



# ***Fast Action Battle Game***

## ***Series Rule Book***

**Series Design by Rick Young**

***Golan '73* Design by Michael Gustavsson and Rick Young**

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## Log of Important Changes (Volume 3)

Aside from minor editorial changes and clarifications, the following important updates have been made to the Series Rules as previously published in both volumes 1 and 2.

- 3.24 – Change “are resolved,” to read “are resolved, one combat round per selected area.”
- 6.1 – Append “Only one combat round per selected area is resolved per Combat Phase.”
- 6.24 – Change “Each firing unit (and asset) compares” to read “Each firing unit (and asset) will compare during each subsequent firing step”.
- 6.42c – Append “Any asset that is not allowed to retreat per the Exclusive Rules is destroyed and its loss counts as a hit taken for each such asset destroyed.”

## Log of Important Changes (Volume 2)

For continuity of understanding, we note the previous important updates made to the Series Rules as published in Volume 2.

- 4.34 – Delete “when a friendly unit enters the area”.
- 4.34 – The following change in the Official FAQ was not included but see the update to 5.32: Change “one additional movement point to enter” to read “one additional movement point to enter (but not in addition to the +1 paid if friendly forces are present)”.
- 5.1 – Add a new sentence after “two units of each side.” as follows: “No unit may voluntarily end its move overstacked.”
- 5.32 – Insert “and/or asset(s)” to read “Entering an area that already contains unit(s) and/or assets(s), friendly and/or enemy, costs one additional movement point (total).”
- 5.35c – Change “into a contested area each Movement Phase.” to read “into an enemy-occupied area each Movement Phase.”
- 6.22 – New limit added: up to eight available battle assets.
- 6.23 – New limit added: up to five available battle assets.
- 6.6 – Insert the following: “If there is a choice, the area chosen must contain one or fewer units. If all such adjoining areas contain two friendly units, the unit must continue to retreat as above and continue to do so, moving toward (until reaching) the nearest uncontested, friendly-controlled area that contains one or fewer units.”
- 9.31c – Delete “A supply path cannot pass through a vacant area that is adjacent to an enemy-controlled area with one or more uncontested enemy units.”

## Series Rules

### 1.0 INTRODUCTION

The *Fast Action Battles (FAB)* series of games are designed to recreate important battles of the early to mid 20th Century, using wooden blocks to represent the major combat formations (units) and die-cut counters to represent the supporting elements (assets).

As the field commander for your chosen side, you must decide how to make the best use of your units, reserves, assets, and Special Actions towards fulfilling your assigned objectives.

These games are designed to impart a good sense of the history and to play fast (compared to other wargames on the same topic), while being both fun and challenging. Enjoy the games!

There are references to other rules – e.g. (4.3) – throughout these booklets. These references may be ignored when reading through the rules for the first time. They are provided to help you find a rule that you might be seeking during play.

### 2.0 KEY WORDS & CONCEPTS

#### 2.1 GENERAL

**10-sided Dice**—Regardless of any modifiers and the purpose of the die roll, a roll of **1** will always result in success and a roll of **10** will always result in failure. The dice included with each *FAB* game are numbered from **1** to **10**. If you are using ten-sided dice that are numbered from **0** to **9**, treat each roll of a **0** as a roll of **10**.

**Exclusive Rules**—The Exclusive Rules (those beginning with section 11.0) represent rules that are specific to the battle being portrayed. If they contradict the Series Rules (sections 1-10), the Exclusive Rules take precedence.

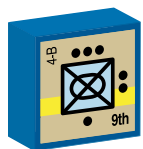
**First Player**—This is the player that moves first each turn (13.1).

**Selection Cup**—This is an opaque container, such as a coffee cup, from which assets and events are drawn at random. Each player needs a selection cup (not included in the game).

**Status Boxes**—Each player has his own set of Status Boxes on the map sheet. The Available Box holds the assets/events that are playable; the Used Box holds the assets that have been used in the current game turn; and the Eliminated Box holds all used events and units/assets that have been eliminated.

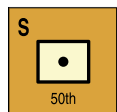
**Success Number**—This is the number needed (or less) on a 10-sided die to succeed in what you are attempting. The basic Success Number is always **5**. This can be modified up or down by applicable modifiers. These modifiers are listed in the Combat Table on the Player-Aid Card and in the appropriate rule sections.

## 2.2 UNITS, ASSETS, EVENTS, & MARKERS

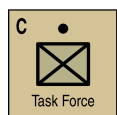


**Units**—These are the main combat and maneuver elements. Each unit's size depends on the battle portrayed, but is usually a Regiment or larger, and it is represented by a wood block with a label that has been applied according to section 13.2. Blocks are normally placed on edge, with the labels facing away from your opponent, providing a built-in limited intelligence system. The current step value should be along the topmost edge of the playing piece. The highest value on each label represents that unit at full-strength.

**Assets**—These die-cut counters represent small formations which you can assign to the battles that you deem most crucial.



There are two types of combat assets for game purposes; indirect-support (artillery, naval gunfire, etc.), and direct-support (independent formations of engineers, infantry, armor, etc.). For brevity, these asset types shall hereafter be called artillery assets and battle assets, respectively. Various non-combat assets may also be included, depending on the battle portrayed (command staff, fuel, etc.).



**Events**—Each die-cut event contains the title of the event that it represents and the game turn that the chit gets added to the selection cup. Events include replacements, Special Actions, and other events that did or likely could have occurred in the battle. The use of each event is explained in section 17.0.



**Special Actions**—Special Actions represent an extra effort of command and supplies used to prompt units to perform above and beyond the normal course of duty (8.0).



**Game Markers**—These die-cut counters are used to track game information, unit status, and to denote such things as field works, blown bridges, and river assaults on the map sheet.

## 2.3 UNIT DETAILS

**Armor & Infantry Class**—Units and assets that are armor class represent formations with significant armor components. Units and assets that are infantry class represent formations without significant armor components. Rule 13.3 shows which unit and battle asset types are in each class and rule 13.4 (if defined) identifies information and symbols on the units and markers.

**Good Order**—Units without either a disordered or a recovering marker are said to be in good order and they operate with normal capabilities.

**Disordered**—Units (not assets) can become disordered, which affects their capabilities until they recover (6.5). Such units are marked with either a disordered or a recovering marker.

**Higher Echelons**—Rule 13.2 identifies the Higher Echelons (Corps or Army HQ's) and their identifying colors. These Higher Echelons are an administrative concept and are not represented by actual game pieces, but all the units, assets, and events in the game will show which Higher Echelon they belong to by the colors on their labels and counters (shown as the background of the counters for events and within the unit symbols for units and assets).



**Morale Checks**—At certain times the rules will call for a unit to make a morale check against its troop quality to see if it is able to endure the stress of the task requested of it (6.7).

**Point Unit**—This is the unit that leads the attack for the Attacker or defends the key approaches for the Defender. Both sides designate a point unit for each combat (6.24).



**Reserve Units**—These are units that have been marked with a reserve marker, which are limited by the counter-mix. Reserve units may move during a future Movement Phase (5.21).

**Steps/Step-Losses**—Steps are the increments by which units are built-up by certain events (or Special Action usage) and depleted by step-losses. Steps are represented by the number of pips on the outside edge of the unit labels, with the current step value being on the uppermost edge. If a multi-step unit suffers a step-loss, reduce its current step value by rotating the block 90 degrees counter-clockwise. If a unit with only one step remaining suffers a step-loss, it is eliminated.

**Troop Quality**—This represents the skill, equipment, training, and motivation of the units/assets, and is shown by the color of the pips on the edge of the piece. Red pips represent elite quality troops, black pips represent veteran quality troops, and white pips represent green quality troops. Current troop quality may change as the unit's current step value changes. A unit's current troop quality may provide Success Number modifiers for combat and morale checks.

**Unit Status**—This refers to a unit's current condition (good order or disordered; supplied or unsupplied; marked as a reserve or not).

## 2.4 AREAS

**Area**—Each numbered and named playing space on the map is called an area. Units in play should always be within an area.

**Contested & Uncontested Areas**—An area containing forces from both sides is said to be contested. An area containing no forces or forces of only one side is said to be uncontested.

**Controlled Areas (friendly and enemy)**—Each area is controlled by one side or the other, whether contested or not. An area is controlled by the side that was the last sole-occupant. Players begin each scenario controlling all areas identified by the scenario rules (22.0). Change of an area's control occurs at the instant one or more of the other side's units are the sole-occupants. Assets may retain, but do not change an area's control. Use control markers for areas where the controlling side is not obvious (9.2).

**Terrain**—Apart from certain boundaries and blown bridges, terrain has no effect on movement. The terrain difficulty symbol shown within each area matches a Terrain Difficulty Number on the Map Legend which is a modifier that is applied against the Attacker's ground fire (6.28).

**Newly Contested Area**—A newly contested area is an area containing units of both sides, where the area was uncontested prior to the just completed Movement Phase. Newly contested areas are recognizable at the start of the Combat Phase by the units within them not yet being displayed face-up.

## 3.0 SEQUENCE OF PLAY

### 3.1 REINFORCEMENT PHASE

Both players receive new units, assets, and events, and also relocate assets from the Used Box (4.1).

### 3.2 FIRST PLAYER TURN

The First Player moves first in each game turn and is the Phasing Player for steps 3.21 through 3.28 below. The Second Player is the Non-phasing Player.

#### 3.21 Admin Phase

Assets and events are added to the Available Box (4.2a). Events and engineering assets may then be played by both players (4.2b & 4.2c).

#### 3.22 Operational Movement Phase

Each of the Phasing Player's units may move, build field works, hold its position, or be marked as a reserve (5.21 – 5.24).

#### 3.23 Strategic Movement Phase

The Phasing Player may move units marked with a reserve marker via strategic movement (5.4). Restrictions that apply are found in 14.8.

#### 3.24 Combat Phase

All combats required or desired by the Phasing Player are resolved, one combat round per selected area, in any order the Phasing Player determines, per the combat rules (6.0).

#### 3.25 Reaction Phase

The Non-phasing Player moves any reserve units that he wishes to move, up to their full movement allowance, removing the reserve marker from the units that have moved (7.2).

#### 3.26 Breakthrough Movement Phase

The Phasing Player moves any units marked with an exploitation marker (6.8), any reserve units (5.21), and any other units he activates via Special Action (8.21) as desired, in any order desired (7.3).

#### 3.27 Breakthrough Combat Phase

A round of combat must be fought in newly contested areas, and may be fought elsewhere by spending a Special Action (8.22). Once this Combat Phase begins, there is no more movement allowed for the current player turn.

### 3.28 Supply Phase

Both players verify the control of areas, check supply for friendly units, and adjust disordered markers; then the Phasing Player makes unsupplied morale checks; and then both players remove all appropriate markers (9.0).

## 3.3 SECOND PLAYER TURN

The Second Player now performs Phases 3.21 through 3.28 as the Phasing Player, with the First Player becoming the Non-phasing Player.

### 3.4 VICTORY CHECK

Victory Points are calculated (19.0) and a check is made for a sudden death victory (19.4).

### 3.5 GAME TURN ADVANCEMENT

If a sudden death victory was not achieved, advance the Game Turn marker to the next turn unless the last turn of the game was just played. In that case, check the scenario's victory conditions to determine which side has won the game.

## 4.0 REINFORCEMENT & ADMIN PHASES

### 4.1 REINFORCEMENT PHASE

Both players perform each of the following actions in the sequence listed below:

- a) If a player's reusable Special Action was available to him last turn and he did not use it (it's still in the Available Box), the player may move any one asset of his choice directly from the Used Box into the Available Box, while also keeping the reusable Special Action in the Available Box for the current turn. Move any reusable Special Action(s) in each player's Used Box into their respective Available Box.
- b) Both players move any and all assets that remain in their Used Box into their respective selection cup.
- c) Place reinforcing units on their respective entry area(s) as shown on the unit label. There is no movement cost in placing these units in their starting areas. In games with multiple entry areas, the entry area letters on the map are labels identifying the adjoining entry areas, and are not areas themselves. Placement may not violate stacking, nor may units be placed in an enemy-controlled area unless the area is currently vacant. If the unit's label lists two areas, the listed areas indicate a range of allowable entry areas (e.g. AC means the unit can be placed in Entry Area A, B, or C). If all indicated entry areas are currently blocked per the above, the unit's arrival is delayed by one turn and it then arrives at the nearest allowed appropriate entry area (14.2). Another option would be to spend a Special Action to reroute the reinforcement on its indicated turn (8.27). Units arrive at full-strength unless otherwise indicated by the scenario.
- d) Place reinforcing assets/events in the selection cup.

