## 10.1 Mobilization Points (MP)

During each friendly Mobilization phase, the player determines the number of MP he will receive (per the Reinforcement Track). The player may expend some, none or all of those points to build reinforcements. Unused MP can be accumulated and used later—use the Mobilization Index to record them.

Egyptian and Syrian mobilization points are listed separately and are not interchangeable. Egyptian MP must be used on Egyptian units only. Syrian MP must be used on Syrian units only.

## 10.2 Mobilization Procedure

Designate the units to be mobilized, expend the MP for them, and then place the units per the instructions below. Certain units cost one half MP. By expending one MP you can build two of them. You cannot accumulate unused fractional MP.

**Note:** You can never expend MP such that they go below zero. In other words, you can never expend more MP than you have.

## 10.3 Israeli MP

The Israelis do not receive separate MP for each front; they receive one combined MP total that can be used to build units which can be committed to either front.

## 10.4 Arab MP

The Arabs receive MP for both the Sinai and Golan Theaters, which are separately kept as Egyptian and Syrian MP respectively. They can use the Sinai MP to build Egyptian units and the Golan MP to build Syrians. Other Arab contingents cannot be mobilized via MP (they can deploy only via initial placement or events).

## 10.5 Restrictions

Only the units listed on the chart can be mobilized. Larger units (Arab divisions, Israeli brigades) can be created only via reorganization. The number of units in the counter mix is a limit.

**Note:** that the TF-A, and TF-B armor brigades may not be mobilized by armor battalion purchases. They can only be built up from the extra armor battalions that result from the combined arms reorganization process. The same applies to the single

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*TF mechanized infantry brigade. During the game, no more than twelve Israeli armor battalions and fifteen Israeli mech battalions may be mobilized (using mobilization points).*

**Note:** *Certain units cannot be built via mobilization, such as airstrikes and special Israeli units (10.7). They may be possibly deployed per Events.*

## 10.6 Free Units

It costs no MP to place units on the map as part of initial deployment. Also, units that are received as the result of Events (8.0) cost no MP. Additionally, starting with turn five, the Israeli player each turn may mobilize one recon, engineer, or commando unit without paying any mobilization cost for it. (one unit only).

## 10.7 Special Israeli Units

The following Israeli units are received only as a result of the US Resupply Event: Wild Weasel (WW), SAM and anti-tank missile units.

## 10.8 Reinforcements

Israeli units can be placed in either:

- 1) The Israeli Reserve Area; Or
- 2) On a Point containing an Israeli Mobilization Depot unit. That Point must be able to trace a Line of Communications (LOC).

## 10.9 Israeli Air Deployment

Israeli air strikes are deployed in the Israeli Ready box.

## 10.10 Arab Ground Unit Deployment

Arab units can be placed:

- 1) Egyptian units in the Egyptian Reserve Area.
- 2) Syrian units in the Syrian Reserve Area.
- 3) Iraqi and Jordanian units: in the Syrian Reserve Area.
- 4) Other Arab Allies: in either the Egyptian or Syrian Reserve Areas.
- 5) Jordanian units may arrive in the Syrian Reserve Area or at the point in Syria labeled Sheikh Meskin. If Israeli units occupy this point, Jordanian units may enter it and have combat normally.

## 10.11 Arab Air Unit Deployment

- 1) Egyptian strikes in the Egyptian Ready box.
- 2) Syrian strikes in the Syrian Ready box.
- 3) Iraqi strikes in the Egyptian Ready box.
- 4) Other Arab Allies: in either the Egyptian or Syrian Ready box

**Note:** *Air unit reinforcements are received after the Air Operations Phase, so they cannot be committed to missions on their turn of arrival.*

## 10.12 Events

Reinforcements received via Events do not cost MP.

## Arab Allies

These arrive by placing them in an opaque counter and randomly drawing the correct number of units. Place units received on the Arab Turn Record Track for turn of arrival). If arrival is after the last turn of the game, then the reinforcement is not placed. Note that any

division-sized unit is counted as three units. A player may choose any one division if the allotted number of units was three or less.

## US or Soviet Resupply

This event gives the player additional reinforcements. They may be taken from the Available, Refit or Eliminated boxes.

## 11.0 REFIT

Players use the Refit procedure to bring certain eliminated units back into play. All units available for Refit by being located in the Refit box can also be mobilized via the procedure in 10.0. The MP cost for refit is less than for mobilization, but the tradeoff is that refit units are not immediately available.

### 11.1 Placement in Refit

When a small unit is eliminated, it is generally placed in the Refit Box for its side as follows.

#### 1) Ground Units

If at the instant of elimination it could trace a Line of Communications to a friendly Reserve Area, it is placed in the Refit box. Otherwise, place the unit in the Eliminated box.

#### 2) Air Units

An air unit is placed in the Refit box if:

- a) It was eliminated by Air Defense Fire due to an **AA** result;
- b) It was eliminated in Air Superiority combat due to an **A** result.

Otherwise, an Air unit is placed in the Eliminated box.

### 11.2 Line of Communications (LOC)

A LOC is a path of Points going by any route back to a friendly Reserve Area. The LOC can be of any length.

Israeli units in forts are never required to trace an LOC.

### LOC Restrictions

A LOC cannot enter a Point containing an enemy ground unit. A LOC can cross a Suez Canal crossing route only if a bridge is in place. A LOC cannot cross other water crossing routes. Generally, a unit cannot trace a LOC across a Lake or Sea crossing Point. However, amphibious and commando units (of both sides) can do so.

### 11.3 Refit Procedure

Designate the unit to be Refit. Expend the requisite number of MP. Roll one die on the respective Arab or Israeli Refit Table.

### 11.4 Results

Results are defined as follows.

**X:** Unit is permanently destroyed. Place it in the Permanently Eliminated box.

**R1, 2 or 3:** The unit returns as a reinforcement that number of turns later (one, two or three). Place it on the respective Turn Track as a mnemonic.

**R0:** The unit Refits this turn.

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**Note:** All units available for Refit can also be mobilized via the procedure in 10.0. Mobilization costs more MP, but the unit is received on the turn the MP are expended instead of rolling for them on the Refit table.

## 12.0 STACKING

The presence of more than one unit in a Point is called Stacking. The maximum number of units for each side that may be present in a single Point is its Stacking Limit. Stacking Limits may never be exceeded. If such a condition exists, the owning player must immediately eliminate units until the Stacking Limit is no longer exceeded.

### 12.1 Stacking Limits

**Arabs:** There can be up to four Arab brigade equivalents in a single point. A division is the equivalent of three brigades. Arab battalions and regiments count as brigades for stacking purposes.

**Israelis:** There can be up to nine Israeli battalion equivalents in a single point. A brigade is the equivalent of three battalions or companies for stacking purposes. Companies and mobilization depots count as battalions.

**Headquarters:** A player can have a maximum of one HQ of the same size in a Point. This is in addition to the above limits.

### All Other Types of Battalions & Barrage markers

- Barrage markers do not count against stacking.
- for other units, see 12.5 (Stacking Exemptions) below.

**Note:** In summary, Arabs can stack one large unit and one brigade, whilst Israelis can stack up to three large units—*with three small battalions being the equivalent of one Large unit.*

### 12.2 Enemy Forces

Arab and Israeli units may be in the same Point, but this will result in Combat. They do not count against each other's stacking limits.

### 12.3 Arab Contingents

Units of different Arab armies can stack in the same Point. But only units of one nationality can fire from a Point during a particular combat phase.

### 12.4 Markers

Administrative markers (such as Bridges) never count for stacking, nor do they block movement.

### 12.5 Stacking Exemptions

Recon, HQ, mobile SAM, Engineer, AT, MLR, and Garrison infantry units do not count against stacking limits unless there is more than one of each type in the same Point (in other words, one mobile SAM unit does not count against stacking limits, but a second SAM in that same Point would indeed count against stacking limits). So, for instance, a player could have one HQ, one SAM, one Engineer, one AT, and one Garrison infantry unit in the same Point without any of them counting against the stacking limit there.

**Exception:** A static SAM unit never counts for stacking for any purpose—so an additional mobile SAM could stack for free in that point.

## 13.0 MOVEMENT

During the 1<sup>st</sup> Echelon Movement Phase, the Phasing Player may only move as many or as few of his units as he desires. During the 2<sup>nd</sup> Echelon Movement Phase, the Phasing player may move units which are In Command. Israeli "Recon" units are never required to be in Command to move during a 2<sup>nd</sup> Echelon Movement Phase.

### 13.1 Movement Procedure

You move units from Point to Point in any direction or combination of directions within the constraints listed by the rule.

### 13.2 Movement Factors

Mobile units do not have their movement points printed on them. Rather, all mobile units have a movement of two movement points per Movement Phase (that is, a unit could move two connected Points per turn, within the restrictions stated below). A unit that cannot trace a valid LOC, may only move one point per Movement Phase.

### 13.3 Movement Routes

Units move along Routes (the lines connecting Points). To move from Point to Point costs one movement point per unit.

