

SINAI

The Arab-Israeli Wars, '56, '67 and '73

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[1.0] INTRODUCTION

Sinai is a simulation on the brigade/battalion level of the Arab-Israeli Wars of 1956, 1967, 1973, and a possible future war in the mid-1970's. Historically, the wars of 1956 and 1967 ended in quick, total defeat of the Arab armies; but if the Arabs had had more effective leadership, and better international cooperation, the results might have been different. In addition to the historical scenarios for each of these wars, there are several "what-if" scenarios which explore what might have happened if the situation and armies had been different.

The 1973 war is included as it was fought. Special rules demonstrate the changes in composition, competence and weaponry of the various armies that have taken place since the 1967 war. The mid-1970's scenarios present several situations that might develop in the Middle East if the relative peace following the 1973 war breaks down.

The main body of rules and comments that follow apply to the 1967 Historical Scenario. Some of these rules are suspended or modified and some new rules are added when playing the other scenarios. It is recommended that the Player first read and play the 1967 Historical Scenario before reading the special rules for any of the other scenarios.

[2.0] GENERAL COURSE OF PLAY

Sinai is basically a two-player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and subtracting the defending unit's total from the attacking unit's total, arriving at an Attack Superiority. A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 34" mapsheet portrays the area of the Middle East in which the actual campaigns took place. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces. The hexes are numbered to facilitate the setting up of units and by-mail play.

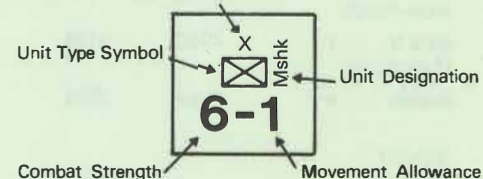
[3.2] THE PLAYING PIECES

The differently colored playing pieces represent the various units of the opposing armies that were available in the campaigns. The opposing forces in each of the varying Orders of Battle are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated in the plastic tray included with the game. This

greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces.

[3.2.1] SAMPLE UNIT

Organization Size Symbol



[3.2.2] SUMMARY OF UNIT TYPES

Mechanized Units:

- Mechanized Infantry
- Armor
- Mechanized Paratroop
- Reconnaissance
- Israeli Supply Unit

Non-Mechanized Units:

- Infantry
- Paratroop (non-functional)
- Camel
- SAM Site

Air-Droppable Units:

- Paratroop (functional)
- Airmobile

Organizational Size Symbols

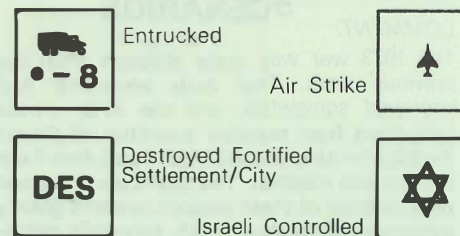
- II = Battalion
- X = Brigade

[3.2.3] SUMMARY OF UNIT ABBREVIATIONS

Israel:

Elzr	Eleazar	Mnhm	Menahem
Mshk	Moshik	Albt	Albert
Ktti	Kutti	Mshe	Moshe
Ahrn	Ahaaron	Ysrl	Yisrael
Yhda	Yehuda	Ntke	Natke
Rful	Raful	<i>Jordan:</i>	
Shml	Shmuel	RIGd	Royal Guard
Iska	Isska	<i>Egypt:</i>	
Elhn	Elhanan	NG	National Guard
Mtke	Motke	PAL	Palestinian

[3.2.4] OTHER MARKERS



[3.2.5] DEFINITION OF TERMS

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points; a unit expends one or more Movement Points of its total Movement Allowance for each hex entered, as summarized on the Terrain Effects Chart.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Combat Results Table, the Turn Record Track, the Terrain Effects Chart, and the Arab Command Control Table. Each of these is fully explained where presented.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of *Sinai* should include the following parts:

one Game Map
one Set of Game Rules

one Set of Die-cut Counters
one Die
one Game Box

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

Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the *rules* of the game will be answered if accompanied by a stamped, self-addressed envelope. Questions should be answerable by a simple "yes" or "no" or a single word or phrase.

[3.5] GAME SCALE

Each hex on the map is twelve kilometers across. Each unit represents a brigade or battalion. Each Game-Turn represents twelve hours of real time.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Sinai is played in turns called *Game-Turns*. Each Game-Turn is composed of two *Player-Turns*. Each Player-Turn is composed of three or more *Phases*. The Player whose Player-Turn is in progress is termed the *Phasing Player*. Each Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. ISRAELI PLAYER-TURN

1. *Supply Phase*. The Phasing Player determines which of his units are in supply for movement purposes, according to the Supply Rules.