## 4.2 ADMIN PHASE

This Phase occurs at the start of each player turn and is performed in the following sequence:

- a) Both players randomly draw a number of assets/events from their selection cup as indicated on the Turn Track (see example below), placing the drawn chits in the Available Box.

9 Oct 10		Legend	
		Syrian	Israeli
		? / ?	? / ?
		Admin Phase Asset/Event	
		← Draw = 1st / 2nd	
4 / 1	3 / 9		
6 / 4		← Net VP's Syrian / Israeli	

- b) The Phasing Player may play events currently in the Available Box, and use engineer assets currently in the Available Box to perform engineering functions (4.3). The Phasing Player may also perform Staff Functions (8.3) and certain Special Action uses (8.25 & 8.26) at this time.
- c) The Non-phasing Player may then play events, Staff Functions, Special Actions, and engineer assets as above.

### 4.21 Alternate Event Use

Either player may elect to use an event to move two assets (not units or other events) of the owning player's choice from the Eliminated Box into the selection cup, rather than for its printed (17.0) purpose.

### 4.22 Used Events

Whether used for its printed purpose or the alternative use above, events are single-use only and each is placed in the Eliminated Box after being used.

## 4.3 ENGINEERING FUNCTIONS

Each engineer asset in the Available Box may be used to perform one of the functions defined in 4.31 through 4.35 below, a function specified in the Exclusive Rules (14.5), or may be used as a battle asset during combat (6.32 & 6.33).

### 4.31 Blow up Bridge(s)



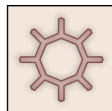
Bridges may be demolished (blown) where the engineering player has a supplied, friendly-controlled, and uncontested area adjacent to the river boundary.

Each engineer asset may blow up to two bridges in an Admin Phase, provided both bridges are adjacent to the same eligible area. Place a blown bridge marker on the affected river boundaries and place the engineer asset in the Used Box.

### 4.32 Repair a Bridge

To repair a blown bridge, the engineering player must either control both areas adjoining the blown bridge or control one area and contest the enemy-controlled one. Each engineer asset may repair one bridge in an Admin Phase. The friendly-controlled area that the repair is originating from must be both supplied and uncontested. Remove the blown bridge marker and place the engineer asset in the Used Box.

### 4.33 Construct Field Works



Place a field works marker on any supplied, friendly-controlled, uncontested area containing at least one friendly unit of the same Higher Echelon as the engineer, and then place the engineer asset in the

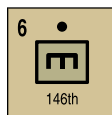
Used Box.

### 4.34 Construct a Roadblock



Place a roadblock marker on any supplied, friendly-controlled, and vacant area that has a Terrain Difficulty Number of one or higher, and then place the engineer asset in the Used Box. The effect of the roadblock is that for the current player turn, the first enemy unit that enters the area must pay one additional movement point to enter, and then it ends its movement in that area. The roadblock marker is removed when an enemy unit pays this penalty or during the Supply Phase of the same player turn (9.5).

### 4.35 Create a Defended Roadblock



Place the engineer asset itself instead of a roadblock marker in a supplied, friendly-controlled, and vacant area that has a Terrain Difficulty Number of one or higher. The defended roadblock is identical to the roadblock above, except that the engineer asset is not removed by an enemy unit entering the area, acting partly as a unit instead, in that it may attempt to blow bridges by following rule 5.35d, and it causes all enemy units to stop in the area, forcing them to resolve combat. During the Combat Round, the Defender may not use a Special Action to reinforce or retreat before combat and one artillery asset from the same Higher Echelon is the only asset that may be assigned to help the defending engineer (no events). If the defending engineer survives until the Supply Phase (with or without combat), it is placed in the Used Box.

**Note:** Only use defended roadblocks to avert a crisis, as they will often result in the destruction of a valuable engineer asset.

## 5.0 STACKING AND MOVEMENT

### 5.1 STACKING LIMITS

Each area may hold up to two units of each side. No unit may voluntarily end its move overstacked. Stacking limits are enforced at the end of each Phase and throughout each Combat Phase by retreating (6.6) any units in excess at those times. Units unable to legally retreat to correct overstacking are eliminated instead. There is no stacking limit for assets.

### 5.2 OPERATIONAL MOVEMENT PHASE OPTIONS

During an Operational Movement Phase, each eligible unit may be placed in reserve, move to another area within range of its movement allowance, build field works, or hold its position.

#### 5.21 Placing Units in Reserve

Reserve markers may be placed on eligible (14.7) units during the Operational Movement Phase, up to the limit of the counter-mix. A unit that is in reserve may move either in the same Operational Movement Phase, in the Strategic Movement Phase, during a Reaction Phase, or a Breakthrough Operational Movement Phase. The reserve marker is removed

when the unit moves, when the area containing the reserve becomes contested, or during the enemy player's next Supply Phase (9.5).

## 5.22 Moving to Another Area

During a friendly Operational Movement Phase, each infantry class unit has a movement allowance of three movement points, and each armor class unit has a movement allowance of six movement points. No unit may exceed its movement allowance unless moving only one area (5.33). Units are revealed (placed face-up) when entering a contested area if the other forces within that area are already face-up from a prior Combat Round, even if the existing units leave to allow new units to enter. Otherwise the area containing enemy units becomes newly contested and the units remain upright until the Combat Phase.

## 5.23 Building Field Works

A unit may expend its entire movement allowance in an uncontested area to place a field works marker in that area. Only supplied units in good order may build field works. No area can contain more than one field works marker. All units friendly to the unit that built the field works benefit from it in that area. A field works marker is removed when it absorbs the first hit in combat, when the area does not contain a friendly unit at the end of any Phase, by an enemy engineer in combat (6.33), or when the area is contested during any Supply Phase. Field works never benefit enemy units. Enemy units have a -1 Success Number modifier when firing at friendly infantry units that are in field works at the time the attacking dice are rolled.

## 5.24 Hold Position

The unit neither moves nor changes its status.

# 5.3 OPERATIONAL MOVEMENT

## 5.31 Boundaries & Connections

Each area is separated from other areas by its boundaries. Units use connections to cross those boundaries, which costs movement points. The Exclusive Rules may introduce other boundary and/or connection types (14.1).

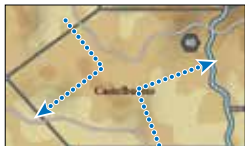
**Boundary Types**—The standard boundary types are as follows:

- Open boundary→
- River boundary→
  - A bridge always exists on each river boundary unless a blown bridge marker is present
  - Blown bridges affect movement



**Connection Types**—The standard connection types are as follows:

- Road connection→
  - Basic movement cost: 1 MP
  - Where a primary road connects two adjacent areas
  - Primary roads connecting to adjacent areas do not have to be connected to each other inside an area



- Field connection→
  - Basic movement cost: 2 MP
  - Where no primary road connects two adjacent areas



## 5.32 Movement Point Costs Between Areas

Units may move between adjoining areas. Units may not move diagonally across the point where boundaries intersect. The movement costs are as follows:

- If a road connects two areas (whether crossing over an open or a river boundary), the crossing costs one movement point.
- Otherwise, it is a field connection (whether crossing over an open or river boundary) and the crossing costs two movement points.
- A river boundary where the bridge has been blown costs a unit its entire movement allowance to cross. This supersedes the two previous bullet points.
- Entering an area that already contains unit(s) and/or asset(s), friendly and/or enemy, costs one additional movement point (total).
- Units exiting a contested area pay one additional movement point (5.34).
- Unsupplied and/or disordered units are only permitted to move into an adjacent area (5.33).

## 5.33 Guaranteed Minimum Movement

A unit may always move from its starting point to a non-prohibited adjacent area, even if such a move would exceed its movement allowance.

## 5.34 Exiting a Contested Area

If exiting a contested area, the first area entered must be both friendly-controlled and uncontested. From that first allowed area the unit may continue moving, up to the limit of its movement allowance, but that unit may neither enter nor create another contested area during that same Movement Phase.

## 5.35 Other Movement Restrictions:

- a) Units are always moved one at a time, with one unit completing its move before the next unit begins its move.
- b) Units must stop when entering either an area containing enemy unit(s), asset(s) or a roadblock (4.34 & 4.35).
- c) Only one unit may cross each river boundary (whether the bridge is blown or not) into an enemy-occupied area each Movement Phase. There is no limit on the number of units crossing a river boundary into uncontested areas, even if leaving a contested area.
- d) A unit that attempts to cross a River boundary into a newly contested area triggers an opportunity for the opposing side to attempt to blow that bridge. This attempt is optional, and succeeds on a 1-5. If the bridge is blown, the unit that triggered the attempt may still cross the river if it began the Phase adjacent to the targeted area. If the unit does not or cannot cross, it does not pay the movement cost for the area it was to have entered. It instead loses one movement point, but may continue moving.

- e) A river assault marker is placed for newly contested areas where all attacking units crossed river boundaries into the area and at least one of the attacking units crossed a blown bridge into the area.



## 5.4 STRATEGIC MOVEMENT (STRAT-MOVES)

Only supplied units that are marked with a reserve marker may strat-move. See rule 14.8 for applicable restrictions. To strat-move, the unit is moved from its starting area to any other friendly-controlled and supplied area that it can trace a continuous path of road and field connections to, without crossing a blown bridge or moving into or through an enemy-controlled or a contested area. Remove the reserve marker from any units that strat-move.

# 6.0 COMBAT

## 6.1 GENERAL RULES

Combat is required for newly contested areas. Combat is optional (Phasing Player's option) where an area was already contested, signified by the units already being face-up at the start of the Combat Phase. Combats are resolved in any order chosen by the Attacker. Only one combat round per selected area is resolved per Combat Phase.

## 6.2 THE COMBAT ROUND

The following sequence must be followed each time there is a Combat Round fought within an area. For combat purposes, the Phasing Player is always the Attacker, and the Non-phasing Player is always the Defender. Disordered units may not participate for the Attacker nor be assigned losses but do participate for the Defender normally (with the **-1** Success Number modifier for being disordered).

### 6.21 Defender's Special Action Decision

The Defender may use a Special Action to reinforce or retreat from this battle (8.23 & 8.24). If the Defender retreats, an exploitation opportunity arises (6.8), and this Combat Round is over (proceed to 6.29), otherwise continue to 6.22 below.

### 6.22 Attacker Assigns Assets

Provided his forces present are both in supply (from the Supply Phase) and can currently trace a valid supply path (9.31), the Attacker may assign assets to this battle from his Available Box by placing them in the contested area. If all attacking units are from the same Higher Echelon, then up to **two** artillery assets and/or one event from that Echelon may be assigned for the Attacker, plus up to **eight** available battle assets from the same Higher Echelon as the attacking units. If units from different Higher Echelons are involved, then no battle assets (or events) may be assigned; only the artillery assets are allowed (up to one from each involved Higher Echelon).

### 6.23 Defender Assigns Assets

Provided his forces present can currently trace a valid supply path (9.31), the Defender may assign assets to this battle from his Available Box by placing them in the contested area. If all defending units are from the same Higher Echelon, no more than **one** artillery asset and/or one event may be assigned for

the Defender, plus up to **five** battle assets from the same Higher Echelon as the defending units. If units from different Higher Echelons are involved, only one artillery asset may be assigned from either involved echelon (no battle assets or events chits). This also applies if the only defender is an asset (4.35).

### 6.24 Point Units Designated, then Units Revealed

Both sides designate their point unit, Defender first. For a newly contested area, the Defender designates, but does not reveal the point unit until the Attacker also designates his point unit. After both sides have designated their point units, unrevealed units of both sides are revealed in opposing lines, with their current step value facing the line of enemy units. Each firing unit (and asset) will compare during each subsequent firing step its own unit type and troop quality against the opposing side's point unit to determine applicable modifiers for its own Success Number. The point unit for both sides will also be the first unit to suffer a step-loss during the Combat Round (battle assets may suffer losses before the point unit). The point unit cannot be an asset unless there is no unit present.

### 6.25 Attacking Artillery Fires

The Attacker rolls one die per assigned artillery asset, modifying the Success Number as indicated by the Combat Table. All hits are then applied to the Defender per rule 6.42. If the point unit is eliminated, a new one must be chosen following rule 6.24 if any defenders remain. If all non-artillery defenders are eliminated, an exploitation opportunity (6.8) arises for the Attacker and the Combat Round ends after any defending artillery fires (6.26).