Additionally, a unit that is moving from the Reserve Area has its movement doubled.

### 13.4 Movement Restrictions & Prohibitions

A unit may expend all, some or none of its movement points in any one movement phase. Unused movement points may not be accumulated from turn to turn or transferred to another unit. Once a unit has been moved and the player's hand removed, it may not be moved again that phase.

### 13.5 Terrain Restrictions

Certain types of terrain require a moving unit to Stop (although units do not ever have to automatically stop when entering their own side's fort Points). This means the units must end their movement in that terrain. They can move out normally on an ensuing movement phase. This is explained on the TEC.

Units may in certain circumstances leave the map to enter a friendly Reserve Area or vice versa (see 25.0).

### 13.6 Engaging Enemy Forces

Friendly units may enter points containing enemy units. They must stop and this will automatically trigger combat.

### 13.7 Water Crossing Points

#### Suez Canal

An engineer unit can create a Bridge (representative of pontoons, assault craft, etc.) to cross the Suez Canal. To do so, it must 1) begin a movement phase adjacent to the Suez Canal; and 2) be able to trace a LOC.

Place a Bridge marker in the line between the Points on each side of the Canal. This consumes all of the movement for that engineer unit for that phase.

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Any type of non-mechanized infantry (including airborne and commandos) may cross the Suez Canal if it started the movement phase in the same point as a friendly engineer unit. This engineer unit may also be engaged in bridge-building in the same phase. See 21.8.

## **Jordan River**

There are no special rules concerning the Jordan River points.

## **Lake and Red Sea Movement Points**

See Amphibious units (21.6).

## **13.8 Airmobile Movement**

All commando and airmobile-capable units (printed with a gullwing airborne symbol) can use special Airmobile movement (in addition to normal ground movement, but never during the same movement). See 23.4.

## **13.9 Depot Movement Bonus**

Israeli units which begin a Movement Phase in the same point as a Depot counter have their ground movement allowance doubled to four Points.

## **13.10 Airborne Movement**

The Israeli 202<sup>nd</sup> Parachute Brigade may paradrop its battalions. This activity is conducted exactly like airmobile movement except the maximum range is eight points from either a mobilization depot or a box located on the friendly edge of the map. A maximum of one battalion per movement phase may be dropped.

## **14.0 2<sup>ND</sup> ECHELON MOVEMENT & COMMAND RADIUS**

To move in a 2<sup>nd</sup> Echelon Movement Phase, a unit must be In Command (and must not have moved during 1<sup>st</sup> Echelon Movement; see 17.2).

## **14.1 In Command**

A unit is In Command (as of the beginning of the 2<sup>nd</sup> Echelon Movement Phase) if it is in the same Point as a friendly HQ, or within that HQ's Command Radius (the Command Radius is measured from a HQ to the unit. The Command Radius of an HQ is a number of connected Points up to the HQ's Leader value (printed on the counter). Command radius is measured from an HQ to the unit.

## **14.2 Blocking Command Radius**

Command Radius is blocked under the following conditions.

- 1) If there is an enemy unit in the same Point as the HQ, then it can provide Command only to units in the same Point.
- 2) If there is an enemy unit in a Point between the HQ and the unit being supported, the Command Radius is blocked. This can happen only if the Command Radius is two or more.

## **14.3 Reserve Areas**

A unit starting a phase in a Reserve Area is automatically in Command (and its movement rate is doubled). Otherwise, Command Radius may not be traced in or out of a Reserve Area.

*Note: The Israelis have many more HQs than the Arabs, representing their superior Command situation.*

## **14.4 Israeli Recon Battalions**

Israeli Recon battalions may always move in both the 1<sup>st</sup> and 2<sup>nd</sup> Echelon Movement phases.

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## 15.0 COMBAT

Combat is when one player's units attack enemy units. Combat takes place during the Combat Phase. Combat is mandatory for units that occupy the same Point as enemy units. The phasing Force is termed the **attacker**; the non-phasing Force is the **defender**.

**Note:** *Combat takes place after you have finished moving all units. Consequently, you can concentrate multiple units in the same Point for an attack.*

### 15.1 Order of Resolution

You must resolve all combat on one theater (Sinai or Golan) before moving onto the next theater. Within that stricture, the attacker may resolve all his combats in any order he desires. All phasing units in the same Point as enemy units must attack.



**Old Hand's Note:** *Units may not attack enemy forces in adjacent Points—all combat is in the same Point.*

### 15.2 Combat Procedure

For each combat, conduct the following steps in sequence:

#### 1) Attack Declaration.

The attacker designates the Point in which combat will occur. All units are transferred from the Point to the Battle Display. Place the Battle marker in the point as a reminder where to return the non-eliminated/non-retreated units after combat.

#### 2) Determine who will get First Fire

- a) The defender generally fires first. *But,*
- b) The attacker can play one EW marker. The defender can respond (after the attacker has declared any EW) and play up to one EW marker. If the attacker plays a marker and the defender has not, then the attacker gets first fire. If the defender plays an EW marker to counter the attacker, the defender gets first fire.

#### 3) The side with First Fire conducts fire.

Extract any losses from the Second side. The second side performs any retreats.

#### 4) The side with Second Fire conducts fire.

If units from the Second side remain, extract any losses from the First side. The First side performs any retreats.

#### 5) Continue Rounds of Fire

Continue (3) and (4) until one side is entirely wiped out or has retreated all their units from the combat. However, see 15.3.

### 15.3 Fire Routine Segments

- 1) Line up all units on both sides.
- 2) The firing side declares which units will be firing (you do not have to declare which specific enemy units are being fired at). Remember that only units within stacking limits may fire.
- 3) Go to the CRT (below). Determine the column equal to the firing unit's combat factor.
- 4) Make any shifts on the column for terrain, EW, and HQs (see 15.6).

- 5) Roll one die. Cross index the column determined in (4) with the die roll. This will give a combat result.
- 6) Immediately apply the result.
- 7) In the event that both sides achieve no combat result (neither an "R" or a number result), combat ends immediately and the attacker (whichever side entered that point) must move back to the adjacent point it just came from.

### 15.4 Restrictions

Each unit must fire individually. Units cannot combine in firing.

**Example:** An Egyptian armored brigade (combat = 5) and mechanized brigade (combat = 3) are firing at two Israeli armored battalions. The Egyptian armored brigade would fire with a strength of five, and the mechanized with a strength of three.

Each unit may fire a maximum of once per combat round. First fire losses are extracted before the second fire is initiated—so it is possible to wipe out or force the retreat of an enemy force before it can return fire.

### 15.5 Combat Results

These are explained in 16.0.

### 15.6 Combat Shifts

Shifts are changes to the combat column for various situations. A positive number adjusts the column that number of positions to the right. A negative number adjusts the column that number of positions to the left. If the number is "0," there is no shift.

During the shift determination segment of the combat procedure.

- 1) The attacker determines his total shifts.
- 2) The defender determines his total shifts.
- 3) Subtract the defender's shifts from the attacker's shifts. This will give the final shift, either a positive or negative number, or sometimes zero.

### Cumulative Shifts

The shifts for each category are cumulative, but generally no more than one shift for each category may be taken.

**Example:** A defending Israeli force could take a maximum of one shift for terrain.

**Maximums and Minimums:** If an attack is being conducted at the maximum or minimum column, then use that as the starting point from where you shift the column. For instance, if you have 25 combat factors and one column shift left, you start at the 20(+) column and shift one left to 19.

### HQ Shifts

If an HQ is in the same Point as a firing force or in any adjacent Points, then the combat column is shifted to the right a number of columns equal to that HQ value. This applies only to firing units—targeted units do not receive a defensive shift. Also, no more than one HQ shift may be applied per firing.

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## AIR ATTACK/AIR SUPERIORITY CRT (19.0)

CF => Die roll	0 (-)	1	2	3	4	5	6	7	8	9	10 (+)	Die roll
1	-	-	-	-	-	-	A	A	A	A	A	1
2	-	-	-	-	-	A	1	1	1	1	2	2
3	-	-	-	-	A	A	1	2	2	2	2	3
4	-	-	A	A	1	1	2	2	2	2	2	4
5	-	A	A	1	1	1	2	2	2	3	3	5
6	A	1	1	1	2	2	2	2	3	3	4	6

### Shifts when Air is making an Air Attack (not applicable during air superiority or strategic attacks)

**Terrain:** See TEC

Attacking within a SAM Umbrella: **-2 (\*)**

Attacking over-stacked enemy force: **+1**

(\*) Israelis can negate by playing one EW marker prior to attack.