2. *Movement Phase*. The Phasing Player may move all of his units in any direction up to the limit of their Movement Allowance within the restrictions outlined in the Movement and Supply Rules.

3. *Combat Phase*. The Phasing Player may attack Enemy units adjacent to Friendly units at his option; combat is resolved as outlined in the Combat Rules.

B. ARAB PLAYER-TURN

1. *Arab Command Control Phase*. The Arab Player determines which of his units suffer a Loss of Command Control.

2,3,4. The Arab Player executes the Supply, Movement and Combat Phase for his units, in the same order and manner as in the Israeli Player-Turn.

5. *Jordanian Participation Phase*. The Arab Player determines if Jordan will enter the war, if it hasn't already (applies only to the first four Game-Turns).

C. GAME-TURN INDICATION

The Game-Turn marker is advanced on the Turn Record Track, signaling the start of a new Game-Turn.

[4.3] GAME LENGTH

Repeat steps A through C for twelve Game-Turns. At the end of the twelfth Game-Turn, the game is over, and Players' performances are evaluated in terms of Victory Conditions (see 21.0).

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. During each Friendly Movement Phase, each unit may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase nor transferred from unit to unit.

PROCEDURE:

Units may be moved individually, or alternatively as a stack of units (if all the units in the stack begin the Movement Phase in the same hex), tracing the path of their movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor the path retraced and/or changed during that Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During a Movement Phase only the Phasing Player's units are moved; all, some, or none of his units may be moved. No Enemy movement and no combat, may occur during a Movement Phase.

[5.12] Movement is calculated in terms of Movement Points. Basically each unit expends one or more Movement Point(s) of its total Movement Allowance for each hex it enters.

[5.13] If units are moving in a stack, the stack may not expend more Movement Points than the Movement Allowance of the slowest unit in the stack, or enter terrain forbidden to any unit in the stack.

[5.14] All effects of reducing available Movement Points and increasing the number of Movement Points to enter a given hex are cumulative.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] No units may ever enter Lebanon.

[5.22] Israeli units may not cross the Suez Canal, nor may they enter Trans-Jordan (all of Jordan east of the Jordan River or south of hex 3119) unless the Jordanians have attacked a Fortified Settlement or a City hex other than Jerusalem.

[5.23] Arab units of one nationality may not enter another Arab nation. However, non-Jordanian units that begin the game in Jordan function in all ways as Jordanian units.

[5.24] There are several types of terrain that are prohibited to some units and not others, depending on whether the unit is mechanized or non-mechanized and whether the unit is Arab or Israeli (see the Terrain Effects Chart).

[5.25] Units may never enter all-sea hexes, or move through all-sea hexsides, except for tracing Israeli Airmobile Movement.

[5.26] Units may never enter hexes containing Enemy units except to Overrun (see 11.0).

[5.27] During the Movement Phase, units may freely enter or move through hexes containing other Friendly units, regardless of Stacking restrictions, as long as Stacking restrictions are obeyed at the end of the Movement Phase. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

[5.28] A unit's Movement Allowance may be decreased by supply considerations, lowering the number of Movement Points that it may expend in a given Movement Phase (see Supply).

[5.29] Units which do not have the Movement Points necessary to enter a hex may not enter that hex. *Note that this means that there will be times when a unit may not be able to move at all.*

[5.3] TERRAIN EFFECTS ON MOVEMENT

[5.31] The number of Movement Points that a unit must expend to enter a given hex varies with the type of moving unit (mechanized or non-mechanized), the type of terrain in the hex (see the Terrain Effects Chart on the map), and the nationality of the unit.

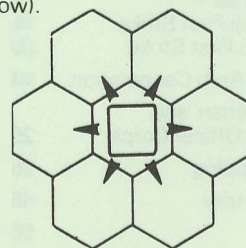
[5.32] A unit in a Sand/Road-or-Track hex or a Rough/Road-or-Track hex which is prohibited from Sand or Rough hexes may only exit that hex through a hexside which the Road-or-Track crosses (see the Terrain Effects Chart).

[5.33] All units may enter the Sand/Road hexes along the Canal if entering by traversing a Suez Ferry Point hexside.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called *controlled* hexes and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted in the cases below).



CASES:

[6.1] ZONES OF CONTROL MODIFICATIONS

[6.11] Entrucked units have no Zone of Control (see 15.0).