### 6.26 Defending Artillery Fires

The Defender rolls one die per assigned artillery asset (some of the **FAB** games allow more than one for certain Defenders—see 16.0), modifying the Success Number as indicated by the Combat Table. All hits are then applied to the Attacker per rule 6.41. If the point unit is eliminated, a new one must be chosen as in rule 6.24 if any attackers remain. If the Attacker aborts the attack (6.41b), the Combat Round is over (proceed to 6.29), otherwise continue to rule 6.27 below.

### 6.27 Defensive Ground Fire

The Defender fires his remaining units and battle assets, rolling one die per firing step, modifying the Success Number as indicated by the Combat Table. After all dice are rolled, any hits are applied to the Attacker per rule 6.41, starting again with priority 'a'. If the Attacker aborts the attack (6.41b), the Combat Round is over (proceed to rule 6.29), otherwise continue to 6.28 below.

### 6.28 Offensive Ground Fire

The Attacker fires his remaining units and battle assets, rolling one die per firing step, modifying the Success Number as indicated by the Combat Table. After all dice are rolled, any hits are applied per rule 6.42, starting again with priority 'a'. If all defending units and battle assets are eliminated with at least one unapplied hit remaining, an exploitation opportunity (6.8) arises for the Attacker.

### 6.29 End of the Combat Round

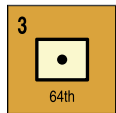
Both sides move surviving assets (artillery and battle) from the contested area to their own Used Box. If both sides have units remaining in the area, the units remain face-up in opposing lines within the area, otherwise the remaining units (plus any units that retreated) are now tipped up and faced away from the enemy.

## 6.3 ASSETS IN COMBAT

Assets are used in combat by assigning them to a battle, Attacker first, after the Defender decides on his retreat or reinforce options (6.21 – 6.23).

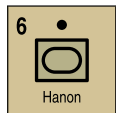
### 6.31 Artillery Assets

The Attacker may assign one or two artillery assets per battle while the Defender may only assign one. Artillery fires during the Combat Round (6.25 & 6.26). Artillery assets may not be assigned step-losses (6.43).



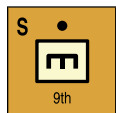
### 6.32 Battle Assets

Battle assets may be assigned to each battle if the appropriate conditions are met (6.22 & 6.23). Battle assets do not modify the current troop quality of any unit in the battle, nor vice-versa. Battle assets are fired with friendly units (6.27 & 6.28). Each battle asset that suffers a step-loss is eliminated.



### 6.33 Engineer Assets in Combat

An assigned engineer asset may automatically eliminate the enemy field works marker, if one exists, instead of firing as a battle asset (it still counts as one of your allowed battle assets either way). To do this the engineer asset must have survived artillery and defensive ground fire, and the Attacker must not have aborted the attack. The enemy field works marker is removed prior to other friendly units firing, thus negating the field works' -1 Success Number modifier.



## 6.4 HIT DISTRIBUTION AND PRIORITIES

Hits are applied according to the following rules. All hits are distributed by a combination of absorbing the hits (due to aborting the attack, removing field works, becoming disordered and/or retreating from battle) and taking the hits by applying step-losses. Players use the appropriate hit-priority sequence (6.41 or 6.42) to apply hits against their own units and battle assets. Players move eliminated units, assets and events to their respective Eliminated Boxes and place any large eliminated units on the Large Eliminated Units Track (19.2).

### 6.41 Hit Priorities for hits against the Attacker

a) **Mandatory Step-Loss:** The first hit is always taken either by having a step-loss inflicted upon the point unit or by eliminating any one assigned battle asset.

b) If more hits were scored, the Attacker must choose to either:

- **Abort the Attack:** Ignore all remaining hits by aborting the attack. Units that abort the attack remain in the contested area and become disordered. For river assaults (5.35e), aborting unit(s) cannot remain in place; they become disordered and retreat (6.6) back across the river(s) that they moved across. Any assets remaining that were assigned are sent to the Used Box.
- **Apply Step-Losses:** Take the remaining hits by applying step-losses. Follow the step-loss allocation rules of 6.43.

### 6.42 Hit Priorities for hits against the Defender

- a) **Loss of Field Works if Present:** The first hit in the Combat Round from any firing source is absorbed by removing the field works marker, if present.
- b) **Disorder Option due to Artillery Fire:** When hits from artillery are applied, one hit may be absorbed (after any field works marker has been removed) by placing a disordered marker on all defending units (not assets) that are in good order or recovering (6.5). If all defending units are already disordered or there are only defending assets present (4.35), this option may not be taken.
- c) **Retreat Option due to Ground Fire:** When hits from offensive ground fire are applied, one hit may be absorbed (after any field works marker has been removed) by retreating all units present (6.6—note that retreating units not already disordered become disordered). Assets are not physically retreated; instead, surviving assets are placed in the Used Box after the battle. Retreat is not possible for areas defended only by assets (4.35). Retreating units/assets remain susceptible to priority (d) below for remaining unapplied hits. Any asset that is not allowed to retreat per the Exclusive Rules is destroyed and its loss counts as a hit taken for each such asset destroyed.
- d) **Apply Step-Losses:** Any remaining hits (after any field works marker has been removed and any disorder/retreat option taken above) are taken by applying step-losses, using the step-loss allocation rules of 6.43. If the Attacker inflicts more hits than the Defender can absorb/take, an exploitation opportunity (6.8) arises for the Attacker.

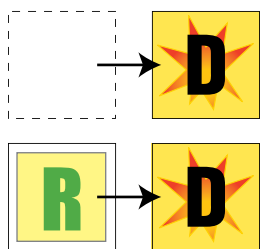
### 6.43 Step-Loss Allocation

Step-losses are allocated at the discretion of each player to his own units and battle assets according to the following restrictions:

- The first unit to suffer a step-loss must be the point unit (battle assets may suffer losses before the point unit).
- Each friendly unit and battle asset present must receive one step-loss before any unit receives a second step-loss.
- After all friendly units present have taken a step-loss and all friendly battle assets have been eliminated by taking a single step-loss each, there is no further restriction on how the owning player distributes any remaining step-losses.

## 6.5 DISORDER RESULTS & RECOVERY

Units (not assets) can become disordered (see 9.33 for effects of being disordered) during a Combat Phase. When this happens, place a disordered marker on the affected unit(s). Recovery is a two-step process for eligible units (see 9.35 for the procedure to follow during Supply Phases). Units with a recovering



marker suffer all the effects of being disordered. Units that suffer a disorder result while they are 'recovering' have the marker again flipped to its disordered side. There is no additional effect when a disorder result is applied to units that are already disordered.

## 6.6 RETREATS

Any time a retreat is called for, the owning player moves the retreating units one at a time from the retreat's origination area to an adjoining, uncontested, friendly-controlled area (two retreating units may retreat to different areas), even if a retreat is across a blown bridge. If there is a choice, the area chosen must contain one or fewer units. If all such adjoining areas contain two friendly units, the unit must continue to retreat as above and continue to do so, moving toward (until reaching) the nearest uncontested, friendly-controlled area that contains one or fewer units. If the unit cannot retreat, it must take step-loss(es) instead. Retreats do not require movement points. Units that retreat are marked with a disordered marker after retreating unless they retreated via Special Action (8.24). Surviving assets do not retreat, and are instead placed in the Used Box after the battle is fully resolved.

## 6.7 MORALE CHECKS

At certain times the rules will call for a unit/asset to make a morale check to determine whether it can accomplish a goal or sustain a challenge in game terms. A morale check is performed by rolling a single 10-sided die for each affected unit/asset, with the Success Number of **5** being modified by troop quality (**-2** Green, **+2** Elite) and/or being disordered or unsupplied (**-1** each). A hidden unit making a morale check must be revealed for the duration of the roll. The penalty for failing a morale check varies depending on the situation and is outlined in the appropriate rules.

## 6.8 EXPLOITATION OPPORTUNITIES

If the Defender of a battle is completely eliminated (excluding artillery assets) by artillery fire, retreats via Special Action, or is eliminated by ground fire with at least one hit that remains unresolved, an exploitation opportunity results, and all attacking armor-class unit(s) in that area make a morale check (exception—out of supply units may not receive an exploitation marker and exploitations never arise from river assaults or Breakthrough Combat Phases). A hidden unit may decline the opportunity and remain hidden (6.7). Armor-class units that pass this morale check have an exploitation marker placed on them. This allows the marked unit(s) to move in the Breakthrough Movement Phase (7.3).



## 7.0 REACTION & BREAKTHROUGH PHASES

### 7.1 ELIGIBILITY

The Non-phasing Player's units that are marked with a reserve marker may participate in the Reaction Phase. The Phasing Player's units that are marked with a reserve marker, plus armor-class units that are either marked with an exploitation marker or that have been activated by a Special Action may participate in the Breakthrough Phase.

### 7.2 REACTION PHASE

The Non-phasing Player may move friendly units marked with a reserve marker up to their full movement allowance, either to an uncontested area or to reinforce a contested area, but may not use them to create a newly contested area. There is no combat during the Reaction Phase. Reserve units may opt to build field works rather than move. The reserve marker is removed from each unit after it moves or builds field works.

### 7.3 BREAKTHROUGH MOVEMENT PHASE

The Phasing Player may move units marked with reserve markers and those marked with exploitation markers, and may also use Special Actions to move other armor-class units as exploitation units (8.21). Once breakthrough combat (7.4) begins, no more breakthrough movement is allowed.

#### 7.31 Movement Restrictions

Reserve-marked units may make a normal operational move with their full movement allowance. Exploitation-marked units may only move one area and may not cross a blown bridge even if blown by the unit's attempted move, in which case the unit cannot move at all. Either type of unit may enter contested areas and may build field works rather than move. Reserve and exploitation units are moved one at a time, in any order, intermingled as the Phasing Player desires. After each unit moves or builds field works, its reserve or exploitation marker is removed. Reserve units that do neither retain their reserve markers for use in the next player-turn's Reaction Phase.

#### 7.32 Newly Contested Areas

Creating newly contested areas is allowed for both reserve and exploitation units. A mandatory round of combat must be fought during the Breakthrough Combat Phase for these areas. Non-phasing units in these areas may attempt to blow bridges that the Phasing Player attempts to cross (5.35d).

### 7.4 BREAKTHROUGH COMBAT PHASE

Mandatory and optional combats as described below may be fought in any order desired by the Phasing Player.

#### 7.41 Mandatory Combats

One round of combat is fought in newly contested areas that resulted from the Breakthrough Movement Phase. This combat round is fought according to the combat procedure (6.2) without requiring a Special Action.

#### 7.42 Optional Combats

Additionally, already contested areas may have one round of combat fought in them, using the combat procedure (6.2), if the Phasing Player spends a Special Action to re-engage the area (8.22).

## 8.0 SPECIAL ACTIONS & STAFF FUNCTIONS

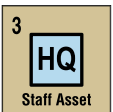
### 8.1 GENERAL RULES

Special Actions come in two types, reusable and single-use. There is also a command staff asset which may be used to perform Staff Functions (8.3).

- **Reusable Special Actions** represent your personal command influence and may affect unit(s) of any friendly Higher Echelon(s). They are represented in the game as wood blocks that have a Special Action label affixed. They are moved to the Used Box after use, and automatically returned to the Available Box during the Reinforcement Phase, bypassing the selection cup process.



- **Single-use Special Actions** represent the command influence of your Higher Echelon commanders and may only affect units of the matching Higher Echelon. They are represented in the game as events, which are placed in the Eliminated Box after use. Either type may be used to perform any one function described in rules section 8.2. A single-use Special Action does not count against the one event allowed per battle.
- The **Command Staff Asset** represents your HQ staff working in the background in an ongoing effort to uncover additional resources for you and when available it may be used for any Staff Function listed in section 8.3.



### 8.2 SPECIAL ACTION USES *(see also 14.61)*

#### 8.21 Conduct Breakthrough Movement (Breakthrough Phase)

Each Special Action spent allows one supplied armor-class unit in good order that has not yet moved this phase to move in the Breakthrough Movement Phase, moving as an exploitation-marked unit (one area only—see 7.31).

#### 8.22 Conduct Breakthrough Combat (Breakthrough Phase)

Each Special Action spent allows one already contested area to have a round of combat fought in it during the friendly Breakthrough Combat Phase. This area may not have already fought a round of combat during this same Breakthrough Combat Phase.

#### 8.23 Reinforce a Battle (Combat or Breakthrough Phase)

Each Special Action spent allows one unit in good order from an adjacent uncontested area to reinforce a declared combat (Defender only). This reinforcing unit may not violate stacking, may not reinforce a battle involving only assets (4.35), and may not be designated as the point unit unless the original point unit is eliminated (6.25).