**Note:** Zero column reached only via defensive shifts.

## AIR CRT RESULTS

Mission	A Result	Number Result
<b>Air Superiority</b>	Place one enemy Air strike in the Refit box	Eliminate that number of enemy Air strikes
<b>Strategic Attack</b>	No effect	Raise enemy Casualty Index that number
<b>Ground Attack</b>	Same as "R" on the Ground CRT	Same as a numerical result on the Ground CRT

## AIR DEFENSE CRT

DIE ROLL	1	2	3	4	5	6
<b>MISSION TYPE FLOWN</b>						
Strategic Attack	-	-		AR	ELIM + AR	ELIM
Air Ground Attack within a SAM Umbrella	-	-	-	-	AR	ELIM
Recon mission within a SAM Umbrella	-	-	-	-	-	AR

## AIRMOBILE MOVEMENT TABLE

Die roll=>	1	2	3	4	5	6
Israeli Airmobile unit, or Arab unit landing in a friendly SAM umbrella, or on turn 1.	A	A	S	S	S	S
Other Arab airmobile moves	E	A	A	S	S	S
Israeli unit, or Arab unit landing if the enemy currently has air superiority.	E	E	A	A	S	S

### Results:

**AR:** place one Air unit in the Refit box.

**ELIM:** eliminate one Air unit

**ELIM + AR:** eliminate one Air unit and place one Air unit in the Refit box.

### Airmobile Movement Results:

**E:** the unit is eliminated.

**A:** the move is aborted. Return the unit to its starting point.

**S:** the move is successful. Place the unit in the target point.

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## TERRAIN EFFECTS CHART (BOTH PLAYERS)

Terrain	Movement cost	Shift when for all combat	Notes
 <b>Open</b>	1	0	
 <b>Rough</b>	Stop	-1	
 <b>Pass</b>	1	-1	
 <b>Mountain</b>	Stop	-2	Mechanized class units prohibited.
 <b>Desert</b>	1 / Stop *	0	* Mechanized class cost 1; non-mechanized must stop.
 <b>Marsh</b>	Stop	-1*	* Mechanized class units -1 combat.
 <b>Objective</b>	Stop	-1	
 <b>Route</b>	*	-	* Ground movement is via
 <b>Suez Canal</b>	1*	-1 / -2 **	* See also amphibious movement (21.2). ** -2 if armor class attacking across; -1 for others. Shift is cumulative with that for defender's terrain. Suez Canal is also Sinai Front start line. Defensive shifts do not affect Air ground attacks and Artillery Barrage.
 <b>Lake or Red Sea Crossing Point</b>	Prohibited *	-1 **	* Amphibious qualified units can cross but not stop. ** If Amphibious units are attacking across.
<b>Purple Line</b>	No effect	No effect	Golan Front start line.
 <b>Jordan River</b>			Not in play.
<b>Theater Reserve Area</b>	Stop	-	Units which begin their move in a Reserve box double their movement factor. Also, they are In Command for Second Impulse movement. Unlimited stacking.
<b>Breach marker (optional)</b>	Stop	*	* Negates fortification defense.





**Movement** = number of movement points to enter the hex or cross a hexside.

**Defense shift** = number of shifts defender receives if in terrain.



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## TERRAIN EFFECTS CHART (BY FACTION)

Terrain	Movement cost	Shift when Arabs are attacking Israeli defenders	Shift when Israelis are attacking Arab defenders	Notes
 <b>Town</b>	1	0	-1	
 <b>Egyptian City</b>	Stop	0	-3	
 <b>Arab Fort</b>	Stop	0	-2	
 <b>Israeli Fort (Sinai)</b>	Stop	-1	0	
<b>Israeli Fort (Golan)</b>	Stop	-3	0	

## GROUND AND BARRAGE CRT

CF =>	1 (-)	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20 (+)	Die roll	
<b>1</b>	-	-	-	-	-	-	-	-	-	-	r	R	R	R	R	R	R	R	R	R	R	<b>1</b>
<b>2</b>	-	-	-	-	-	-	-	-	r	R	R	R	R	R	1	1	1	1	2	2	2	<b>2</b>
<b>3</b>	-	-	-	-	-	-	-	r	R	1	1	1	1	1	1	1	2	2	2	2	2	<b>3</b>
<b>4</b>	-	-	-	-	r	R	R	1	1	1	2	2	2	2	2	2	2	3	3	3	3	<b>4</b>
<b>5</b>	-	-	r	R	1	1	1	1	2	2	2	2	3	3	3	3	3	3	3	4	4	<b>5</b>
<b>6</b>	r	R	1	1	1	2	2	2	2	2	2	3	3	3	4	4	4	4	4	5	5	<b>6</b>

### Shifts (cumulative)

**Un-supplied Fire:** -2 (leftward shift)

**Terrain:** See TEC.

**Amphibious assault:** -1 (leftward shift)

**Engineer attacking a fort or city:** +1 (for all firing units in stack; rightward shift)

**Israeli elite attacking fort or city:** +1 (for the Elite only; rightward shift)

**Firing unit stacked with or adjacent to a HQ:** + HQ value (rightward shift)

### Results:

-: No effect

r= retreat one unit

R= Retreat all units

**Numerical Result:** For each number, break down one large unit or eliminate one unit (any size).

### Israeli Victory Points

<b>Total Arab casualty points</b>	(1 x total of index)
<b>Each African Point occupied</b>	2
<b>Each Egyptian town occupied</b>	5
<b>Each Egyptian city occupied</b>	1
<b>Each Syrian fort controlled</b>	3
<b>Each Israeli Objective point occupied</b>	10

### Arab Victory Points

<b>Total Israeli casualty points</b>	(2 x total of index)
<b>Each Israeli fort controlled</b>	2
<b>Mitla and Gidi Passes (each)</b>	5
<b>Each Arab Objective point occupied</b>	10

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## ISRAELI MOBILIZATION CHART (MP COST)

Unit Type	Mobilization Points to	
	Mobilize	Refit
HQ	3	2
Armored Battalion	1	1/2
Mechanized Battalion	1	1/2
Paratrooper Battalion	2	1
Infantry Battalion	1/2	1/2
Recon Battalion	2	1
Airmobile Battalion	3	2
Special Forces Battalion	3	2
Engineer battalion	2	1
Barrage Marker	1	N/a
TAC Air strike	Set up	1/2
Garrison	N/a	N/a
Signals Intelligence Unit	Set up	N/a
Mobilization Point	Set up	N/a
Antitank Battalion	Event	1
Air Defense Battalion	Set up	1
WW Air Strike	Event	1
EW marker	Event	N/a

### Notes:

N/a = not allowed.

**Set up:** can be deployed only via initial set up.

**Event:** can be deployed only via Event marker.

## ISRAELI REFIT TABLE

Die roll	1	2	3	4	5	6
Result	X	R2	R1	R1	R0	R0

**X:** Unit is permanently destroyed. Place it in the Permanently Eliminated box.

**R1, 2 or 3:** The unit returns as a reinforcement that number of turns later (one, two or three). Place it on the respective Turn Track as a mnemonic.

**R0:** The unit Refits this turn.

## ISRAELI REORGANIZATION CHART

Unit	Component Units
Armored Brigade	3 x armored battalions
Mechanized Brigade	3 x mechanized battalions
Combined Arms Brigade	2 x armored + 1 x mechanized battalion
Paratrooper Brigade	3 x paratrooper battalions
Infantry brigade	3 x infantry battalions

## ARAB MOBILIZATION CHART (MP COST)

Unit Type	Mobilization Points to:	
	Mobilize	Refit
HQ	4	3
Elite Armored Brigade	3	2
Other Armored Brigade	2	1
Mechanized Brigade	1	1
Infantry Brigade	1	1/2
Commando or Brigade (airmobile)	3	2
Commando or Brigade (other)	2	1
Multiple Rocket Launcher Brigade	2	1
Self-propelled Antitank Regiment	1	1/2
Engineer group	2	1
Barrage Marker	1	N/a
Mobile Air Defense Brigade	Set Up	2
Static Air Defense Brigade	Set Up	N/a
TAC Air Strike	N/a	1
SSM	3	N/a
EW Marker	Event	N/a

**Notes:** Only Egyptian and Syrian units can be mobilized per this table.

**Set up:** can be deployed only via initial set up.

**Event:** can be deployed only via Event marker.

N/a = not allowed.

## ARAB REFIT TABLE

Die roll	1	2	3	4	5	6
Result	X	X	R3	R2	R1	R0

**X:** Unit is permanently destroyed. Place it in the Permanently Eliminated box.

**R1, 2 or 3:** The unit returns as a reinforcement that number of turns later (one, two or three). Place it on the respective Turn Track as a mnemonic.

**R0:** The unit Refits this turn.

## ARAB REORGANIZATION CHART

Egyptian Unit	
Armored Division	2 x armored + 1 mechanized brigade
Mechanized Division	2 x mechanized + 1 armored brigade
Infantry Division	3 x infantry brigades
Syrian Unit	
Armored Division	2 x armored + 1 mechanized brigade
Mechanized Division	2 x infantry + 1 mechanized brigade
Iraqi Unit	
Armored Division	2 x armored + 1 mechanized brigade

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**Example:** An HQ with a value of two would shift a combat column of 3 to 5.