[6.12] Zones of Control do not extend across the Israeli-Jordanian border until Jordan enters the war (see 13.0).

[6.13] Zones of Control do not extend into Enemy City or Fortified Settlement hexes (unless the City or Settlement has been destroyed, see 18.1). Zones of Control do not extend across all-Sea hexsides.

[6.2] MOVEMENT EFFECT

A unit must cease moving (for the current Movement Phase) upon entering an Enemy controlled hex. A unit may not move directly from one Enemy controlled hex to another (exception: see Overrun, 11.0). There is no penalty for leaving an Enemy Zone of Control. For movement purposes, Enemy Zones of Control *do* extend into Friendly occupied hexes.

[6.3] COMBAT EFFECT

Zones of Control do not affect combat; attacking is completely voluntary and the presence of a unit's Zone of Control in a Friendly occupied hex does *not* force combat.

[6.4] RETREAT EFFECTS

Units may not retreat in Combat (see the Combat Results Table) into or through an Enemy controlled hex, unless another Friendly unit *occupies* that controlled hex.

[6.5] SUPPLY EFFECTS

Supply lines may not be traced through Enemy controlled hexes unless the hex is *occupied* by a Friendly unit.

[6.6] OVERLAPPING ZONES OF CONTROL

The presence of a Friendly Zone of Control in a hex *never* negates the presence of an Enemy Zone of Control.

[7.0] STACKING

GENERAL RULE:

A maximum of three Combat units may be stacked in a single hex. The stacking limitation applies only at the end of each Friendly Movement Phase and during the Combat Phase.

CASES:

[7.1] MOVEMENT EFFECT

[7.11] Units may freely move through hexes containing Friendly units, regardless of the number of units that are transiently in that hex. The limitation of three Friendly units applies only at the end of the Friendly Movement Phase.

[7.12] Units may be moved as a stack if they start the Movement Phase in the same hex (see Movement, case 5.13).

[7.2] COMBAT EFFECT

All units which are in a hex under attack must be attacked; their separate Combat Strengths are totalled and the entire combined Strength must be attacked. Units stacked together may not be attacked separately. However, if one unit in a stack of units is attacking a given hex, the remaining units are under no compulsion to join the attack. They may attack different hexes, or not at all.



[8.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:

Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. Subtract the Defender's total from the Attacker's total. The result is the Attack Superiority expressed in Points. Find the appropriate Attack Superiority column, Roll the die and read the result on the appropriate line and column of the Combat Results Table. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units (exception: see Supply Effects, 10.3). Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.

[8.13] An Enemy occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit or Enemy occupied hex may be attacked more than once per Combat Phase.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All units defending in a given hex must be attacked as a single Strength. The defender

may not voluntarily withhold any units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not, therefore, be attacked separately.

[8.22] Units in a hex that contains an attacking unit need not participate in that same attack or any attack. Thus when one unit in a stack of three is attacking a given hex, one of the other units could attack a different hex, and the third could refrain from attacking.

[8.23] If a unit (or units) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units (see also Case 8.13).

[8.3] EFFECTS ON COMBAT STRENGTH

Combat Strengths of units may be affected by Terrain and Supply considerations (see the Terrain Effects Chart and the Supply rules). This is always expressed as either a numerical increase in the Defender's Strength or as either the Attacker's or the Defender's Strength being doubled or halved (see 10.35).

[8.4] ADVANCE AFTER COMBAT

If as a result of a given combat action, any of the defending hexes are completely vacated by the defending units, as many as three of the participating attacking units may move into the vacated hex at the attacking Player's option. This advance must take place immediately before resolving any other Combat. This advance is not considered movement and expends no Movement Points. This advance is not affected by any Zones of Control in the hex attacked from or advanced into.

[8.5] ARAB NON-COOPERATION

Arab units of different nationalities may not attack the same Israeli unit in the same Game-Turn. Note that non-Jordanian units that start in Jordan function as Jordanians.

[8.6] TERRAIN EFFECTS

Units may attack into adjacent hexes that they cannot enter (e.g., Israeli units may attack across the Suez Canal). Obviously they cannot advance after combat into such a hex. Units may *not* attack across all-Sea hexsides.