#### 8.24 Retreat before Combat (Combat or Breakthrough Phase)

Each Special Action spent allows the Defender (only) in a declared combat to retreat all units as per rule 6.6, except that the retreating units do not become disordered. The Attacker should await the Defender's decision before assigning assets. The Attacker is awarded an exploitation opportunity (6.8) if this retreat is conducted.

#### 8.25 Rally the troops (Admin Phase)

Each Special Action spent in an Admin Phase allows the player to designate any one supplied area. All friendly units marked as disordered or recovering within the designated area and all adjacent areas recover fully and have their disordered and recovering markers removed.

#### 8.26 Acquire Quality Replacements (Admin Phase)

Each Special Action spent in an Admin Phase allows the owning player to select a supplied reduced unit (either unit class) to receive one step of replacements, even if the replacement step is elite.

#### 8.27 Reroute a Reinforcing Unit (Reinforcement Phase)

Each Special Action spent in the Reinforcement Phase allows one reinforcing unit to be placed in any friendly-controlled or vacant enemy-controlled appropriate entry area (14.2) outside its listed entry area(s).

### 8.3 STAFF FUNCTIONS *(see also 14.62)*

The command staff asset, when in the Available Box, may be used to perform any one of the below Staff Functions during an Admin Phase, with no Higher Echelon restrictions, after which it is placed in the Used Box and recycled like any other asset.

#### 8.31 Replacements

One step of non-elite replacements may be added to any supplied infantry-class unit.

#### 8.32 Intelligence Gathering

Choose any one enemy unit, anywhere on the map and in any supply status, which is then revealed to you until the end of the Admin Phase.

#### 8.33 Reserves Made Available

Mark any eligible unit (14.7) with an appropriate and available reserve marker.

## 9.0 SUPPLY PHASE

### 9.1 SEQUENCE

The following steps occur during this Phase, in the order listed. Both players are involved in each of these steps and they may resolve their portions simultaneously.

- Verify control of areas.
- Determine supply status and adjust disordered markers.
- Perform morale checks for Phasing Player's unsupplied units and remove appropriate markers.

### 9.2 VERIFY CONTROL OF AREAS



Both players check each area to verify that control is intuitively clear to them; otherwise the area is marked by a control marker from the appropriate side (the last sole-occupant).

### 9.3 DETERMINE SUPPLY STATUS & ADJUST DISORDERED MARKERS

#### 9.31 Tracing a Supply Path

Supply is checked for both players during each player's Supply Phase. A unit's or area's supply status remains valid until the next Supply Phase. A supply path is traced from any given friendly unit or friendly-controlled area towards any valid supply source (14.9).

- The supply path is traced through friendly-controlled areas, and it may only trace over a blown bridge if the tracing unit/area is adjacent to that blown bridge.
- A supply path may be traced out of enemy-controlled areas, but never into or through them.
- Supply may be traced into or through contested friendly-controlled areas.

#### 9.32 Marking Supply Status

Units and areas that cannot trace a valid supply path are unsupplied and have an unsupplied marker placed on them. Unsupplied markers are removed from units and areas that were previously marked as unsupplied that can now trace a valid supply path.



#### 9.33 Effects on Units that are Unsupplied and/or Disordered:

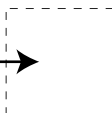
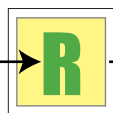
- Units may only move one area during a Movement Phase, complying with rule 5.34 when appropriate.
- Units may not build field works or be placed in reserve.
- Units have a **-1** Success Number modifier when firing and when making a morale check. These modifiers are cumulative when a unit is both unsupplied and disordered.
- Disordered units (only) may not attack, nor may they enter an area containing enemy units/assets (they may remain in such an area if already there). They may defend with the Success Number modifier specified in (c) above.

#### 9.34 Additional Unsupplied Effects

- Units may not have any assets assigned.
- Units must make a morale check at the end of the friendly Supply Phase, with failure causing a unit to either become disordered, lose one step, or surrender (9.4).
- Disordered markers may not be favorably adjusted (9.35).
- Areas and units may not be affected by friendly events, Special Actions, Staff Functions, or engineering functions.

#### 9.35 Adjusting Disordered Markers

For all their disordered and recovering units that are able to trace a supply path (9.31), both players remove all recovering



markers and then flip disordered markers over to the 'recovering' side.

### 9.4 MORALE CHECKS FOR UNSUPPLIED UNITS

The Phasing Player (only) performs a morale check (with **-1** unsupplied Success Number modifier) for his units that are unsupplied. Units that fail this check either in good order or recovering become disordered. Units that fail this check that are already disordered suffer a step-loss. Veteran disordered units that roll a **10** or green disordered units that roll an **8-10** surrender and are eliminated regardless of remaining steps. Disordered units with a current troop quality of elite do not surrender, though they still suffer a step-loss with a failed morale check if disordered.

### 9.5 REMOVING APPROPRIATE MARKERS

Both players remove from the map all field works markers that are in contested areas, all roadblocks and all defended roadblocks; all river assault markers and all exploitation markers, plus all of the Non-phasing Player's reserve markers.

## 10.0 DESIGNER'S NOTES

Wargamers need more games that are easy to get into, fun to play, shorter in duration, and with a good feel for the history, while also being challenging enough to warrant repeated play.

The above describes both my feelings as a player and the objectives that I laid out for the **FAB** series as its designer. I aim my designs towards fun, effect, and proper feel, since these are the qualities I want when I play wargames. Much of the underlying details of war have been abstracted out of **FAB**, but they were taken into account in the game's systems to preserve the proper feel. Decisions on multiple levels, with consequences to each decision, are the things that make a game fun for me. The players will be faced with plenty of these decisions each turn.

My focus was to put you in the role of the field commander, and have you decide where to direct your main effort. You must prioritize and assign the precious few assets and Special Actions to the units and battles that you deem most crucial, though all your units are begging for these limited resources.

A major hurdle for this series was luck mitigation. Because of the low block count, combat effects had to change from the standard block game system of each hit scored reduces a unit. By allowing the attacker to abort an attack if more than one hit is inflicted, and allowing the defender to deflect hits through the loss of field works and retreating, and by allowing both sides the option to take hits by eliminating assigned assets, success was achieved in that the units more gradually disintegrated. It is still possible for the attacker to inflict multiple hits on the defender, but this is mitigated by the number of times he inflicts no damage at all on the defending units because they retreated and/or were protected by the loss of their field works marker.

Field works represent a higher quality of defensive works than the simple foxhole dug by each soldier before he slept at night. They represent defending troops using sandbags, barbed wire, mines, and the natural resources at hand to fortify a defensive position, and were often rapidly constructed by combat engineers attached for such a purpose. These positions were most beneficial for the initial contact with the enemy. After the defensive positions were revealed they were of less value.

One decision that went against the grain of the design was having the assets and events displayed face-up. The necessity for this decision was quite simply speed of play. If the assets were inverted, then limited intelligence would work against both sides, and delays in the game would occur as the owner of the assets and events had to reveal them to himself, trying to find the one he wants to play. You are welcome to play with these inverted, if both players agree, but do not expect the game to play as quickly.

I hope that you will enjoy playing this game as much as I have enjoyed refining its various systems. If you have an idea for another battle that you would like to see given the **FAB** treatment, or if you have rules questions, please write me at:

Rick27707@aol.com

Also join us in discussions concerning the **FAB** series either on:

[www.consimworld.com](http://www.consimworld.com)

or

[www.boardgamegeek.com](http://www.boardgamegeek.com)

## 11.0 INTRODUCTION

On October 6, 1973, during the holiday of Yom Kippur, silence on the Golan Heights was disrupted by the thunder of hundreds of guns and aircraft when a Syrian assault was launched. The operation, known as Badr, was aimed to retake the Israeli occupied Golan Heights, which the Syrians lost in the 1967 Six-day war.

## 12.0 GAME COMPONENTS

**FAB: Golan '73** includes:

- 63 wooden blocks
  - Syrian & Arab = green
  - Israeli = blue
- One sheet of die-cut labels for the blocks
- One sheet of 228 die-cut 9/16" counters
- One combined Rule Book of Series Rules and Exclusive Rules
- One Play Book
- One 22" x 32" Mapsheet
- Two Player-Aid Cards
- Two Setup Cards
- Four 10-sided Dice\*

\* Regardless of any modifiers, a roll of **1** will always result in success and a roll of **10** will always result in failure. The dice included with each **FAB** game are numbered from one to ten. If you should find yourself using ten-sided dice that are numbered from zero to nine, treat each roll of zero as a ten.





## 13.0 DEFINITION OF STANDARD TERMS

### 13.1 FIRST PLAYER

For **FAB: Golan '73**, the Syrian player is always the First Player and the Israeli player is the Second Player.

### 13.2 HIGHER ECHELONS

The Higher Echelons, along with their associated unit symbol colors on the labels and counters, are as follows:

<b>Israeli Units</b> Northern Command	 	<b>tan field</b> apply to 34 blue blocks
<b>Syrian Units</b> Golan Front & Reserve	 	<b>orange field</b> apply to 29 green blocks

Note that both Syrian and Israeli forces have a unified command structure (14.3) which means that assets and events for each side are not constrained by higher echelon rules.

## 13.3 ASSETS & UNITS BY CLASS

Artillery Assets Include:



Artillery



Rocket Artillery

Armor Assets & Units Include:



Armor



Mechanized Infantry



Armored Recon

Infantry Battle Assets & Units Include:



Infantry



Paratroop



Special Forces



Engineer



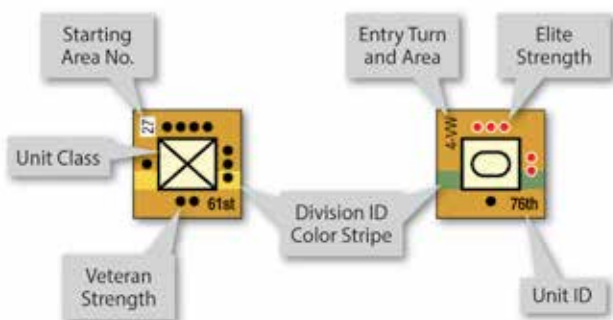
Anti-tank

## 13.4 GAME PIECE NOTATION

The following defines special notation and visuals used on the units, assets and events in this volume. Note that assets all use a unit symbol or similarly-sized depiction and that events all have a distinct white rectangular border. In general, units, markers and counters (assets and events) are visually depicted in the appropriate rules sections.



### C. Syrian Divisions



### D. Syrian Reserve & Special Units



## 14.0 GENERAL RULES

### 14.01 ASSAULTS



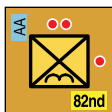
There are three forms of assaults that can arise in combat situations: River Assault (5.35e), Crossing Assault and Air Assault. If one or more of these assault conditions applies in a newly contested area (only), a River Assault marker is placed to indicate that the assault penalties apply in combat. Exploitation opportunities do not occur for any type of assault.

Note that the River Assault penalties on the Ground Combat Fire Table apply to all three forms of assault, but if more than one type of assault occurs in an area (such as Air Assault and River Assault), resolve the combat as follows:

Given this combination of assaults...	Resolve as...
Air Assault and any others	Air Assault
Crossing Assault and River Assault	Crossing Assault
Any one type of assault	That type

a) **Crossing Assault**—This occurs in a newly contested area where all attacking units crossed rugged, escarpment and/or anti-tank ditch boundaries. Units aborting combat (6.41b) when using a Crossing Assault **may not** remain in place; they become disordered and retreat (6.6) back across the boundary that they moved across. Any assets remaining that were assigned are sent to the Used Box.

b) **Air Assaults**—The Syrian 82nd Para Battalion may conduct one Air Assault during the game according to the Air Assault procedure (15.3).



### 14.02 MINEFIELDS

At the start of a scenario, the Israeli player places the six Minefield markers on boundaries as follows:



- First place the three that are already marked on the map.
- Then place the remaining three on any boundary desired, but not on AT ditch, escarpment, river, Mt. Hermon, or rugged boundaries.
- Only one minefield may be placed per boundary, and no area may have more than one mined boundary.

A Syrian unit starting its move next to a mined boundary may attempt to cross by paying one additional movement point and making a morale check. If the unit fails its check, it cannot move across any minefield this turn, but may still continue its move by moving into a different non-mined area if sufficient movement points remain. If the check is successful, the unit moves across the mined boundary. Minefields may only be removed by an engineering function (14.52). If a Syrian unit retreats across a mined boundary, it must also make a morale check. If this fails, it loses one additional step beyond those inflicted by combat. These six minefields are the only ones that will ever be placed; more cannot be created during the game.