## Terrain Shifts

Certain terrain will provide shifts.

- 1) Shifts are taken for the terrain in the Point itself (if any).
- 2) A shift is taken if all attacking units moved across a water Point to get to the defender's Point via Amphibious Assault (21.0). This includes attacks across the Suez Canal and via Lake/Sea crossing points. Also, mechanized-class units have a different shift than non-mechanized for Amphibious Assault.

**Note:** See the *Terrain Effects Chart*.

## Out of Supply Shifts

If a firing unit cannot trace an LOC at the instant of combat, then two negative shifts are applied.

**Note:** Israeli units in forts are not required to trace an LOC.

## Engineers

If an Engineer unit is attacking enemy units in a City or Fort, then the engineer and all friendly units in its stack shift fire one positive shift.

## Elite Israeli Units

If an Elite Israeli unit is firing at Arab units defending in a city or fortification, that combat is given one additional positive shift (this is cumulative with any Israeli Engineer shift above).

## 15.7 Anti-tank Units

Various units have bracketed secondary anti-tank combat strengths. The second, bracketed strength is used if the unit is participating in combat against a force that contains any armor units that are not combined arms units. A bracketed combat strength in this case is used for attack and defense.

**Note:** Otherwise, the unit uses its non-bracketed combat strength.

**Example:** An Israeli armored brigade and Israeli infantry battalion are attacking an Egyptian mechanized unit with anti-tank ability, the Egyptian unit therefore uses its anti-tank strength. However, if the Israelis had been a stack of combined arms brigade with no pure armor unit present, the Egyptian unit would defend with its regular combat strength.

## 15.8 2nd Echelon Combat

All ground units which occupy a Point containing enemy ground units in the 2<sup>nd</sup> Echelon Combat Phase must attack—regardless if it is in command or not. Second Impulse movement does not apply (i.e., there is no requirement to be In Command).

## 15.9 Static Units

These fight in the same manner as mobile units (but see retreats, 16.3).

## 15.10 Battle Duration

A battle continues round by round unless neither side scores a result, one side opts to retreat after the initial round, or all units of one side are

retreated or eliminated from the Point the combat occurred in. The side remaining in the Point is considered the winner and remains in the Point.

## 16.0 COMBAT RESULTS

The player taking losses chooses the units to be affected.

**Note:** If neither side achieves a combat result (an "r", "R" or a number result), combat ends immediately and the attacker (the side entered that point in the previous movement phase) must move back to the adjacent point it just came from.

## 16.1 Numerical Results

If a combat result is a number, then the player whose units are being targeted must do one of the following:

- 1) Break down one large unit into component units to satisfy one point of loss (per Reorganization, 9.0); and/or,
- 2) Eliminate (remove from the map) units\* equal to the numerical combat result. Large units, when eliminated, are equivalent to "4" loss points ("1" to break down, and "3" to eliminate the components).

\*A depot unit in that same Point may be chosen as a valid elimination, if the owning player so desires.

## Retreat Results

If a combat result is "R", then the player whose units are being targeted must do one of the following:

- 1) Retreat all of his participating units, Or,
- 2) Apply a numerical result of "1" (per above).
- 3) In the case of an "r" result, only a single unit would be required to retreat as in **1)** above.

## 16.2 Ordering Losses

You can execute eliminations and breakdowns in any order.

**Example:** An Israeli brigade takes a result of "2." The Israeli player breaks it down (one loss; then eliminates one of its battalion). The breakdown itself is never considered a casualty point.

**Note:** Generally, it makes more sense to absorb the first loss by breaking down a large unit into smaller units, but you can also eliminate a large unit in its entirety and count this as four losses.

**Note:** If more hits are inflicted than are enemy units available for loss/retreat, units in other Points are not affected and the extra hits are ignored.

## 16.3 Retreat Option

Aside from a retreat result that is mandated by the CRT, a player may opt to nullify one (if Arab) or up to two (if Israeli) numerical loss(es) caused by the CRT by choosing to retreat to an adjacent Point that is not overstacked or enemy-occupied, or enemy controlled. If a player opts to retreat his side's forces in a Point, all of his forces there must retreat (he cannot retreat some and not others). A player cannot retreat to an enemy controlled space.

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A player must always decide and announce his decision to retreat (or not) before the next round of combat begins. First the Attacker declares if he is retreating, followed by the Defender.

During those occasions when the attacker has fired first (because of the use of an EW marker, for example), the defender must decide to retreat (or not) before he fires back. If he decides to retreat, he therefore forfeits his opportunity to fire back during that same round of combat.

At the end of each round of combat, first the attacker, then the defender may choose to end any further combat and retreat from the contested Point. If the attacker chooses to stay, the defender may then choose to retreat.

**Note:** *An attacking side can retreat if mandated by an "R" combat result. The attacker may retreat (as explained above) at the end of each round of combat.*

## 16.4 How to Retreat

A player who chooses to retreat a unit immediately moves it one Point away from the battle. Retreat is subject to the following restrictions and if a unit is unable to retreat within these restrictions, it may not retreat. If a retreat is mandated and no unit can retreat, the player must apply one hit instead.

- 1) Units must retreat to a Point in which they can trace a LOC (airmobile units can retreat to any friendly Point, however).
- 2) Units may never retreat into Points containing enemy units or that were enemy-controlled at the beginning of that combat.
- 3) Units may not retreat across Points they could not otherwise enter. Only amphibious qualified units may retreat across the Suez Canal without the presence of an engineer. Units may also retreat across Bridge markers.

- 4) An amphibious unit can retreat across a Lake or Red Sea Water Point but must end on the other side (in this case, the unit retreats two points).
- 5) Airmobile units can make an airmobile move, but must roll for it per the airmobile rule (see 23.4). Alternatively, they may retreat normally (even if not within LOC).
- 6) Units adjacent to their own side's map edge may retreat off the map into a Reserve Area, ceasing their movement in that area.
- 7) Units may not retreat into an over-stacked position (see 12.0).
- 8) Static units (printed with a red "S" movement symbol) cannot retreat; they must be eliminated instead.

## 16.5 More on Retreat

Only amphibious units retreating across a lake or Red Sea water point ever retreat more than one Point. Static units cannot retreat (they are otherwise affected by numerical combat results).

## 16.6 Advance After Combat

There is no Advance After combat per se (as in many wargames). Note that the winner of a battle will end up in occupation of the Point.

**Note:** *You can use 2<sup>nd</sup> Echelon Movement to exploit a gap broken in an enemy line, obviously, but that occurs after the 1st combat phase. This means you have to plan your offensives carefully.*

## 17.0 HEADQUARTERS (HQ) & COMMAND

HQs are treated as combat units (except that they are ignored for stacking purposes). They can additionally utilize their Leadership bonus to enhance friendly movement and combat, including themselves (so, in effect, all HQs have a base strength of at least "2"), and they permit friendly units that had not moved to be eligible to conduct 2nd Echelon Movement.

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## 17.1 2<sup>nd</sup> Echelon Movement

Only units that begin in command of a friendly HQ (and did not move during 1<sup>st</sup> Echelon Movement) may be moved during 2<sup>nd</sup> Echelon Movement. For this reason, you must conduct all 2<sup>nd</sup> Echelon Movement before moving any HQ. An HQ can always use 2<sup>nd</sup> Echelon Movement (see 14.0), but it cannot impart 2<sup>nd</sup> Echelon Movement to any units after it has moved during 2<sup>nd</sup> Echelon Movement.

## 17.2 Combat bonus

An HQ provides a combat shift (to the right) equal to its Leader value for all friendly firing ground units with which it is stacked or adjacent.

**Example:** An attacking Israeli force which includes the 143rd HQ gets a two column shift to the right.

## 17.3 Chain of Command

No more than one Arab HQ can apply its bonus to a particular unit in a particular phase.

## 17.4 Stacking

A player can have a maximum of one HQ of each size in a Point. This is above other stacking limits (and an HQ can participate in combat normally even if in excess of stacking limits).

## 17.5 Replacing HQs

An eliminated HQ is replaced in the same manner as other combat units.

## 18.0 AIRPOWER

Airpower is represented by TAC (Tactical air) and Wild Weasel (WW) "strikes." Players use their Airpower Display to organize airstrikes for various missions. Air Missions are conducted on the Air CRT.

**Note:** SSM are a modified form of airpower and are explained separately.

## 18.1 Deployment

Air strikes are deployed (via scenario or reinforcement) in the Air Ready box. The player performs missions by transferring air units to the Mission boxes, conducting any combat (per the instructions below), and then returning the surviving units to the Used box. Air units are returned to Ready status during the Air Return Segment in the Administrative Phase.

## 18.2 Sorties

An individual air unit can be assigned a maximum of one mission per game turn.