[9.0] COMBAT RESULTS TABLE (see mapsheet)

[9.1] EXPLANATION OF COMBAT RESULTS

[9.11] All Combat Results are expressed as a retreat by the defending units of a given number of *hexes*. All movement restrictions and inhibitions apply except that retreats are not considered movement and do not cost Movement Points for varying terrain. Retreats do not affect subsequent Movement Allowance. A unit unable to retreat the full number of hexes required is *eliminated*. The numbers apply to mechanized units. Non-mechanized units always retreat one hex, never more (exception: 12.0). Retreats are blocked by prohibited terrain and Enemy controlled hexes. Each Player moves his own units during retreats.

[9.12] A unit that has no other path of retreat may retreat into or through a three-high stack of Friendly units. If it must end its retreat in that hex, it displaces (pushes out) one of the units in that hex (Friendly Player's choice). If there is no hex to displace a unit into (this displacement is subject to the normal retreat restrictions) the *retreated* unit is eliminated.

[9.13] If a unit retreats or is displaced on top of a unit that is subsequently attacked during that same Combat Phase, the retreated unit does

not add its Strength to the defense (hence this does not violate 8.14), but it does suffer any result that the attacked unit suffers. Note that a hex's Defense Strength may be reduced by this retreat or displacement.

[9.14] Retreats are made with the following priorities:

1. Not displacing Friendly units.
2. End the retreat the full number of hexes away from the starting hex as called for.
3. The path that would cost the fewest Movement Points (in terms of normal movement).

[9.15] A unit is required to follow the priority list above, but will not be eliminated if it can in *any* path accomplish a retreat of the required number of hexes, except that a unit may *never* enter the same hex twice during a single Combat Phase.

[10.0] SUPPLY

GENERAL RULE:

Units are considered to be either "Supplied" or "Unsupplied" for the purposes of combat and movement. The conditions for being Supplied and the effects of being Unsupplied differ for the Arab and Israeli units.

CASES:

[10.1] CONDITIONS FOR SUPPLY

[10.11] *Arab Supply*: An Arab unit is in Supply if it can trace a line through clear terrain hexes and/or along roads to a Map edge in its home country. This line may be as long and as devious as necessary. A destroyed bridge can still function as a road for Supply purposes. The Suez Crossing Points are the only hexes through which supply can be traced across Suez Canal hexsides. Only Arab units actually in Israel may trace Supply through Israel.

[10.12] *Israeli Supply*: All Israeli units are automatically in Supply for the first six Game-Turns. Thereafter, they must be able to trace a line of hexes, no more than eight Mechanized Movement Points in length from the unit to either any road in Israel that connects to one of the three Israeli cities, Tel Aviv, Haifa, or Jerusalem (not Enemy occupied); one of the three cities themselves; or to the Israeli Supply unit. To function as a supply source, the Israeli Supply unit must be able to trace a line of clear terrain and/or road hexes of any length to an Israeli city. Note that an Israeli unit in an Israeli city is thus automatically in Supply.

[10.13] *Blocking Supply Lines*: A Supply line is blocked by the presence of Enemy units or their Zone of Control, unless the Supply line runs through Enemy controlled hexes which are *occupied* by Friendly units. Supply lines can also be blocked by impassable terrain. Note that an Arab unit adjacent to its supply-source-map edge can be cut off from supply by being surrounded on both sides by two Israeli units that are adjacent to the same map edge.

[10.14] In order to be valid, a Supply line must be passable by the unit in question. When counting Movement Points, count from the unit in question to the supply source.

[10.15] *The Israeli Supply Unit and Enemy Action*: If the Israeli Supply unit is attacked when it is alone in a hex, or forced to retreat when stacked with other units, or if it is unable to function as a Supply source due to an Enemy Zone of Control, it is immediately moved back along the line of hexes it has passed through to the nearest hex in which it can function as a Supply source. It cannot be destroyed.

[10.2] JUDGING SUPPLY

[10.21] For *movement* purposes, Supply is determined at the beginning of each Friendly

Movement Phase, and its effects remain throughout that Phase. Thus, units which are supplied at the beginning of a Friendly Movement Phase may freely move out of Supply. Units which begin the Movement Phase Unsupplied do not regain a Supplied status by moving within Supply range until their following Friendly Movement Phase.

[10.22] For *combat* purposes (both offensive and defensive) Supply status is judged at the instant of combat. Thus a unit may have been supplied at the beginning of the current Combat Phase, but due to actions of the Enemy Player, when its combat action is about to be resolved it might be Unsupplied.

[10.3] SUPPLY EFFECTS

[10.31] Units which are not in Supply are said to be "Unsupplied."

[10.32] Unsupplied Arab units cannot attack, and their Combat Strength for defense and their Movement Allowance are halved.