### 14.03 NIGHT TURN

Game turn two is a night turn, and is the only night turn in the game. It has the following effects:

- All Israeli units move as normal. Syrian infantry-class units can move one area. Syrian armor-class units can move up to two areas to a maximum of 4 MP's. No unit can move across a boundary that would normally not be allowed, nor may they move to or from area 83 (Mt. Hermon).
- Morale checks for exploitation opportunities have a **-2** SN modifier.
- The Israeli player may only have two units using strat-move and the Syrian player may only have one unit using strat-move.
- The Syrian 82nd Para Battalion may not conduct an Air Assault on this turn.
- All units and assets (including artillery) of both sides have a **-1** SN modifier to any and all fire rolls. **Exception:** Syrian armor units (not assets) are exempt from this SN modifier.
- Air support assets may not be used on either side.

### 14.1 BOUNDARY & CONNECTION TYPES

#### 14.11 Escarpment Boundary

The escarpment boundary is an additional boundary type in this game with the following effects:



- No unit may cross an escarpment boundary, unless there is a road connecting the two areas.
- Units must pay one additional MP to cross an escarpment boundary by road.
- Only one unit may cross an escarpment boundary each Movement Phase.

## 14.12 Anti-Tank (AT) Ditch Boundary

*The Purple Line that runs across the map separates the Israel-occupied Golan Heights from Syria. Its path runs along the ceasefire line established in 1967. Along its entire length, the Israelis dug an anti-tank ditch as a defensive barrier from a Syrian attack. Extensive minefields were also emplaced along this line by the Israelis.*

The anti-tank (AT) ditch boundary is an additional boundary type in this game with the following effects:



- It costs a unit its entire movement allowance to cross an unbridged AT ditch boundary.
- Only one unit may cross each AT ditch boundary (whether it is bridged or not) into an enemy-occupied area each Movement Phase.
- In combat where all units crossed the AT ditch boundary into newly-contested areas, an assault marker is placed in those areas.
- Bridges may be constructed across AT ditch boundaries (see 14.51).
- The connection across a bridged AT ditch boundary becomes either a road or a field connection, as shown on the map, if a bridged marker is placed on the boundary.

See 14.43, 15.2 and 15.4 for additional effects.

## 14.13 Wadi Boundary

The wadi boundary is an additional boundary type in this game. Only one unit may cross a wadi boundary each Movement Phase into an enemy-occupied area. It costs a unit **3 MP** to cross a wadi boundary via field connection (cost of **2 MP** plus **1 MP** additional), otherwise it costs the normal **1 MP** if there is a road connection across the boundary.



## 14.14 Rugged Boundary

The rugged boundary is an additional boundary type in this game. Only one unit may cross a rugged boundary each Movement Phase. The connection crossing these boundaries is also restricted. The movement cost is **all MP**, but armor-class units may **not** cross rugged boundaries in either direction. **Exception:** The connection between areas 18 (Mevo Hama) and 19 (Givat Yoav), allows armor units to cross since it has a road connection, but only one unit may cross each Movement Phase in either direction and the movement cost is **1 MP** as per a standard road connection.



## 14.15 Syrian SAM Barrier

The Syrian SAM Barrier is a continuous line of marked boundaries, east of which, the Syrian player may challenge an Israeli air mission in an area by the use of a SAM air defense asset (16.12). There is no effect on movement.



## 14.16 Mount Hermon

Area 83 (Mt. Hermon) is a special area in this game. It is **only** adjacent to one area: area 59 (Majdal Shams). An infantry-class unit may enter Mt. Hermon by starting the Movement Phase in

area 59 and then expending its entire movement allowance. To exit Mt. Hermon into area 59, that unit must also expend its entire movement allowance. **Note:** Only infantry-class battle assets and air support assets may be assigned in combat in this area. The Syrian 82nd Para Battalion may elect to conduct an air assault into Mt. Hermon, if it has not yet used its one allowable air assault (15.3). In addition, units of both sides are always in supply in Mt. Hermon (14.94).

## 14.17 The Jordan River

The Jordan River runs from north to south along the west side of the map area. Any unit that occupies area 6 (Gadot), area 7 (Kfar Hanasi) or area 8 (Almagor) is said to be “west of the Jordan River”. A supplied Syrian unit west of the Jordan River triggers an automatic Syrian victory at the conclusion of any Game Turn (19.5).



## 14.18 The Purple Line

See 14.12, 14.43, 15.2, and 15.4 for effects.

## 14.19 The Sea of Galilee

The Sea of Galilee cannot be operated in by any unit or any means. The Assembly areas (14.22) and the interconnection between them provide a way to represent movement off map for Israeli units.

## 14.2 APPROPRIATE ENTRY AREAS

These are areas that units may arrive in when they arrive as reinforcements, when released by an event, or when a Special Action is used to reroute a reinforcing unit. Entry areas are shown in the upper left corner of the blocks with their listed turn of entry.

### 14.21 Syrian Entry Areas



The Syrian entry areas are labeled V, W, X, Y and Z. Units of the 1st Tank Division use entry areas in the range V-W, while units of the 3rd Tank Division (starting in the Operational Reserve Holding Box) use entry areas in the range X-Z. Units of the Strategic Reserve (starting in the Strategic Reserve Holding Box) may use entry areas V-Z.

### 14.22 Israeli Assembly Areas



All Israeli units enter play via the two Assembly areas (Northern and Southern) labeled A and B. Place units arriving in one of these boxes and move as dictated on the map. Specifically (i) units in the Northern Assembly area (A) may directly enter area 6 (Gadot) or area 8 (Almagor) and (ii) units in the Southern Assembly area (B) may directly enter area 17 (Ma'agan), in these cases at a movement cost of **1 MP**. Each Assembly area may hold any number of units at any time.

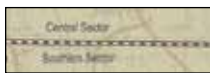
Units in an Assembly area may be marked with a reserve marker to make them eligible for strat-moves (14.72). Units cannot enter an Assembly area once they are on the map. Units may move (transfer) between either Assembly area at the movement cost of **all MP**. Units that begin in one Assembly area may strat-move into or through the other Assembly area.

### 14.3 OPERATIONAL BOUNDARIES & SECTORS

The operational boundaries on the map indicate the areas that the Syrian divisions operated in. The areas within these boundaries are collectively called a sector. Syrian units are affected by the operational boundaries for the first four turns. Israeli units are not affected in any way by operational boundaries.

#### 14.31 Syrian Operational Boundaries

The Syrians have a single unified command, but their units (only) are affected by boundaries on the map, whereas Syrian assets are not affected by those boundaries. Syrian operational boundaries are shown in dark gray. The two boundaries divide the map into three distinct sectors, Northern, Central and Southern. These boundaries start on the eastern map edge and proceed westward across the Purple Line. These impose movement restrictions for the first four turns (14.42).



#### 14.32 Israeli Operational Boundaries

The Israelis have a single unified command and neither their units nor their assets are affected by operational boundaries on the map.

### 14.4 MOVEMENT RESTRICTIONS

#### 14.41 Movement Restrictions To Both Sides

Bridges only exist and can only be constructed on a river boundary if there is a road crossing the boundary. A river boundary with a field connection costs a unit its entire movement allowance.

#### 14.42 Syrian Movement Restrictions

Syrian units may not voluntarily move or retreat across the operational boundaries, on either side of the Purple Line, on Game Turns 1 through 4. The operational boundaries have no effect beginning with the Syrian Operational Movement Phase of Game Turn 5. Note that boundaries do not extend further west than the areas marked on the map, so Syrian units that move west of the boundaries may move in any direction.

Prior to the Syrian Operational Movement Phase of Game Turn 5, a Syrian unit cannot retreat across an operational boundary unless it is the only path of retreat available per 6.6. If a valid retreat path exists in the unit's current sector, it must be used before any retreat path crossing an operational boundary can be used. The unit must leave the prohibited sector at the first opportunity and it may not enter an enemy-occupied or enemy-controlled area as it attempts to do so. This requirement to leave is lifted beginning with Game Turn 5.

#### 14.43 Israeli Movement Restrictions

Israeli units may only cross the Purple Line into Syria if the area entered is undefended. See 15.2 and 15.4a for the impact of such a move.


### 14.5 ENGINEERING FUNCTIONS

**Note:** Blown bridge markers may only be placed if there is a road connection across a river boundary.



#### 14.51 Bridging the AT Ditch

This may be done in two different ways, both of which require the engineer asset to then be placed in the Used Box:

- a)  **Admin Phase**—During the Admin Phase each engineering asset may be used to construct a bridge over any AT ditch boundary. To bridge an AT ditch boundary, the engineering player must either control both areas adjoining the AT ditch or control one area and contest the enemy-controlled one. Each engineer asset may bridge one AT ditch boundary in an Admin Phase. The friendly-controlled area that the engineering bridge is originating from must be both supplied and uncontested. Place an AT Ditch Bridged marker on the boundary to show successful placement. The Syrian player may construct up to eight AT ditch bridges, limited by the counter mix.
- b) **Combat Phase (Syrian Only)**—Each engineering asset assigned in combat in an area on the Israeli side of the Purple Line may bridge one adjoining AT ditch boundary in its area instead of firing. To do this, the engineering asset must have survived both artillery and defensive ground fire and the Syrian player must not have aborted the attack. Place an AT Ditch Bridged marker on the boundary to show successful placement.

#### 14.52 Admin Phase - Removing Minefields (Syrian only)

A minefield marker may be removed where the engineering player has a supplied, friendly-controlled, and uncontested area adjacent to the mined boundary. Remove the minefield marker and place the engineer asset in the Used Box.

### 14.6 ADDITIONAL SPECIAL ACTION USES & STAFF FUNCTIONS

#### 14.61 Additional Special Action Uses

- a) **Merging Units (Israeli Only)**—In the Admin Phase of a turn, a special action may be used to eliminate one unit and transfer its remaining steps to another unit with an identical unit symbol (armor to armor, mech to mech, etc.). The two units must be in the same or adjacent, uncontested, friendly-controlled area(s) and in good order. Remove the merged unit to the Eliminated Box (no VP for the Syrians) and increase the receiving unit by the same number of steps (Both units must be revealed as the procedure is followed and the resulting troop quality may be elite regardless of the troop quality of the removed unit).
- b) **Operational Reserve Released (Syrian Only)**—Starting Game Turn 3 and going forward, each special action spent in the Admin Phase allows the player to release one 3rd Tank Division unit (15.4a) from the Operational Reserve Holding Box. The units must be released in the following order: 15th Mechanized, 81st Tank and 65th Tank brigades. Place the released unit in its designated Entry area(s), which must be friendly-controlled for the release to occur.
- c) **SAM Asset Replaced (Syrian Only)**—In the Admin Phase of a turn, a special action may be used to move one SAM asset from the Eliminated Box and place it in the Selection Cup.
- d) **Air Asset Replaced (Israeli Only)**—In the Admin Phase of a turn, a special action may be used to move one air support asset from the Eliminated Box and place it in the Selection Cup.

## 14.62 Additional Command Staff Functions

None for this game.

## 14.7 RESERVE MARKER ELIGIBILITY

For all players, units are only eligible to receive a reserve marker if they are supplied, in good order, and in an uncontested area.

### 14.71 Syrian Reserve Marker Eligibility



A Syrian reserve marker may be placed on any eligible Syrian unit in any sector.

### 14.72 Israeli Reserve Marker Eligibility



An Israeli reserve marker may be placed on any eligible Israeli unit, including a unit in an Assembly area.

## 14.8 STRATEGIC MOVEMENT LIMITS

### 14.81 Strat-move Limits To Both Sides

- Strat-move may only be made along road connections.
- A unit using Strat-move may not cross an unbridged AT ditch boundary or a blown bridge elsewhere.
- Strat-moves are not otherwise limited, except by the quantity of reserve markers available to each side, and during the night turn (14.03).

## 14.9 SUPPLY SOURCES & SPECIAL RULES

### 14.91 Syrian Supply Sources

Syrian-controlled areas and Syrian units trace supply to any friendly-controlled Entry area (V-Z) – there are five such areas.

### 14.92 Israeli Supply Sources



Israeli-controlled areas and Israeli units and assets trace supply to any friendly-controlled Israeli areas containing a Supply symbol – there are three such areas.

### 14.93 Tracing a Supply Path

In addition to the standard requirements (9.31), a supply path may:

- only trace across an unbridged AT ditch boundary if the tracing unit/area is adjacent to that boundary.
- only be traced across escarpment boundaries if a road exists.
- not be traced across a mined boundary (affects Syrian units only).