**Note:** See Israeli Air Ground Attack missions, below, for a special case (see 18.8).

## 18.3 Air Commitment Phase

During the Air Commitment phase, both players simultaneously and secretly place all air units in the Ready box into one of the Mission boxes (Air Superiority, Strategic, Air Ground Attack, Recon). Additionally, a player may keep air units in the Ready box (and they fly no missions). After placing Air units, players reveal Air Missions. They are executed at various points in the turn.

## 18.4 Air Unit Missions

Generally, TAC can perform all air missions. Wild Weasels are limited (see 20.12).

**Air Superiority:** In the Air Superiority Phase to attempt to attack and destroy enemy Air strikes.

**Strategic:** In the Strategic Phase to attempt to raise the enemy Casualty Point Track.

**Air Ground Attack:** During any friendly Combat Phase to attempt to attack and destroy enemy ground units.

**Recon:** See 27.1

Egyptian units can attack targets anywhere on the Sinai Theater and Syrian units can attack targets anywhere on the Golan Theater. Israeli units can attack any units on the Theater to which they are assigned.

## 18.5 Range & Theaters

Aircraft ranges vary by nationality and theater as follows.

### Arab

Egyptian air units can only perform a mission in the Sinai Theater. Syrian air units can only perform a mission in the Golan Theater.

**a) Air Superiority:** Against all Israeli air units on the Air Missions display.

**b) Strategic:** Against the Israeli Casualty Point Track.

**c) Air Ground Attack and Air Recon:** Any Points on the map of that theater.

Arab air units cannot transfer between theaters.

### Israeli

Each Israeli air unit is assigned to missions against one of two theaters (Sinai or Golan).

**a) Air Superiority:** Against all Arab air units on that theater's Air Missions display.

**b) Strategic:** Against the Egyptian or Syrian Casualty Point Track.

**c) Air Ground Attack and Air Recon:** Any Points on the map of that theater.

**Note:** You assign each Israeli air unit to each theater's missions individually. For example, you could assign 10 airstrikes against the Egyptian front for air superiority, and five against the Syrian for air superiority

Air units otherwise have an unlimited range. They can attack targets anywhere on the same theater map.

## 18.6 Air Unit Stacking

Generally, a player may have as many air units conduct Air Superiority and Strategic attacks as available. However, when flying missions on the map, the number of air units a player can have over an individual point is limited as follows:

**Israeli:** Seven.

**Arab:** Three.

**18.7** Air units can stack with enemy air and ground units.

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**Note:** The only Air to Air combat which occurs is via Air Superiority—otherwise, enemy air units can stack in the same Point without affecting each other. The idea is that all aerial combat is resolved on the operational level via Air Superiority.

## 18.8 Miscellaneous Considerations

Air units otherwise have no effect on play: i.e., they cannot control Points, do not block the movement of enemy units, etc.

Air units are not affected by supply/LOC considerations. (Logistics are built into things like Refit of air units.) They are not enhanced by ground HQs.

## 18.9 SSM Strikes

Surface to Surface Missiles are treated as a modified form of TAC. SSM can perform Strategic Attack and Air Ground Attack. They cannot perform Air Superiority.

**Note:** SSM are never affected by enemy Air Superiority or Air Defense fires.

SSM are expended by being used. They can be mobilized by paying the cost on the table, but they cannot be refit.

## 19.0 AIR MISSIONS

Air Missions are described in this section. Air missions only occur after Air Defense outcomes have been resolved.

**Note:** Unlike Ground Combat, there is only one round for each type of air combat.

## 19.1 Air Superiority Mission

All Air Superiority for the turn is resolved in the Air Superiority phase of the Mutual Air Operations phase. Reveal all air units and then total the combat strength of all of them committed to Air Superiority missions for that Theater. Air Superiority is resolved on the Air Attack CRT. For taking casualty purposes, units left in the Ready box are included.

**Note:** Air Superiority missions are flown off the map, representing theater wide air-to-air and anti-airbase operations.

## 19.2 Air Superiority Strength

Each TAC unit is worth one Air Superiority Point.

Wild Weasels have a combat factor of two when conducting a) Air superiority missions or b) attacking enemy Air Defense units per the Ground Attack mission. Otherwise, their combat factor is zero.

## 19.3 Air Superiority Procedure

Each player does the following simultaneously:

- 1) Totals the number of their air combat points committed to Air Superiority.
- 2) Use this total to determine the column that will be used on the Air CRT.
- 3) Apply EW shifts when making Air Superiority and Strategic missions one to the right (see 26.3)

- 4) Roll one die (regardless of how many air units were flown), and cross index the roll to determine the Result. The player with the greater number of TAC units fires first and implements the results immediately. If each side has an equal number of TAC units, fire is simultaneous and so are results.
- 5) Apply the result (see 19.4).
- 6) Place surviving Air strikes in the Used box.
- 7) If one player placed no aircraft on Air Superiority in a particular theater, the opposing player may immediately take one-half of the TAC units he had on Air Superiority in that theater and place them on Ground Attack missions for that turn in that theater (round fractions up).

If more air units are committed to Air Superiority than on the maximum on the table, roll for each group in excess in increments of ten or fractions thereof.

**Note:** There are no column shifts for Air Superiority Missions except Israeli EW.

## 19.4 Air Superiority Losses

See the Air CRT Results Table (game charts).

As in Ground combat, if one side fires first, any losses against the enemy are immediately inflicted (before that enemy side can fire back). If fire was simultaneous, then losses are inflicted after all firing by both sides is done. Losses must first come from TAC that participated in that Air Superiority combat. Any remaining unsatisfied losses must come from TAC that have been assigned other air missions for that turn.

**Note:** Achieving Air Superiority degrades opposing Air Mobile ops. See 23.4 and the Airmobile Movement Table.

## 19.5 Strategic Attacks

Strategic are resolved during the Strategic Attack segment of the Mutual Air Operations phase and may result in an increase to the enemy Casualty Point Track. Strategic Attacks resolved on the Air Combat Table.

**Note:** Strategic represent attacks on enemy industrial targets.

## 19.6 Strategic Mission Procedure

After resolving Air Defense against Strategic Attack (see 20.7), each player does the following, simultaneously.

- 1) Totals the number of their air combat points committed to Strategic Attack
- 2) Use this total to determine the column which will be used on the Air CRT.
- 3) Roll one die, and cross index it with the Air Attack CRT to determine the Result.
- 4) Apply the result. Results are explained on the table.
- 5) Place surviving Air strikes in the Used box.

**Note:** There are no column shifts for Strategic Attacks except Israeli EW.

## 19.7 Strategic Attack Results

See the Air CRT Results Table (game charts)

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## 19.8 Air Ground Attack

Attacks are resolved during the Air Ground Attack phase of the friendly combat phase. Air Ground Attack attacks Points containing enemy ground units. Air Ground Attacks are resolved on the Air Attack CRT. Only phasing air units can fly this mission. Air Ground Attack is resolved on the Air Attack CRT.

## 19.9 Air Ground Attack Procedure

An Air Ground Attack is conducted per the following procedure:

- 1) Check for Air Defense fires (20.0).
- 2) Total the number of air combat points committed to Air Ground Attack
- 3) Use this total to determine the column that will be used on the Air Attack CRT.
- 4) Apply any shifts (see the table).
- 5) Roll one die, and cross index to determine the Result.
- 6) Apply the result.

*Note: Israeli air strikes can fly up to two Air Ground Attacks per turn, representing the higher Israeli Air Force tempo of operations. Each Arab air strike that completes an Air Ground Attack in the First Combat Impulse is placed in the Used Box.*

## 19.10 Air Ground Attack Shifts

The column is shifted leftward for the defender's terrain as indicated on the TEC. There is no shift for attacking across water, however. One shift to the left is applied if the attack is on a Point within a SAM Umbrella. See also 26.0 for EW.

## 19.11 Air Ground Attack Results

See the Air CRT Results Table (game charts).

## 20.0 AIR DEFENSE & SAM UMBRELLAS

Prior to executing Air Missions, you must check for Air Defense fires. These are fired by Air Defense units on the map.

## 20.1 Air Defense Procedure

Before resolving Air Missions (see the chart below), Air Defense Fires are conducted using the Air Defense CRT. Each SAM unit (of any type) that is within its SAM Umbrella range (see 20.3) of any enemy air units (that enter its SAM Umbrella range) is entitled to roll one six-sided die (per enemy Air Commitment Phase, not per enemy air unit).

To fire a SAM unit, the owning player rolls one six-sided die (per SAM unit that is within SAM Umbrella range of an enemy air unit) on the Air Defense Table below and applies the results indicated. The Air units then complete their missions as they had been assigned.

## 20.2 SAM Units

Air Defense (SAM) units represent surface-to-air missiles (SAM) batteries, radars and antiaircraft artillery (AAA). There are two types of Air Defense units: mobile and static—they function the same other than their mobility. SAM units have a Sam Umbrella (range).

## 20.3 SAM Umbrella Range

A mobile SAM Air Defense unit creates a SAM Umbrella in its own Point and all connected adjacent Points. A static SAM Air Defense unit creates a SAM Umbrella in its own Point and out to two connected adjacent Points (i.e. its range out to two Points).