[10.33] Unsupplied Israeli units have their Strength for attack and their Movement Allowance halved. Their Strength for defense is unaffected.

[10.34] If there is more than one unsupplied unit in a hex, the total Strength for attack or defense is halved, not the individual units.

[10.35] Whenever halving, fractions are dropped (e.g., five halves to two). The unit (or units in one hex) halved never defends, attacks or moves at less than one Strength or Movement Point.

[11.0] OVERRUN

GENERAL RULE:

An Overrun takes place when a unit or stack of units moves on to an Enemy unit or stack of units.

PROCEDURE:

An Overrun functions in all ways as movement, *not* combat. The Overrun procedure consists of moving from a hex adjacent to the unit to be Overrun (ignoring all Enemy Zones of Control), moving on top of that unit, and then optionally moving off that unit to any adjacent hex (if the owning player wishes) and the Overrunning unit's Movement Allowance permits). The Overrun unit(s) is immediately removed from the map.

CASES:

[11.1] RESTRICTIONS ON OVERRUNNING UNITS

[11.11] An Overrun is only possible against a unit or stack of units with a combined Combat Strength of one or two (after any terrain and supply modifications). The Overrunning unit(s) must have a modified strength of at least five to Overrun a unit(s) of a modified Strength of one; the Overrunning unit(s) must have a modified Strength of at least nine to Overrun a unit(s) of a modified Strength of two.

[11.12] Two or three Friendly units may combine their strength in Overrunning if, and only if, they started that Movement Phase on the same hex.

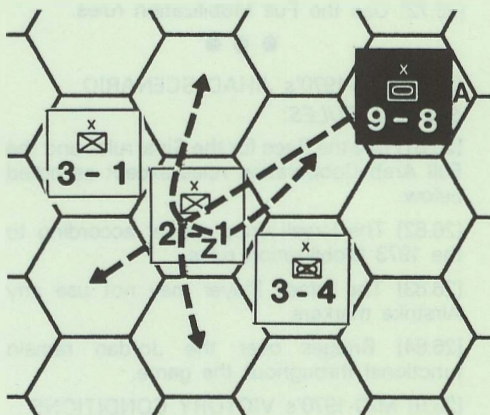
[11.13] All terrain and supply effects apply to all units involved in an Overrun. Note that as this is the Movement Phase, all supply judgment for both sides takes place at the beginning of the phase, not the instant of the Overrun.

[11.14] Overrunning costs three additional Movement Points to enter the hex of occurrence. It is entirely possible that a unit may have Movement Points to expend in normal Movement (during the same phase that it executes an Overrun).

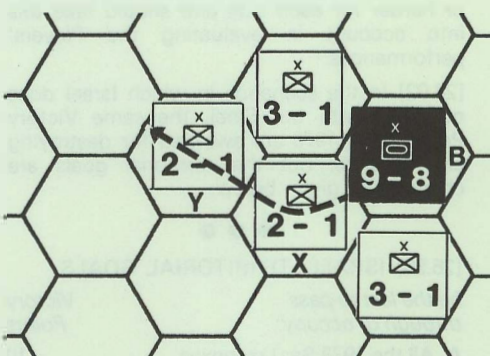
[11.15] Entrucked units may not Overrun.

[11.2] NULLIFIED ZONES OF CONTROL

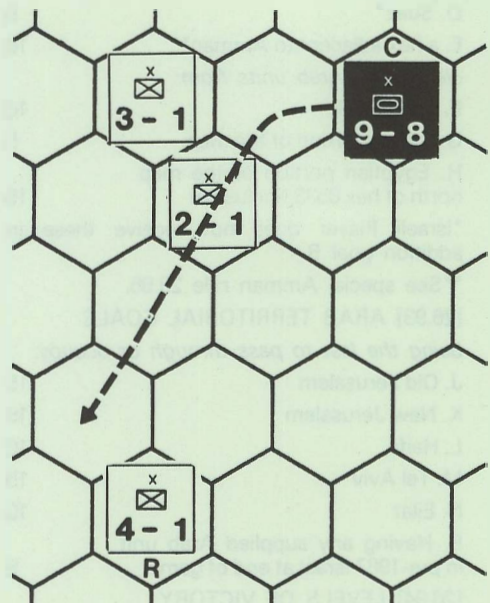
Overrunning units can ignore all Enemy Zones of Control during the actual Overrun procedure outlined above (only). When engaged in any other movement the unit *is* subject to all normal Zone of Control rules.



[11.2a] *Example:* Unit A may move in any of the paths indicated, Overrunning unit Z in the process.