### 14.94 Special Supply Source – Mount Hermon

Units of either side in area 83 (Mt. Hermon) are **always** considered in supply.

### 14.95 Special Supply Source – Israeli Assembly Areas

Israeli units in the two Israeli Assembly areas are **always** considered in supply.

## 15.0 UNIT RULES SPECIFIC TO THIS GAME

### 15.1 SYRIAN DIVISIONS

#### 15.11 Unit Representation

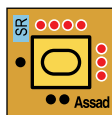
Syrian units are brigade size, except for the four Recon units and the 82nd Para unit, which are battalion size. The Syrian Golan Front is made up of multi-unit divisions and independent units. There are five multi-unit divisions. Units of the same division are denoted by using the same divisional color stripe. The divisions incorporate three to six units, each one representing a brigade or a battalion. Units without a divisional stripe are independent.

#### 15.12 Penalty for Mixing Formations

The restrictions on assigning assets to units of different Higher Echelons (6.22 & 6.23) also apply to Syrian units of **different divisions** (having a different color stripe) in the **same area**: in combat (i) only one artillery asset can be assigned, (ii) **no** battle assets can be assigned but (iii) other assets defined for this game (16.1 & 16.3) can be assigned for a **non-battle** asset capability. Independent units (15.11) may be mixed with divisional or other independent units without penalty.

### 15.2 SYRIAN STRATEGIC RESERVE

*Historically, the Assad Guard was the only unit to be committed during the assault on Golan. The other two units are “what ifs” and saw action later in the war.*

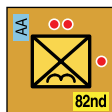


Each of the three Syrian reserve units (units with a yellow unit type marked as **SR**, starting in the Strategic Reserve Holding Box) arrives under the following conditions:

- When a Strategic Reserve Released event is played (17.11).
- When an Israeli unit crosses the Purple Line into Syria for the first time, **two** strategic reserve units of the Syrian player's choice are immediately released.

When released, these unit(s) are placed in any friendly-controlled Entry area.

### 15.3 SYRIAN PARATROOPS



The Syrian 82nd Para Battalion may conduct an Air Assault (14.01b) **once** during the game. The unit is placed in the Air Assault Holding Box at the start of the game.

Conduct the Air Assault with the Syrian 82nd Para Battalion as follows:

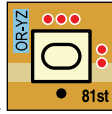
- Place the unit in any area east of the SAM Barrier, as the first action of a Combat Phase, before any other combats are resolved.
- If that area is now contested, the Syrian player must immediately resolve combat in that area.
- If the assaulting unit can trace a valid supply line at the moment of combat, assets may be assigned as normal. Otherwise only a single air support asset may be assigned.

- The 82nd Para Battalion is always considered in supply (except for asset allocation) and so need never make morale checks for being unsupplied.

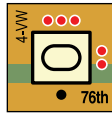
## 15.4 SYRIAN TANK DIVISIONS

Two Syrian tank divisions of the Golan Front enter the game as reinforcements as outlined below.

**a) 3rd Tank Division**—All units of this formation (the 81st Tank, 65th Tank and 15th Mechanized Brigades, all marked with a beige color stripe) start the game in the Operational Reserve Holding Box. They must be released in order to be committed to battle (14.61b). Alternatively, when an Israeli unit crosses the Purple Line into Syria for the first time, all units of the 3rd Tank Division are immediately released from the Operational Reserve Holding Box (if not already released).



**b) 1st Tank Division**—All units of this formation (the 91st Tank, 76th Tank and 58th Mechanized Brigades as well as the 1st Recon Battalion, all marked with a green color stripe) enter the game as reinforcements on Game Turns 3 and 4.



## 15.5 ISRAELI BRIGADES

*Although not larger than their Syrian counterparts, Israeli brigades proved to be superior on the battlefield and much more flexible in combat.*

### 15.51 Unit Representation

Israeli units are single or multi-unit brigades or are independent battalions and companies. Eight Israeli brigades (the 205th Armored, 179th Armored, 679th Armored, 4th Mechanized, 9th Mechanized, 670th Mechanized, 317th Para and Golani Infantry) are represented by two units each, having the same color stripe. Both units of a brigade are identically marked.

**Brigade Integrity**—If two units of the same brigade, denoted by the color strip on the unit, are both actively participating in the same combat, they receive an **extra die** in combat (whether attacking or defending). This extra die is given the least effective SN between the units at the time the dice are rolled.

### 15.52 Reduced Units

The 4th Mechanized, 179th Armored and 679th Armored Brigades arrive at reduced strength, indicated by a yellow arrow mark pointing to the initial starting strength. These units have corresponding events that signify the arrival of the missing battalions (17.21).

## 15.6 ISRAELI STRONGPOINTS



Strongpoints are special units that cannot move. They may only defend (they may not attack). Strongpoints are **one-step** units with the stars around the symbol showing their ability to sustain damage in combat. Thus, they always fire with **one** die, regardless of defensive strength. When firing, Strongpoints depicted with a rifle symbol have a **-1** SN modifier; those depicted with a tank symbol have a **+1** SN modifier.

Strongpoints may not retreat, but they are *evacuated* if a regular unit either (a) leaves a contested area occupied by a Strongpoint during the Movement Phase or (b) retreats from the same area during the Combat Phase.

- **Evacuation:** The Israeli player has eight conditional Task Force assets (marked with a **C** as their turn of arrival). Immediately after a regular unit leaves or retreats from a contested area occupied by a Strongpoint, remove the Strongpoint from the map and place it in the Evacuated Strongpoints Holding Box. Take one Task Force asset of the matching type (armor or infantry supported) and place the asset in the Selection Cup. These assets later function as battle assets.

Otherwise Strongpoints are treated as other units except below:

- They act as a field works in terms of modifying the attacker's SN.
- A field works marker may not be placed in an area currently containing a Strongpoint.
- Strongpoints are always in supply, but a Strongpoint does not provide supply for another unit in its area.

## 15.7 ISRAELI GHOST UNITS

*Ghost units represent uncertain Syrian intelligence regarding actual Israeli positions.*



Ghost units are placed during scenario deployment into areas that are adjacent to the Purple Line at the same time that the strongpoint units are placed, such that each area next to the Purple Line will have one Ghost unit **or** one strongpoint unit within. A Ghost unit cannot move, neither can it attack or defend. During combat resolution, when units of both sides are revealed (6.24), reveal and then remove a Ghost unit and place it in the Eliminated Box.

## 16.0 ASSET RULES SPECIFIC TO THIS GAME

### 16.1 SYRIAN ASSET GENERAL RULES

Syrian assets may be played in any area or sector and support all deployed units on the map.

#### 16.11 Commando Assets

*These troops were airlifted by helicopters to raid behind Israeli lines.*



The Syrian player may use a Commando asset in one of the following two ways:

- Commando Raid**—During an Admin Phase (4.2b), place it in a vacant and Israeli-controlled area adjacent to a friendly-occupied area. The Israelis may not strat-move or retreat into the area currently occupied by the asset and the first Israeli unit to move into the space must pay one extra movement point (**+1 MP**), causing the Syrian player to roll a die and resolve the raid as follows:

**1-2 = Raid successful:** The Israelis must engage the asset as if it were a defended roadblock (4.35) in the ensuing Combat Phase with the exception that it may be placed regardless of the TDN value. If the asset is not eliminated by the Supply Phase, it remains in the area instead of being placed in the Used Box. The asset may not be removed until it is eliminated or relieved.

- The asset never needs to trace supply, it is always considered in supply.
- If the asset is still in its target area when a Syrian unit enters that area, the commando asset is relieved and is sent to the Used Box.
- If the area was contested when the Syrian unit enters, the relieving Syrian unit is revealed upon entry.

**3-5 = Raid partly successful:** Treat this result in all ways as a successful raid above, with the exception that the asset does not fire back when attacked (it only interferes with movement and retreat until eliminated or relieved).

**6-10 = Raid failure:** The helicopters carrying the commandos have been shot down. Place the asset in the Eliminated Box. The unit that triggered the die roll may continue moving if it has movement points remaining.

**b) Battle Asset—**During a Combat Phase, use the asset as a battle asset (losing its commando raid opportunity until the next time it is drawn from the Selection cup).

**Commando assets may not be returned by the alternate event use (4.21).**

## 16.12 SAM Air Defense Fire

Use during the Admin Phase or the Combat Phase.

- **How to Use—**Overruling the usual sequence of play, whenever an Israeli air support asset is placed in an area that is east of the Syrian SAM Barrier, the Syrian player may respond by playing an available SAM asset in an attempt to cancel the stated mission, rolling a D10 (SAM Air Defense Fire) as follows:



Turn	Turn	Turn	Effect
1-3	4-6	7-9	
1	1	1	Israeli Air Asset Eliminated
2-7	2-5	2-3	Air Asset to Used Box
8-10	6-10	4-10	No effect

After making the roll, the SAM asset is sent to the Used Box. Note that if the SAM asset successfully cancels an Israeli air mission, the Israeli player may not replace the cancelled asset with another attempt.

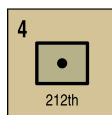
- **Reduction of Syrian SAM Barrier—**This represents the exhaustion of Syrian stockpiles and Israeli SAM suppression efforts. During the Reinforcement Phase of each turn, the Syrian player must roll one die for each SAM asset in the Used Box. If one or more of these rolls results is a **6** or higher, one (only) SAM asset is sent immediately to the Eliminated Box at the time step 4.1b of the Reinforcement Phase is performed, before actually moving the assets from the Used Box to the Selection Cup.

**SAM assets may not be returned by the alternate event use (4.21).**

## 16.2 ISRAELI ASSET GENERAL RULES

Israeli assets may be played in any area or sector and support all deployed units on the map.

### 16.21 Initial Artillery Advantage



While area 83 (Mt. Hermon) is in Israeli control and occupied by an Israeli garrison and/or unit(s), the Israeli player may use one artillery asset above the normal limit (i.e., three when attacking and two when defending). If the Syrian player takes control of Mt. Hermon, the Israeli player loses this benefit for the rest of the game.

### 16.22 Air-to-Ground Advantage



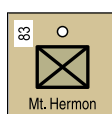
The Israeli player may use two air support assets to support a battle instead of the usual one, but if the intended use is east of the SAM Defense Barrier, they may only do so if there are currently no SAM assets in the Syrian Available Box. When using two, one must be used as artillery while the other provides support to one involved Israeli unit.

### 16.23 Increasing Air Support – Conditional Assets



The Israeli player has three conditional air support assets (marked with a **C** as their turn of arrival). These are placed, one each, in the three holding boxes of the Air Support Assets Holding Box. For the first three times (only), when one Syrian SAM asset is placed in the Eliminated Box, one Israeli conditional air support asset is moved immediately from the Air Support Assets Holding Box to the Selection Cup.

### 16.24 Garrisons



The five Israeli garrison assets start a scenario placed in the area indicated on the counter: Ramat Magshimim (22), Tel Faris (30), Nafakh (42), Tel Abu Nida (46), and Mt Hermon (83).

Garrisons do not move from their area of placement until eliminated. If fought alone, they act as a defended roadblock (4.35) except that they are never sent to the Used Box. If friendly unit(s) are present, the garrison asset acts as a battle asset for the unit(s). Garrison assets cannot retreat from combat; units in the area with the garrison can absorb a hit by retreating, though this will destroy the garrison (this only makes sense to avoid encirclement when only one hit is scored against the Defender). Garrisons are eliminated by taking a hit, by remaining behind during a retreat from combat, or by failing an unsupplied morale check. Garrison Assets may not be returned by the alternate event use (4.21).

## 16.3 AIR SUPPORT ASSETS (BOTH SIDES)

*The Israeli high command committed aircraft against the Syrian ground forces, even though the enemy had defacto defensive air superiority over his own lines by virtue of his surface-to-air missile systems. As desperate as the ground situation was, the Israelis quickly realized that they could not continue to use their air force against the Syrian tanks in the absence of air superiority. Consequently, they made the missile fields the primary target, won back air superiority, and then brought the full brunt of their air force against all elements of the Syrian offensive.*

The Yom Kippur War, pp. 161-204.



Air support assets are flexible and can be used in the following ways regardless of the supply status of the area to which they are committed. Unlike

**FAB: Sicily**, there are **no dogfighting missions** in **FAB: Golan '73**. Syrian air forces had no desire to engage with the Israelis. They had SAM's for that job, and the Israelis could not be distracted from the primary targets.