*Note: It is not permitted for an Air Defense unit's SAM Umbrella to extend across into the other front (Sinai or Golan).*

## 20.4 Water Barriers

A SAM Umbrella does not extend across a Red Sea crossing Point. A SAM Umbrella does extend across the Suez Canal regardless if bridged or not, however.

**Example:** A SAM unit in Suez City would extend its Umbrella into Port Tawfik.

## 20.5 SAM Umbrella Effects

Friendly air units that are flying missions are threatened by Air Defense units differently depending on what type of mission they have been assigned:

- 1) If an air unit is assigned to an Air Ground Attack mission within an Air Defense unit's SAM Umbrella, use the Air Ground Attack within a SAM Umbrella line on the Air Defense CRT.
- 2) If an air unit is assigned to a Recon Mission, use the Recon Mission line on the Air Defense CRT.

## 20.6 Air Defense Unit Rate of Fire

Regardless of the number of air units that are flying any kind of missions within a SAM Umbrella or not, each Air Defense unit is only entitled to fire once per enemy Air Commitment phase. The owning player (of the Air Defense unit) may always decide which of his Air Defense units are firing at which enemy air unit, although only air units that are flying a Ground Attack within an Air Defense unit's SAM Umbrella may be fired at by that Air Defense unit.

## 20.7 Air Defense Against Strategic Attacks or Air Recon

Make one Air Defense DR per theater against the entire air group making such an attack. No AD units are utilized.

## 20.8 Air Defense against Air Ground Attack

Only enemy air units assigned to conduct a Ground Attack or Air Recon against a point that is within the SAM Umbrella range of an Air Defense unit may be fired at by that (or any other) Air Defense unit that has a SAM Umbrella encompassing the point where the Ground Attack or Air Recon will be occurring. Any results are applied before Ground Attacks take place.

## 20.9 Air Defense Results

Air defense results are as follows:

**AR:** Place one intruding Air unit in the Refit box.  
**ELIM+AR:** Apply a **ELIM** then an **AR**.

## 20.10 Electronic Warfare

The Israeli player can expend one EW marker prior to making any air attack. This has the following effects:

- 1) Negate the leftward shift of any Air Defense **ELIM** results. And,
- 2) If an Air Ground Attack: Negate the (-2) shift for attacking within an enemy SAM Umbrella.

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## 20.11 Wild Weasels (WW) & SEAD

Wild Weasel air units represent aircraft equipped to penetrate and attack enemy air defenses.

- 1) Wild Weasels have a combat factor of two. They can use this only to a) conduct Air Superiority missions; and (b) attack enemy Air Defense units (per the Air Ground Attack mission)—otherwise their combat factor is zero.
- 2) Wild Weasel Air strikes are never affected by **ELIM** results.
- 3) Wild Weasels may also conduct a separate Air Ground Attack specifically against AD units before those units can make their AD DR. If those AD units are eliminated or retreated, they may not carry out their AD function in the current turn. You may use more than one WW in such an attack. If a WW unit accompanies an Air Ground Attack, only SAM units in the targeted Point may use Air Defense Fire against that mission.

**Note: AA** results are still applied against both Wild Weasels and EW supported missions.

## 20.12 SAM Ambushes

You do not have to reveal the presence of a SAM unit in a stack unless you want to use it (see 27.0).

## 21.0 AMPHIBIOUS OPERATIONS

Amphibious Operations are conducted across water features (Suez Canal, Lakes and Red Sea).

### 21.1 Crossing the Suez Canal

All non-mechanized infantry, commando, and airmobile/airborne ground units can move (but not retreat) across the Suez Canal if they 1) start a movement phase adjacent to the Suez Canal, 2) start in the same Point as a friendly engineer. The unit utilizes all its movement to cross the Canal, stopping on the other side.

An engineer unit which supports an amphibious move cannot itself move.

### 21.2 Bridges

An engineer unit can create a Bridge (representative of pontoons, assault craft, etc.). To do so, it must 1) begin a movement phase adjacent to the Suez Canal; and 2) be able to trace a LOC.

Place a Bridge marker in the line between the Points on each side of the Canal. An engineer unit which builds a bridge cannot itself move that Phase.

### 21.3 Bridge Effects

A bridge has the following effects.

- 1) The marker removes the movement restriction for friendly units crossing the Suez Canal—units move and retreat across it normally.
- 2) The marker removes the amphibious assault shift for friendly units attacking across the Suez Canal.

**Note:** A bridge is not an additional point.

### 21.4 Bridge Endurance

A bridge marker remains on the map until 1) the player chooses to

remove it during the Admin phase; or 2) there are no friendly units on either side of the Bridge (of any kind, including AD units).

**Note:** You cannot attack enemy Bridge markers *per se*, but by eliminating or retreating all enemy units adjacent to the bridge, the marker is removed.

### 21.5 Engineering Materials

The number of Bridge markers in the game is limited by the counter mix. A removed or eliminated bridge marker can be returned to play.

### 21.6 Crossing Lake & Red Sea Points

The following units may move across Bitter Lake and Red Sea Points via a modified form of ground movement:

All nations' Amphibious units  
Israeli Commandos.

It costs one movement point to enter such a Point. The unit must end its movement on land (or is eliminated).

### 21.7 Other Amphibious Operations

Amphibious unit (21.6) may move and retreat across Suez Canal Points without having to use engineer support (21.1, 21.2). This move costs all of the unit's movement for the phase.

### 21.8 Amphibious Combat

For both crossing the Suez Canal and Lake/Red Sea Points, units can end their move in an enemy occupied Point—this will trigger combat. Also, units which cross water are shifted one to the left when firing, unless doing so with the aid of an engineer.

**Note:** Use the Amphibious Assault markers as mnemonics. You can make extra markers if you do not have enough.

## 22.0 ARAB ALLIES

The two main Arab powers are Egypt and Syria. All other Arab units are termed "Allies." These include the contingents of Algeria, Iraq, Jordan, Kuwait, Libya, Morocco, the Palestinians, Saudi Arabia and Tunisia.

### 22.1 Ground Unit Coordination

Arab Ally ground units can stack with other Arab Allies. However, the units of only one contingent can conduct an attack fire from a particular Point. They fire defensively normally.

**Example:** A stack containing both Syrian and Jordanian units could attack only with either the Syrians or the Jordanians in a particular Arab combat phase.

### 22.2 Air Unit Coordination

Arab Ally air units cannot perform Air Ground Attack against the same Point. They can perform other air missions together. Arab Allies cannot gain command bonuses from other Arab contingent HQs.

### 22.3 Reinforcements

The event "Arab Allies" can provide additional Arab units. Deploy them normally.



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## 22.4 Refit

Arab Ally units cannot refit. Once eliminated, Arab Ally units are out of play permanently.

*Note: This is due to abysmal logistics.*

## 23.0 SPECIAL UNITS & STRIKES

### 23.1 Israelis

The Israelis possess the following special units:

#### Elites

The following Israeli units are termed Elites: all paratrooper units; all commando units; the Golani infantry brigade and its battalions. If an Elite Israeli unit is attacking, the combat column is shifted one to the right (cumulative with other shifts).

#### Signals Intelligence Unit

This unit is initially placed on Mount Hermon. As long as it is on the map, the Israelis get one free EW marker per turn that can be used anywhere north of the line Gonen-Wasit-Kuneitra-109/110-Um Butne-El Hara- and the un-named Point south of El Hara. Additionally, the side that controls Mount Hermon may always examine all enemy stacks north of the above line of Points.

#### Armored Recon & Special Forces Battalions

These units can always move in the Israeli Second Movement Impulse—they do not have to have an LOC to do so.

*Note: Arab commando / special forces units do not have this special ability.*

### Israeli Mobilization Depots

See the Deployment rule (10.9).

### 23.2 Arabs

The Arabs possess the following special units:

#### Guards Armored Brigades

These have a stronger combat strength; They cannot be used for reorganization. They are otherwise treated as regular units.

#### Self-propelled rocket launcher brigades

Their bracketed strength is used when attacking. Their unbracketed strength is used when defending. They are otherwise treated as regular units.

### 23.3 Engineers

Engineers possess the following special capabilities.

- 1) Amphibious support: Engineers can assist in amphibious operations (see 21.0).
- 2) Attacking a fortification: If a player has an engineer in the same Point as an enemy fortification, then shift the attacker's column one to the right (cumulative with all defending shifts).
- 3) They assist in crossing and bridging the Suez Canal (see 21.1 and 21.2).



# OCTOBER WAR

## 23.4 Airmobile Units

Commando units and units printed with a gullwing airmobile symbol can make airmobile moves. Units that conduct airmobile movement are treated as if they have an LOC during the entire turn when they conduct an airmobile move. They are subject to all normal LOC rules normally thereafter, however.