[11.2b] *Example:* Unit B may move in the path indicated, Overrunning units X and Y in the process.



[11.2c] *Example:* Unit C may move in the path indicated; but if it then entered the Zone of Control of Unit R, it would have to stop, as it is not doing so during an actual Overrun Procedure.

[12.0] FEAR

GENERAL RULE:

The Egyptian and Syrian Armies have demonstrated a great tendency to panic and run whenever a battle was not going their way. If, however, they had no place to run, they

fought quite determinedly and viciously, as they had a great fear of being captured. Accordingly, Egyptian and Syrian units always retreat twice as far as indicated on the Combat Results Table (non-mechanized units retreat two hexes). If they cannot retreat due to Israeli units or Zones of Control or due to prohibited terrain, they defend at twice their basic (printed on the counter) Combat Strength (disregard the Supply condition of the defending unit for this purpose). For their part, the Israelis did *not* want to be captured by the Egyptians or Syrians, and so they, too, defend at twice their basic Combat Strength if they cannot retreat.

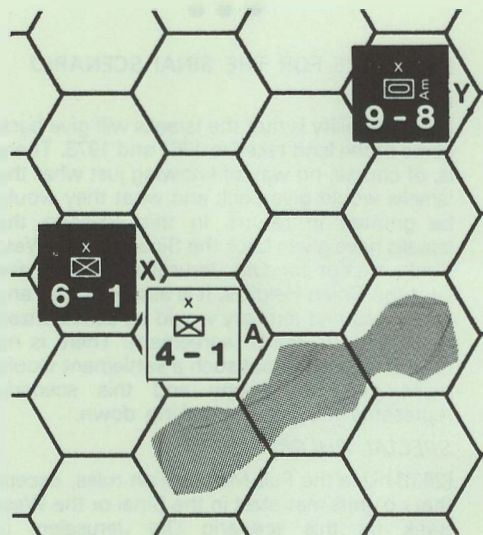
CASES:

[12.1] APPLICABILITY

[12.11] This rule does not apply to Israeli-Jordanian combat. Note that in this as in all other ways, non-Jordanian units starting in Jordan function as Jordanian units.

[12.12] This rule does not apply to Overrun attacks.

[12.13] This rule is applied when the Combat Strengths are calculated. A unit's Strength is only increased under this rule if it cannot retreat a single hex. A unit that winds up having to retreat farther than it can, is eliminated as any unit would be.



[12.13a] *Example:* Egyptian Unit A is attacked by Israeli Unit X. There is *one* hex adjacent to it to which it can retreat. It, therefore, is not doubled. The attack is resolved using a +2 Attack Superiority and the result is a retreat of two hexes (Note that Egyptian infantry must always retreat two hexes if it has to retreat at all). The unit cannot retreat *two* hexes because of the rough terrain hexes and the Zones of Control of Israeli Units X and Y; it is, therefore, eliminated.

[12.2] WAIVING ISRAELI ZONES OF CONTROL

If an Israeli Zone of Control, rather than an Israeli unit is blocking an otherwise possible retreat route, the Israeli Player may choose to waive that particular Zone of Control. If the zone is waived the defending unit may retreat through that specified zone of control (only), and combat is calculated on the basis that the unit can retreat. The unit still may be eliminated by not being able to retreat the *full* number of hexes required. The Israeli Player must declare that he is waiving the Zone of Control before the combat is calculated. Note that the Zone is being waived for retreat purposes only. It still blocks supply. The waiver refers only to the specific combat designated by the Israeli Player.

[13.0] JORDANIAN PARTICIPATION

COMMENTARY:

The Arab countries are not known for their close cooperation with each other; and despite Mutual Defense Pacts and the like, one country's fighting a war does not necessarily mean another is going to join the war. By June of 1967 Syria had been shelling Israel for months, and Egypt had blockaded Israel's access to the Red Sea, kicked the U.N. peace keeping force out of the Sinai and was mobilizing her forces. Israel struck. But Israel did not want to fight Jordan and so informed Jordan's Hussein. Hussein chose to join the war, but there was a chance he would have stayed out of it.

PROCEDURE:

During each Jordanian Participation Phase, the Arab Player rolls the die once to determine if Jordan will join the war. A roll of one through four causes Jordan to join the war.

CASES:

[13.1] TIME LIMIT

The Jordanian Participation Phase is only executed until Jordan joins the war or until the end of Game-Turn four. If Jordan has not entered the war by the end of Game-Turn 4, Jordan will not enter the war.