### 16.31 Air Missions

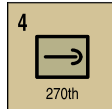
Air support assets may be placed on areas (but not Assembly areas) that are either supplied or unsupplied (as an exception to rule 9.34d). Each available air support asset may be used to perform one of the following three missions, and is then placed in the Used Box:

- a) **Close Air Support Missions**—During a Combat Round, **one** air support asset per side may be committed to each battle as a Close Air Support mission. It may be played even if mixed Syrian Divisions are present. The Syrian player may use SAM Air Defense Fire if allowed (16.12). The air support asset is used in one of the following two ways, and afterwards is placed in the Used Box (even if the attacker chose to abort the attack):
  - As an **artillery asset**, it fires when friendly artillery fire is resolved, and it does not count against the limit of usable artillery assets for the combat. The choice to use the air support asset as an artillery asset must be made before friendly artillery fire is rolled.
  - As a **battle asset**, it gives direct support to one unit present, player's choice, providing a modifier of **+2** (Israelis) or **+1** (Syrians) to that unit's SN. A step-loss may not be assigned to the air support asset.
- b) **Interdiction Mission**—Place the air support asset in an area during the Admin Phase. The Syrian player may use SAM Air Defense Fire if allowed (16.12). The enemy player must pay one additional movement point (**+1 MP**) to enter **and** to leave the affected area. The enemy player may not strat-move into or out of the interdicted area. The air support asset remains in the affected area until the Supply Phase of the Second Player Turn, when it is removed to the Used Box.
- c) **Aerial Reconnaissance Mission**—Place the air support asset in an enemy-occupied area during the Admin Phase. The Syrian player may use SAM Air Defense Fire if allowed (16.12). If the mission is not cancelled, reveal **all**

enemy units in that area. At the end of the phase, place the air support asset in the Used Box.

**Air support assets may not be returned by the alternate event use (4.21).**

## 16.4 ROCKET ARTILLERY ASSETS (BOTH SIDES)



Each rocket artillery asset allocated to a combat and resolved during artillery fire receives a **+1** SN modifier.

## 17.0 EVENT DESCRIPTIONS

### 17.1 SYRIAN EVENTS

Syrian events may be played in any sector in support of any Syrian units regardless of division.

#### 17.11 Strategic Reserve Units Released

There is one event each for the Assad Guard Armored Brigade, the 141st Tank Brigade and the 90th Mech Brigade. Playing each of these events in the Admin Phase immediately allows the indicated unit to enter the game from the Strategic Reserve Holding Box and be placed in any friendly-controlled Entry area.

#### 17.12 Syrian SSM Attack

*This event represent the FROG-7 Surface-to-Surface Missiles (SSM) fired by the Syrians at Ramat David airfield. The attack failed and struck nearby civilian settlements.*

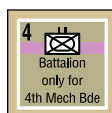
When this event is played in the Admin Phase, the Syrian player rolls one D10 for each Israeli air support asset currently in the Available Box and applies results as follows:

- |             |   |
|-------------|---|
| <b>1-2</b>  | The air support asset is returned to the Selection Cup. |
| <b>3-10</b> | The air support asset is unaffected.                    |

### 17.2 ISRAELI EVENTS

Israeli events may be played in any sector in support of any Israeli units regardless of division.

#### 17.21 Arriving Battalions



These events represent reinforcing battalions belonging to those brigades that arrived later in the battle. When one of these events is played in the Admin Phase **two** steps of replacements must go to the supplied Brigade specified. For the 4th Mech, 179th Armored and 679th Armored Brigades, three options are available to the Israeli player: (i) add two steps to one of the two units that represent the brigade (if available); (ii) add one step to both of the two units that represent the brigade (if available); alternatively (iii) if any of the specified brigade units has been eliminated (meaning one or both units removed), the event may bring one unit of the brigade (one block only) back into play, placing it in an appropriate Assembly area (14.22) with a strength of **two** steps.

## 17.22 Operation Dugman 5

*This operation by the IAF was targeted to destroy Syrian SAM batteries on the Golan front. Historically, the operation was a failure and the Israelis lost several aircraft.*



This event must be played in the Admin Phase when drawn. The Israeli player rolls a D10 for each Syrian SAM asset in the Available Box and applies results as follows:

<b>1</b>	<b>Great success:</b> move the SAM asset to the Eliminated Box
<b>2-3</b>	<b>Limited success:</b> move the SAM asset to the Selection Cup
<b>4-9</b>	<b>Failure:</b> no effect
<b>10</b>	<b>Really Bad Idea:</b> Move an Israeli air support asset from the Available Box to the Eliminated Box. Remove from the Selection Cup if none are currently available.

## 17.23 Lt. Zvicka Greengold



This event is played in the Admin Phase in an unoccupied friendly-controlled area and acts as a defended roadblock (4.35) with these exceptions: (i) it may be placed regardless of the TDN value and (ii) the player may use a Special Action to reinforce before combat into the area, and (iii) if the event is not eliminated by the Supply Phase, it remains in the area instead of being placed in the Used Box. It may not be removed until it is eliminated.

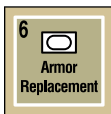
## 17.24 King Hassan's Troublemakers



Place the event marker on the Moroccan unit in the Admin Phase. It may only fire in defense and may not move into an enemy-controlled area, whether contested or not. The event remains in effect for the rest of the game.

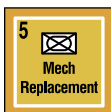
## 17.3 EVENTS AVAILABLE TO BOTH SIDES

### 17.31 Armor Replacement (for Armor Class)



This event may be used in the Admin Phase to increase the current strength of any supplied, reduced **armor-class unit** (which includes armor, mech and recon units), even in a contested area, by one step. Eliminated units may not be returned from the Eliminated Box by use of a replacement event. Units may receive elite replacements by use of this event.

### 17.32 Mechanized Replacement (for Mech Units & Infantry Class)



This event may be used in the Admin Phase to increase the current strength of any supplied, reduced **mech unit or infantry-class unit**, even in a contested area, by one step. Eliminated units may not be returned from the Eliminated Box by use of a replacement event. Units may receive elite replacements by use of this event.

## 17.33 Electronic Warfare (EW)



This event has one of the two following uses (EW player's choice). The two uses (Command Disruption and Countermeasures) are played as the one allowable event per player in combat.

- **Command Disruption (Jamming)**—Only the **Attacker** may play this event as part of the one allowable event in 6.22. Then, **prior** to the Defender assigning any assets (6.23), each defending unit rolls a die and if the result is **5** or less that unit is immediately disordered. If all the defending units are disordered, no artillery, air support, SAM or battle assets may be assigned by the defending player.
- **Countermeasures (Protection)**—The event is played by the **Defender** as an immediate reaction to the attacker's play of Command Disruption above. This modifies **each** command disruption roll by **+2**.

## 17.34 Counterbattery Strike



This event may be used as the one allowable event in a combat. If used, the player rolls a single die **after** his opponent fires his artillery (including the application of any hits from the fire). On a result of **1-5**, place the artillery asset on the Turn Track that many turns ahead as the result of the die. The asset arrives as a reinforcement during that turn, not counting the total asset/event draw for the affected player. This event may be played out of sequence by the attacker in response to the defender committing artillery.

## 17.35 Special Action



These events are single-use Special Actions (8.1) which may be used for any purpose outlined in the Special Action rules (8.2).

## 17.4 EXCEPTIONS TO ALTERNATE EVENT USE

The following assets may not be returned to play by the alternate event use (4.21):

- Syrian Commando assets (16.11).
- Syrian SAM Air Defense Fire assets (16.12).
- Air Support assets (16.3) for either side.

## 18.0 OPTIONAL RULES

### 18.1 MAINTAINING FIELD WORKS

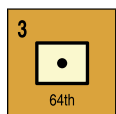
Instead of removing field works from a contested area automatically during the Supply Phase, the controlling player makes a morale check for one unit of his choice within the area during friendly Supply Phases (only). The field works marker is only removed by failure of this morale check (or otherwise by normally absorbing a hit during combat).

### 18.2 WITHDRAWAL

If a unit exits a contested area during the Movement Phase and no friendly unit remains in the contested area, make a morale check. If the exiting unit fails the check, place a disordered marker on the unit, and it immediately ends its movement.

## 18.3 ADVANCED ARTILLERY USE

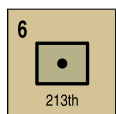
### 18.31 Artillery Interdiction



Once per Admin Phase, each player may place one artillery asset from the Available Box into an area that is adjacent to an area already containing one or more friendly units or a Strongpoint. The enemy player must spend one additional MP to enter **and** to leave the area. The enemy player may not strat-move into or out of the interdicted area. The asset remains in the affected area until the Supply Phase of the second Player Turn, when it is removed to the Used Box.

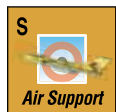
### 18.32 Direct Combat Support (Israeli only)

*This optional rule reflects the Israeli use of self-propelled guns.*



Artillery assets may be used in a combat support role instead of normal firing (in effect, it acts like a battle asset). In the Combat Phase, each artillery asset designated for combat support gives direct support to the point unit, providing a **+1** modifier to that unit's SN. If used in this manner, a step-loss **may** be assigned to the artillery asset.

## 18.4 SYRIAN AIR SUPPORT USE



Syrian air support assets may only conduct close air support missions if the Syrian player is the Attacker (*doctrinal restriction*).

## 18.5 ISRAELI DIVISIONAL ORGANIZATION

*Israeli units did not have the same degree of divisional segregation as the Syrians, but if needed to balance play for an inexperienced Syrian player, the following rule may be used.*

The restrictions on assigning assets to units of different Higher Echelons (6.22 & 6.23) now apply to Israeli units of different divisions (having a different unit color symbol) being in the same area: in combat (i) only one artillery asset can be assigned; (ii) no battle assets can be assigned; (iii) other assets defined for this game (16.2 & 16.3) can be assigned for a non-battle asset capability. When using rule 14.61a, merging units must have the same color symbol.

For reference:

- 36th Armored Division (green)
- 240th Armored Division (beige)
- 146th Armored Division\* (blue)

\*This division was also the Israeli Strategic Reserve.

## 19.0 DETERMINING VICTORY

### 19.1 OBJECTIVE AREAS VICTORY POINTS

An Objective Area must be both friendly-controlled **and** be able to trace a valid supply path (9.31 & 14.93) for a player to be awarded its VP value during the Victory Check Phase. Objective Area symbols show who is awarded VPs for control of them as follows:

- **Syrian Objective Areas**—These areas have Israeli blue stars marking them. Only the Syrian player is awarded VPs for control of these areas and only if currently occupied by at least one Syrian unit.
- **Areas in Syria**—The Israeli player is awarded one VP for each area he controls east of the Purple Line (14.43).
- **Areas of Battlefield Importance**—These areas have yellow stars marking them. Both players are awarded VPs for control of these areas. The Syrians are only awarded VPs for these areas if they are currently occupied by at least one Syrian unit.

### 19.2 ELIMINATED UNITS

Each eliminated unit with three or more steps on the unit label is worth one VP to the opposing player. Such units should be placed on the Eliminated Large Units Track as they are eliminated. Smaller units and assets do not have a VP value. Note that the Israeli 4th Mech Brigade and units of the 179th Armored and 679th Armored Brigades might later be removed from this track by the Israeli player by using a Reinforcing event specific to those brigades/units (17.21). If the Israeli player uses the special action Merging Units (14.61a), no VPs are awarded to the Syrian player for units removed by this process.

### 19.3 CALCULATING VICTORY POINTS

During the Victory Check Phase of each turn, both players sum the VPs they are awarded for Objective Areas they control per 19.1 above, then add the number of eliminated enemy large units, and then compare these totals. The difference between those totals is the current VP advantage, with the player having the higher total being the advantaged player. Use the VP marker provided, which has a Syrian side and an Israeli side, placing it on the General Information Track to reflect the advantaged player and the current VP advantage.

### 19.4 SUDDEN DEATH VICTORY

Beginning with Turn 4, the Turn Record Chart shows what is needed in terms of net Victory Points (yours minus theirs) to end the game in a Sudden Death Victory during the Victory Check Phase. If neither player has achieved the net Victory Points needed to end the game, play proceeds to the next Game Turn.

### 19.5 SYRIAN AUTOMATIC VICTORY

Regardless of the current VP Count, the Syrian player wins an automatic and decisive victory if he has at least one Syrian unit that can trace a valid supply line from the west side of the Jordan River at the end of any Israeli player turn.