**Note:** They can also move via normal ground movement rules.

## Airmobile Movement Procedure

Airmobile movement is conducted per the following procedure:

- 1) Pick up all the units that will be conducting airmobile movement in the same phase. Move it/them to any Point(s) within four Points of their starting Point.
- 2) Consult the Airmobile Movement Table. Roll one die (per unit). Apply any die roll modifiers. Apply the result.

**Note:** Units cannot fly from one theater to the other via Airmobile movement.

## Airmobile Restrictions

A unit making an airmobile move cannot conduct normal ground movement in the same phase. See 25.0 for Reserve Areas and airmobile movement.

Airmobile movement cannot be made directly into any objective point.

Airmobile movement is limited to a maximum of four Points distance counted from its starting Point (where it began its airmobile movement).

Airmobile movement cannot be made into or out of a known enemy SAM Umbrella (to this end, an enemy player may always opt to reveal a heretofore unknown SAM unit to prevent an opponent's airmobile move, if he so chooses).

**Note:** Only airmobile-capable units can use this movement.

## 23.5 Israeli 202nd Airborne Battalions

The battalions of this brigade may make one airborne drop each during the game. The conditions and movement of the unit are identical to those used for airmobile movement—



# ARAB-ISRAELI WAR 1973

except that the maximum range for airborne movement is eight spaces from a map edge or mobilization depot.

## 24.0 ARTILLERY BARRAGE

Artillery Barrage represents the effects of masses of long-range guns which are not otherwise shown in the game. They make special Barrage attacks via the Ground CRT.

Barrage Strikes are kept off map until used. Each Barrage Strike can be used once in combat, then it is returned to the Available for Mobilization box. It can be brought back into play by paying the mobilization cost (see the Mobilization Table). Barrage markers are not units and otherwise have no other effects on play.

### 24.1 Barrage Procedure

Barrage is conducted during the Barrage step of the Combat execution sequence (a Barrage marker can only attack during one round of combat). You can conduct barrage only during a friendly Combat Phase.

- 1) Place barrage markers on any Points within the range restrictions (see below).
- 2) Resolve the attack per standard ground combat.

**Note:** *The defender does not return fire against the Barrage marker, nor is the Barrage marker affected by combat.*

### 24.2 Range & Fire Control

Barrages are limited as follows:

- 1) A barrage marker can be placed only in spaces either occupied by or adjacent to a ground unit of the same nationality. Further, that unit must be able to trace a LOC (the targeted Point does not have to trace a LOC).
- 2) During a Second Impulse, the friendly unit (above) that is adjacent to or occupies the space being barraged must be within command radius of a friendly HQ. The space being barraged does not have to be within command radius.
- 3) A player can use a maximum of one Barrage marker against a particular Point per combat phase.

### 24.3 Arab Fire Control Restrictions

In addition to the above, note the following restrictions to the Arab side.

- 1) **Egyptian Front:** Barrage markers can only be used:
  - a) On any Point west of the Suez Canal, OR
  - b) Any Israeli fortification Point adjacent to the Suez Canal.
- 2) **Syrian Front:** Barrage markers can only be used:
  - a) On any Point east of the Purple Line, OR
  - b) Any Israeli fortification Point adjacent to the Purple Line.

**Example:** An Egyptian unit is in Port Said. An Egyptian barrage could be conducted against the Israeli fortification directly to its east, but not against the Chinese Farm.

### 24.4 Mt. Hermon Bonus

A one-column rightward barrage shift applies to whichever side on the Golan map currently controls the Mt. Hermon Point.

## 25.0 RESERVE AREAS

Reserve Areas represent larger areas off the map.

### 25.1 Deployment

You may deploy ground units in friendly Reserve Areas. While in a Reserve Area, they can Reorganize and generally act as if they were in a map Point (with special cases stated below).

### 25.2 Exclusivity

Only Israeli ground units may move to and from the Israeli Reserve Area.

Only Egyptian ground units deployed on the Sinai map move to and from the Sinai Reserve Area.

Only Syrian ground units deployed on the Golan map may be in the Golan Reserve Area.

### 25.3 Movement

Units may move in or out of a Reserve by paying one movement point. Syrians can only enter or exit their Reserve Area from the "To Damascus" points; Egyptians can only enter or exit their Reserve Area from their Reserve Area from the five adjacent points on the map. They enter and



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exit via map edge points adjacent to the Reserve area. A unit can (but does not have to) enter or exit a Reserve Area via a point containing enemy units (within normal movement restrictions), as well as retreat to a Reserve area from a connecting point where combat has occurred. Jordanian units enter at the southeast corner of the Golan in the Sheikh Meskin point.

## Entering

Units must cease movement upon entering a Reserve Area.

## Exiting

Units that begin their movement in a Reserve Area:

- 1) Double their ground movement factor (to four).
- 2) Are automatically In Command for Second Impulse movement.

*Note: Placing units in a Reserve Area is a useful way to spring surprises on the enemy, given the movement enhancements.*

## 25.4 Fronts

The Israeli player can move units from both Fronts into the Reserve Area. On a subsequent move, he may move them out of the box into either front. (That is, the Israelis can transfer units from front to front.) The Arab player cannot transfer units from the Sinai box to the Golan box, or vice versa.

## 25.5 No Combat

Players may not conduct combat into or out of Reserve boxes.

## 25.6 Stacking

There is no limit to the number of units which may be in a Reserve Area. Arabs can have units of any nationalities in the same Area.

## 25.7 Airmobile Units

Arab Airmobile units can fly out of a Reserve Area and land on the map in the same theater as the Reserve Area. Israeli Airmobile can fly out of the Israeli Reserve Area and land on either the Sinai or Golan map. Arab Airmobile units on the map can fly into the Reserve Area for that theater. Arab Airmobile units cannot fly from its current front to the other front. Airmobile units which fly into a Reserve Area are considered to be flying under a friendly SAM Umbrella for the purposes of selecting the line when resolving Airmobile movement.

## 26.0 ELECTRONIC WARFARE (EW)

EW markers represent a myriad of fog of war, tactical, and technological factors.

### 26.1 Deployment

Players receive EW markers as part of initial set up or due to Events. Place them in the friendly EW marker box.

*Note: The number of EW markers in the counter mix is a design limit.*

### 26.2 Tactical Advantage

During step "(4)" of the Ground Combat Sequence, the attacker may commit one EW marker (this commitment is made openly). If the attacker chooses to do so, then the defender may choose to then commit one.



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- 1) If the attacker played a marker and the defender did not, then the attacker gets first fire.
- 2) Otherwise, the defender gets first fire.
- 3) Discard all played markers (they can return to play via subsequent Events).

## 26.3 SEAD (Suppression of Enemy Air Defenses)

The Israelis (but not the Arabs) can add one (and only one) EW marker to:

### 1) Air Superiority & Strategic missions.

This has the following effects:

- a) Ignore any **ELIM** result during Air Defense Fire. **And**
- b) Shift that air attack one to the right.

### 2) Air Ground Attack conducted within a SAM Umbrella.

This has the following effects:

- a) Ignore any **ELIM** result during Air Defense Fire. **And**
- b) Negate the left column shift for the SAM Umbrella.
- c) Air ground attacker chooses which defending unit is lost.

## 27.0 FOG OF WAR

A player can always examine friendly units, regardless of location. You can examine enemy units only under the conditions below.

### 27.1 When you can Examine Enemy Units in Points on the Map

- 1) The instant that any friendly unit is in the same Point as the enemy: both sides must reveal all units. This is so for both ground and air attacks.