[13.2] LIMITATIONS PRIOR TO JORDANIAN ENTRY

[13.21] Israel and Jordan may not attack or advance across each other's borders.

[13.22] Zones of Control do not extend across those borders.

[13.23] Jordanian units may move within Jordan before they enter the war.

[13.3] AFTER JORDANIAN ENTRY

[13.31] All units may freely cross borders and attack.

[13.32] All Zones of Control function normally.

[13.33] The bridges across the Jordan River are considered destroyed.

[14.0] ARAB COMMAND CONTROL

COMMENTARY:

The Egyptian and Syrian command was largely unorganized, ill-trained, slow to respond, panicky and uncommunicative. In addition, a large part of the information that did come across their radios was simply wrong, and probably did them more harm than good. At various times many of their units could not fight effectively and/or retreated without any (unimagined) necessity.

GENERAL RULE:

In order to simulate this situation, Egyptian and Syrian units are subject to a random Loss of Command Control.

PROCEDURE:

The Arab Player must roll the die once each Command Control Phase. He then consults the Command Control Table. All units in the hexes whose last digits correspond to the digits on the appropriate line of the chart are inverted. Each of these units *must* move its full supply-modified Movement Allowance, within all normal Terrain and Air Strike restrictions directly (i.e., in as straight a path as possible) towards a Supply Source, preferably towards or along a road. In addition, they may not move into an Israeli Zone of Control, nor may they attack. The units are flipped face-up at the end of the Game-Turn.

CASES:

[14.1] UNITS NOT AFFECTED

All units starting the game in Jordan and

Syrian units in the Syrian fortified positions are not subject to Loss of Command Control.

[14.2] MOVEMENT OF AFFECTED UNITS

Units that have lost Command Control do not stop if they reach the map edge with unexpended Movement Points. They, instead, exit the map. Exited units may not return. They do not, however, count as destroyed units for purposes of calculating Arab Loss of Command Control (14.4). Movement dictated by a Loss of Command Control is the only movement an affected unit may execute in that Game-Turn. If an affected unit cannot move within the restrictions listed, it does not move at all (but it is still prohibited from attacking).

[14.3] ARAB COMMAND CONTROL TABLE (see mapsheet)

[14.4] HOW TO USE THE ARAB COMMAND CONTROL TABLE

The number at the top of the column corresponds to the total number of Combat Strength Points that the Egyptian forces have lost prior to a given Arab Command Control Phase, including all losses on previous Game-Turns (the units starting in Jordan do not count towards this total). A given column (and all the columns to the left of it) is used whenever the point losses equal or exceed the number at its top. [Note: There are three columns with "0" at the top; all are used.] Syrian units always use the four left hand columns, regardless of the Syrian point losses.

A die is rolled and the number on the die corresponds to the row (reading left to right) that is to be used that Arab Command Control Phase. All the digits in the resulting set of a row and columns correspond to the last digits of hex numbers on the Game Map. Units on those hexes suffer a Loss of Command Control.

Example: It is Game-Turn 5, and the Egyptians have lost eleven Strength Points. The die roll is four. Units on hexes ending in 4, 0, 6, 2, and 8 have lost Command Control for that Game-Turn.

[15.0] TRUCKS

GENERAL RULE:

Trucks are used to speed the movement of infantry. "Entrucking" does, however, take time, and the combat ability of entrucked units is impaired.

PROCEDURE:

It takes a full Friendly Player Movement Phase for a non-mechanized unit to entruck, during which turn it may not move. Place an entrucked marker on the unit that becomes entrucked at the end of the Friendly Movement Phase. It costs two Movement Points (from the entrucked Movement Allowance) for an entrucked unit to detruck.

CASES:

[15.1] ENTRUCKED MOVEMENT

[15.11] While entrucked, the unit moves exactly as if it were a mechanized unit of its particular country, which is represented by the truck marker's Movement Allowance.

[15.12] A unit may not move after detrucking in the same Player-Turn it detrucks.

[15.13] Entrucked units may not Overrun.

[15.14] Entrucked units may stack and unstack normally.

[15.2] ZONES OF CONTROL

While entrucked, the unit has no Zone of Control. Units may freely entruck and detruck in an Enemy Zone of Control.

[15.3] COMBAT EFFECT

[15.31] An entrucked unit may not attack.

[15.32] An entrucked unit, if attacked, immediately detrucks (note that in this case, detrucking does not expend any Movement Points). It then defends normally. Enemy units may not attack entrucked units if they cannot attack the unit when detrucked (e.g., due to insufficient Strength).