**Abort Attack:** 6.41b**Admin Phase**

Definition: 3.21; Phase Procedure: 4.2

**Alternate Event Use**

Definition: 4.21; Exceptions: 16.11; 16.12; 16.31; 17.4

**Areas**

Definition: 2.4; Exiting: 5.34; Newly Contested, Combat required: 6.1, 7.32; Point Unit Designation: 6.24; Verify Control: 9.2; Mount Hermon: 14.16, 14.94; Sea of Galilee: 14.19; *see Entry Areas*

**Area Boundaries:** *see Boundaries***Armor Class**

Definition: 2.3; Movement Allowance: 5.22; Exploitation: 6.8; Units by Class: 13.3

**Artillery**

Firing: 6.25, 6.26; Artillery Assets use: 6.31; Hit Priority, Disorder Option: 6.42b; Night: 14.03; Rocket: 16.4; Opt – Advanced Use: 18.3

**Artillery Assets:** 6.31; *see Assets***Assaults**

River Assaults: 5.35e; Assaults – Resolution: 14.01; Crossing Assault: 14.01a; Air Assault: 14.01b, 15.3

**Assets**

Definition: 2.2; in Reinforcement Phase: 4.1b, 4.1d; in Admin Phase: 4.2; Assigned in Combat: 6.22, 6.23; after Combat: 6.29; uses in Combat: 6.3

**Assets—Exclusive Rules**

Night: 14.03; Syrian Commando: 16.11; Syrian SAM Air Defense Fire: 16.12; Israeli Initial Artillery Advantage: 16.21; Israeli Air-to-Ground Advantage: 16.22; Israeli Increasing Air Support: 16.23; Israeli Garrisons: 16.24; Air Support: 16.3; Rocket Artillery: 16.4

**Battle Assets:** 6.32; *see Assets***Boundaries**

Open & River: 5.31; Minefields: 14.02; Escarpment: 14.11; Anti-Tank Ditch: 14.12; Wadi: 14.13; Rugged: 14.14; Syrian SAM Barrier: 14.15; Jordan River: 14.17; Purple Line: 14.18; *see Connections; see Operational Boundaries*

**Breakthrough Phases**

*see Movement; see Combat*

**Bridges**

Blow Up: 4.31; Repair: 4.32; Defended Roadblock: 4.35; Movement Costs: 5.31, 5.32; Movement Restrictions: 5.35c, 5.35d; Newly Contested Areas: 7.32; Construction Restriction: 14.41; *see Boundaries; see Connections*

**Combat**

Definition: 3.24; General Rules: 6.1; Combat Round: 6.2; Defender's Special Action: 6.21; Assets Assigned: 6.22, 6.23; Point Units: 6.24; Artillery Fire: 6.25, 6.26; Ground Fire: 6.27, 6.28; End of Round: 6.29; Night: 14.03; Ghost Units revealed in step 6.24: 15.7; *see Hit Distribution and Priorities*

**Combat—Breakthrough**

Definition: 3.27; Mandatory: 7.41; Optional: 7.42; via Special Action: 8.22; Night: 14.03

**Conditional Assets & Units:** 15.6, 16.23; *see Assets – Exclusive Rules; see Strong-points***Connections**

Road & Field: 5.31; *see Boundaries*

**Control**

Definition of Control: 2.4; *see Areas*

**Defended Roadblock:** *see Engineer Assets***Disordered**

Definition: 2.3; cannot Attack: 6.2; Disorder Options: 6.42b, 6.42c; Combat Results: 6.5; Retreats: 6.6; Effects: 9.33

**Disordered—Recovery**

Disorder Option: 6.42b; Recovery: 6.5; Rally: 8.25; Adjusting Markers: 9.35

**Engineer Assets**

Admin Phase: 4.2; Roadblocks: 4.34, 4.35; in Combat: 6.33; AT Ditch Bridging: 14.51; Removing Minefields: 14.52; Areas and Sectors, use in: 16.1, 16.2; *see Assets*

**Entry Areas**

Definition: 14.2; Reinforcements, Blocked Entry: 4.1c; Reroute Reinforcement: 8.27; Syrian Entry Areas: 14.21; Israeli Assembly Areas: 14.22, 14.95; *see Areas*

**Events**

Definition: 2.2; Admin Phase: 4.2; Alternate Use: 4.21; Single-Use: 4.22; Exclusive Event Rules: 17.0

**Events—Israeli**

Arriving Battalions: 17.21; Operation Dugman 5: 17.22; Lt. Zvicka Greengold: 17.23; King Hassan's Troublemakers: 17.24

**Events—Syrian**

Strategic Reserve Units Released: 17.11; Syrian SSM Attack: 17.12

**Events—Both**

Armor Replacement: 17.31; Mechanized Replacement: 17.32; Electronic Warfare: 17.33; Counterbattery Strike: 17.34; Special Action: 17.35

**Exploitation**

Definition: 6.8; Due to Retreat: 6.21; Due to Elimination: 6.25, 6.42d; Eligibility: 7.1; *see Breakthrough Phases*

**Field Works**

by Engineer: 4.33; by Unit: 5.23; in Hit Priority: 6.42a; by Reserve: 7.2; in Breakthrough: 7.31; Opt – Maintenance: 18.1

**First Player:** 2.1, 3.2, 13.1**Formations & Organization**

Syrian Penalty for Mixing Formations: 15.12; Israeli Brigade Integrity: 15.51; Opt – Israeli Divisional Organization: 18.5; *see Units*

**Game Components**

List of Components: 12.0; Higher Echelons: 13.2; Assets & Units by Class: 13.3; Game Piece Notation: 13.4

**Ghost Units**

Definition: 15.7; *see Combat*

**Good Order**

Definition: 2.3; *see Disordered*

**Higher Echelons**

Definition: 2.3; Asset Restrictions: 6.22, 6.23; Israeli, Syrian: 13.2; *see Zones*

**Hit Distribution and Priorities**

General: 6.4; Priorities vs Attacker: 6.41; Priorities vs Defender: 6.42; Step-Loss Allocation: 6.43; *see Combat*

**Infantry Class**

Definition: 2.3; Movement Allowance: 5.22; Units by Class: 13.3

**Large Units**

Eliminated Adjustment: 19.2; *see Units*

**Markers**

Definition: 2.2; for Control: 9.2; for Supply Status: 9.32; for Disorder: 6.5, 9.35; end-of-turn Removal: 9.5

**Minefields**

Definition: 14.02; *see Morale Checks*

**Morale Checks**

Definition: 2.3; General Procedure: 6.7; Armor Class, Exploitation: 6.8; Unsupplied Units: 9.4; Mined Boundary Crossing: 14.02; Night Exploitation: 14.03; Garrison Out of Supply: 16.24; Opt – Field Works Maintenance: 18.1; Opt – Withdrawal: 18.2

**Movement**

Allowances: 5.22; Minimum Move: 5.33; Costs: 5.31, 5.32, 14.42, 14.43

**Movement—Breakthrough**

Definition: 3.26; Exploitation: 6.8; Breakthrough Rules: 7.3; Restrictions: 7.31; in Newly Contested Areas: 7.32; Night: 14.03

**Movement—Operational**

Definition: 3.22; Movement Options: 5.2; Movement Rules: 5.3; Syrian Movement Restrictions: 14.42; Israeli Movement Restrictions: 14.43

**Movement—Reaction**

Definition: 3.25; Reaction Phase: 7.2

**Movement—Strategic**

Definition: 3.23; Strat-Move: 5.4; Limits: 14.8

**Night**

Definition: 14.03; *see Morale Checks; See Movement; See Combat*

**Operational Boundaries**

Definition: 14.3; Unified Commands (no asset or event restrictions): 14.31, 14.32; Movement Restrictions: 14.4; *see Sectors*

**Optional Rules: 18.0**

Maintaining Field Works: 18.1; Withdrawal: 18.2; Advanced Artillery Use: 18.3; Syrian Air Support Use: 18.4; Israeli Divisional Organization: 18.5

**Out of Supply: *see Unsupplied Effects*****Point Unit**

Definition: 2.3; in Combat: 6.24; Mandatory Step Loss: 6.41a; Step Loss Allocation: 6.43

**Reaction Phase: *see Movement—Reaction*****Recovery: *see Disordered—Recovery*****Reinforce Battle: 8.23****Reinforcement Phase: 3.1, 4.1****Reinforcements**

Units, in Entry Areas: 4.1c; Events & Assets, in Selection Cup: 4.1d; Reroute Unit: 8.27; *See Entry Areas*

**Replacements**

Quality, via Special Action: 8.26; Non-Elite, via Staff Function: 8.31; *see Events — Both*

**Reserve Markers**

Eligibility: 14.7

**Reserve Units**

Definition: 2.3; Placing into: 5.21; Breakthrough: 7.1; Reaction, Defender: 7.2; via Staff Function: 8.33; Unit Arrival: 14.2; Eligibility: 14.7; *see Reserve Markers; see Units*

**Retreats**

Stacking: 5.1; Hit Priority, Retreat Option: 6.42c; Procedure in Combat: 6.6; via Special Action: 8.24

**River Assaults: 5.35e; *see Assaults; see Bridges*****Roadblock**

Construction, via Engineer: 4.34; Unit Stops upon Entry: 5.35b

**Scenarios: 22.0****Second Player: 3.3, 13.1****Sectors**

Northern, Central and Southern: 14.31; *see Operational Boundaries*

**Selection Cup**

Definition: 2.1; place into: 4.1b, 4.1d; draw from: 4.2a

**Special Actions**

Definition: 2.2; Defender Decision: 6.21; Breakthrough Activation: 7.1; Optional Combat: 7.42; Standard Uses: 8.1, 8.2

**Special Actions—Reusable: 4.1a, 8.1****Special Actions—Single-Use: 8.1, 17.35****Special Actions—Standard Uses**

Breakthrough Movement & Combat: 8.21, 8.22; Reinforce Battle: 8.23; Retreat before Combat: 8.24; Rally the Troops: 8.25; Quality Replacements: 8.26; Reroute Reinforcement: 8.27

**Special Actions—Additional Uses**

Merging Israeli Units: 14.61a; Syrian Operational Reserve Released: 14.61b; Syrian SAM Asset Replaced: 14.61c; Israeli Air Asset Replaced: 14.61d

**Stacking Limits: 5.1****Staff Functions**

in Admin Phase: 4.2; General: 8.1; Replacements: 8.31; Intelligence Gathering: 8.32; Reserves Made Available: 8.33

**Staff Functions—Exclusive Rules**

No Additional Functions: 14.62

**Status Boxes & Tracks**

Definition: 2.1 and map sheet; Available Box: 4.1, 4.2, 6.22, 6.23; Eliminated Box: 4.22, 6.4; Used Box: 4.1, 6.29; Syrian Strategic Reserve Holding Box: 15.2; Syrian Air Assault Holding Box: 15.3; Syrian Operational Reserve Holding Box: 15.4; Israeli Air Support Assets Holding Box: 16.23

**Steps/Step Losses**

Definition: 2.3; Point Unit: 6.24; Step Loss Allocation: 6.43; due to Retreats: 6.6

**Stongpoints**

Definition, Symbols and Modifiers: 15.6; Evacuation Procedure: 15.6; Task Force creation: 15.6

**Success Number (SN): 2.1****Sudden Death Victory: 19.4****Supply Path**

Assigning Assets, Required: 6.22, 6.23; Disorder & Recovery: 6.5; Tracing: 9.31, 14.93

**Supply Phase**

Definition: 3.28; Procedures: 9.0

**Supply Sources**

Tracing to: 9.31; Definition of: 14.91, 14.92; Boundary Restrictions — tracing across: 14.93; Mount Hermon: 14.94; Israeli Assembly Areas: 14.95

**Task Force: *see Strongpoints*****Terrain & TDN**

Definition & Terrain Difficulty Number (TDN): 2.4, Map Legend, Combat Tables; *see Boundaries*

**Troop Quality (TQ)**

Definition: 2.3; in Combat, per Point Unit: 6.24; Battle Assets, do not effect: 6.32; Morale Checks: 6.7

**Units**

Definition: 2.2; Status: 2.3; Units by Class: 13.3; Syrian Divisions: 15.1; Syrian Strategic Reserve: 15.2; Syrian Paratroops: 15.3; Syrian Tank Divisions (Operational Reserve): 15.4; Israeli Brigades: 15.5; Israeli Strongpoints: 15.6; Israeli Ghost Units: 15.7; *see Formations & Organization*

**Unsupplied Effects**

Unsupplied & Disordered: 9.33; Additional Effects: 9.34; Morale Check: 9.4

**Victory Check Phase**

Definition: 3.4; Procedures: 19.0

**Victory Points & Objective Areas**

Objective VP: 19.1; Eliminated Large Unit VP: 19.2; Calculating VP: 19.3