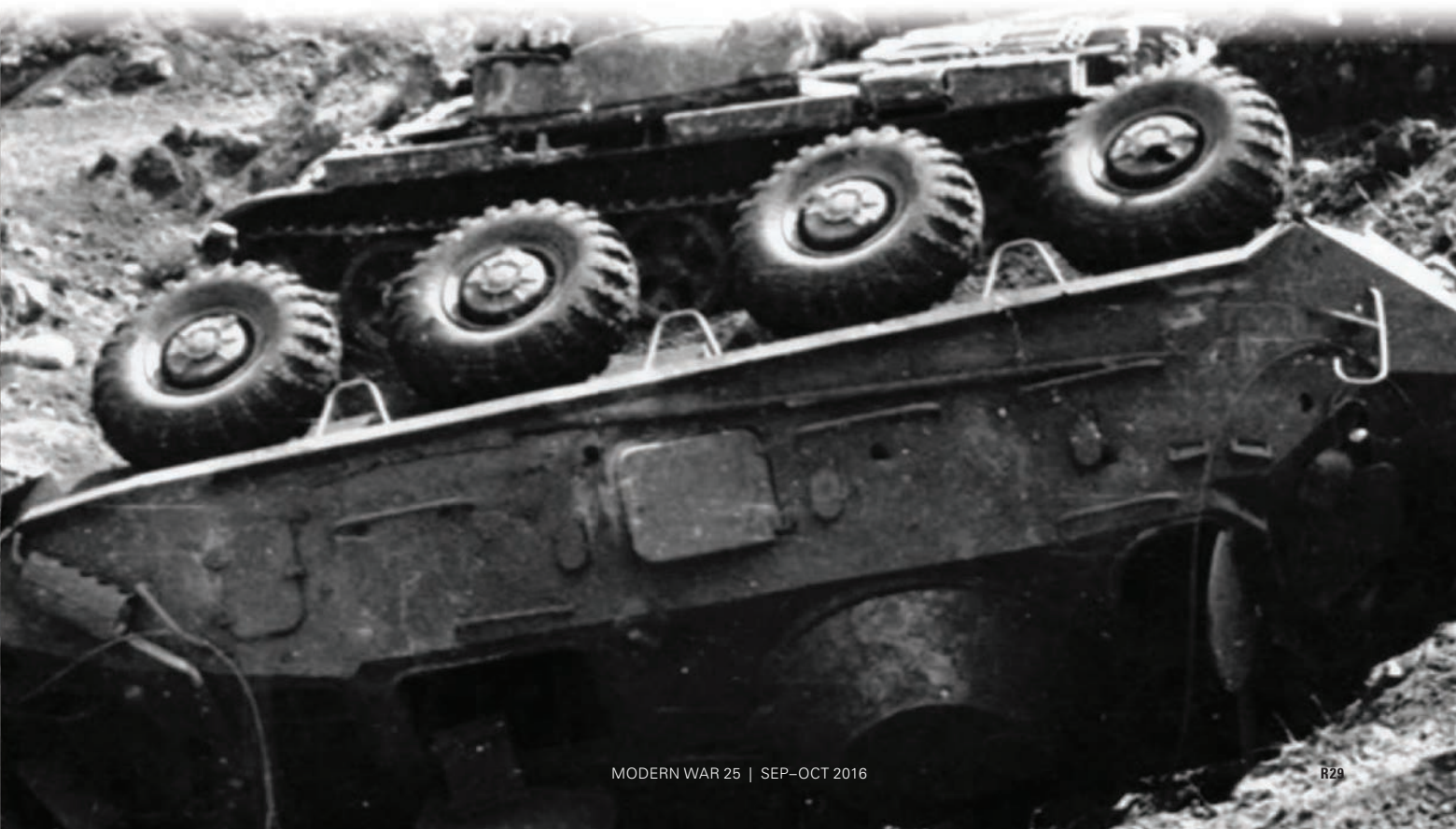
**2) Via Ground Recon.** The following units can conduct Recon: armored recon, special forces. You perform Recon at the start of a friendly movement phase. Reveal the unit to conduct the Recon, then select one adjacent Point and reveal all enemy units in it. The unit performing the Recon cannot move for the rest of that phase, nor can it be in a Point containing enemy units.

**3) Via Air Recon:** TAC and WW can perform Air Recon. This can be done during any friendly impulse. Place the TAC unit(s) in the same Point containing enemy ground units. Resolve any AD fire. If at least one TAC unit survives, you can examine all enemy units in that Point.

**4) Via EW.** Place one EW marker in any Point. This can be done during any friendly impulse. The defender may negate this by expending one EW marker. This can be done at any time in any friendly phase. (Each player can expend a maximum of one EW marker per point per phase for this.) Examine all enemy units in that Point and in all adjacent Points.

### 27.2 When you can examine enemy units in Reserve Areas

Follow the same procedure for EW and examine all units in the Reserve Area. Other forms of Recon cannot be performed against enemy off map areas.



# OCTOBER WAR

## 28.0 OCTOBER WAR EVENTS

### ISRAELI EVENTS

Event	Explanation	Disposition
<b>Ceasefire*</b>	If this is the first Ceasefire marker drawn, on a DR of 1 a Ceasefire occurs. Ignore this Event and Return if before turn Three.	Discard
<b>Combined Arms</b>	Israelis may begin forming Combined Arms Brigades.	Remains in Effect. Discard
<b>Electronic Warfare</b>	Israelis roll one die and receive that number of EW markers. This marker is kept out of the pool until the US Resupply marker is pulled.	Discard
<b>Major Operation (A)</b>	<b>1)</b> Israelis roll one die and gain that number of EW markers, then <b>2)</b> roll a second die and Israelis gain that number of MP.	Discard
<b>Major Operation (B)</b>	Same as above	Same as above
<b>Morale Check</b>	Roll one die. If the result is less than or equal to the total number of Arab-controlled Israeli fortification and Arab objective points (both maps, total), then all Israelis ground attacks suffer a -1 modifier. This stays in effect until at least one fort or Arab objective point is retaken.	Discard
<b>Option</b>	No effect. (Players can also use this to create their own game variants.)	Discard
<b>Satellite Recon</b>	Examine all Arab units on both maps and Reserve boxes.	Discard
<b>US Resupply</b>	<b>1) Roll two die:</b> Israelis immediately receive that number of TAC / WW airstrikes (any combination), even if it is necessary to draw them from the Eliminated box. <b>2) Roll a second die:</b> Israelis receive that number of antitank units. <b>3) Roll a third die:</b> Israelis receive that number of additional MP (See 10.3).	Discard

### ARAB EVENTS

Event	Explanation	Disposition
<b>Arab Allies</b>	Roll three dice and total the results. Arabs select that number of available Arab Ally units. One Arab division (XX) is counted as three of that number. For each unit roll one die and receive it that number of turns later.	Discard
<b>Ceasefire</b>	Same as Israeli Ceasefire marker.	Discard
<b>Jordanian Front</b>	In the immediately following Israeli Mobilization Phase, reduce Israeli MP by three. Maximum of one Jordanian unit allowed as an Arab Reinforcement.	Discard at end of following Israeli Mobilization phase.
<b>Major Operation</b>	<b>(1)</b> Roll one die and gain that number of EW markers, then <b>(2)</b> roll a second die. Select either the Egyptians or Syrians, and they gain that number of MP.	Discard
<b>Morale Check</b>	Roll one die for each theater. If the result is less than or equal to total number of Israeli-controlled Arab fortifications, cities, and Arab objective points (on that map), then the Arabs receive zero mobilization points for that theater this turn. Otherwise, receive one additional MP for that front.	Return
<b>Oil Embargo</b>	<b>1)</b> Israelis lose two MP; and <b>2)</b> Select either Egypt or Syria: that country gains one MP.	Return
<b>Option</b>	No effect. (Players can also use this to create their own game variants.)	Discard
<b>Satellite Recon</b>	Examine all Israeli units on the map and the Reserve box.	Discard
<b>Soviet Resupply</b>	<b>1) Roll one die:</b> Arabs immediately receive that number of TAC airstrikes / Air Defense units (any combination), assuming any are available. <b>2) Roll a second die:</b> Arabs receive that number of additional MP. See 10.3 (You can divide the reinforcements between Egyptians and Syrians.) Also, either Egypt or Syria receives one EW marker.	Discard

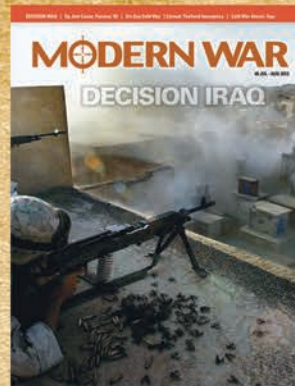
# MIDDLE EAST GAMES



## SPECIAL EDITION

### HOLY LAND: THE NEXT ARAB-ISRAELI WAR

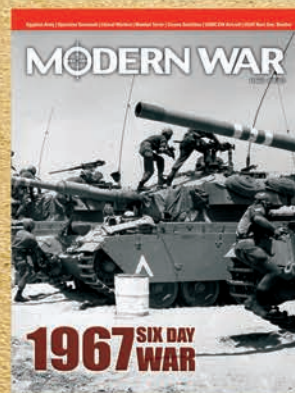
The premise of Holy Land is that there is a revitalization of the militant Arab world. They then challenge the Israelis, using not only conventional military forces, but also the full spectrum of conflict, including insurgency and terrorism. The game includes several possible scenario options for different types of conflict. Holy Land game shows some of the major factors involved. The Holy Land game system is based upon Decision: Iraq; there are two players in Holy Land, various Arab powers and foreign fighters, the latter possibly including Al Qaeda and Iranian support, among others, and the Israelis, with possible coalition support.



### Decision: Iraq

Decision Iraq is a game that emphasizes the fight against the insurgency in Iraq, which began in 2003 following the US-led invasion of that country.

**Price: \$30**



### Six Day War: 1967

Six Day War is a wargame of Arab-Israeli War of June 1967. There are two players in the game, each commanding a Front of the Israeli Army against various Arab opponents. One commands the Sinai Front; the second commands the Eastern Front.

**Price: \$30**



### Oil War: Iran Strikes

This near-future what-if war game is an update and expansion of the classic old-SPI Oil War game from the mid-1970s. Oil War is a low-intermediate complexity design set in a time frame of the near future – 2013 through 2017 – in which the Iranians may indeed have developed some kind of nuclear capability.

**Price: \$30**

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