[15.33] An entrucked unit may detruck in an Enemy Zone of Control and attack during the same Player-Turn if the unit has sufficient Movement Points to move adjacent and to detruck.

[15.4] TRUCK MARKER ALLOCATION

[15.41] The Arab Player may have only one unit from each Arab country (all units starting the game in Jordan function as Jordanian units) entrucked at any one time. The Israeli Player may have as many units entrucked as he wishes.

[15.42] Truck markers are markers, not units; they have no function by themselves. They cannot be captured or destroyed.

[16.0] AIR STRIKES

COMMENT:

Israel destroyed the Arab air forces at the beginning of the war. Israel then made good use of its air force to support ground actions and to disrupt movement of Arab troops. The ground support missions have been factored into the Combat system. The disruption missions have been left to the discretion of the Israeli Player.

PROCEDURE:

The Israeli Player has four air strike markers. These are placed anywhere on the map at the end of the Israeli Combat Phase, and removed at the end of the following Arab Combat Phase. The Air Strike Markers are not available to the Israeli Player during the first Game-Turn as the Israeli Air Force is considered to be busy destroying the Egyptian Air Force. Note that an Air Strike Marker is not a unit and has none of the attributes of a unit.

CASES:

[16.1] MOVEMENT EFFECTS

[16.11] Each Air Strike marker adds three Movement Points to the cost of *leaving* the hex it is placed on.

[16.12] More than one Air Strike marker may be placed on a given hex. The effect is additive, i.e., two cause a Movement Point penalty of six.

[16.13] If leaving a hex would violate a unit's Movement Allowance, the unit may not leave that hex.

[16.14] An Air Strike does not affect units *entering* a hex.

[16.15] An Air Strike can never affect Israeli units.

[17.0] AIRMOBILE BATTALION

COMMENTARY:

The Israelis had one Airmobile battalion which in the actual campaign they used against Syria to help break the latter's fortified line.

GENERAL RULE:

The Airmobile Battalion has an airmobile range of 15 hexes. Airmobile Movement functions in all ways as normal Movement except that it is not affected in any way by any intervening terrain or units.

CASES:

[17.1] RESTRICTIONS ON AIRMOBILE MOVEMENT

[17.11] To use its airmobile capacity the Airmobile Battalion must be able to trace a line

of hexes (any number of hexes in length) free of Enemy Zones of Control or Enemy units to a hex from which a valid supply line may be traced (see 9.12). This line may not be traced through Trans-Jordan unless Israeli units may enter Trans-Jordan (see 5.22). It may be traced through other impassable terrain.

[17.12] The Airmobile Battalion cannot use its airmobile capacity on the two Game-Turns immediately following a Game-Turn in which it is used.

[17.13] The Airmobile unit may not land in or take off from an Enemy Zone of Control. It may not land in terrain prohibited to Israeli infantry.

[17.2] GROUND MOVEMENT

The Airmobile Battalion can move as a normal infantry unit if desired. Its ground Movement Allowance is one. The battalion cannot use ground Movement in the same Phase it uses its airmobile capacity. It may not use Entrucked movement.

[17.3] AUTOMATIC SUPPLY

The Airmobile Battalion is automatically supplied the Game-Turn it uses its airmobile capacity and the two following Game-Turns.

[18.0] FORTIFIED SETTLEMENTS AND CITIES

GENERAL RULE:

Certain Israeli settlements are fortified. These are indicated on the map. They have an intrinsic Defense Strength and have an inhibiting effect on Arab movement. They function in all ways as terrain and not units, except in that they may be destroyed.

CASES:

[18.1] FORTIFIED SETTLEMENTS

[18.11] Fortified settlements have a defensive Strength of two. A Fortified Settlement can only be attacked at an Attack Superiority of +4 or more, in which case it is automatically destroyed. A "destroyed" marker is placed on any Fortified Settlement that is destroyed. It then no longer exists for any purpose.

[18.12] No Arab unit may *ever* enter an intact Fortified Settlement. Note that this applies to retreats, advance after combat, and Overruns as well as normal Movement. Note also that a Fortified Settlement hex may be advanced into in the Combat Phase it is destroyed.

[18.13] If there is an Israeli unit on a Fortified Settlement, the Settlement cannot be attacked; only the unit thereon. In such a case, the Defensive Strength of the Settlement is *not* added to the unit. The Settlement cannot suffer any result from such combat. Settlements themselves can only be attacked when un-occupied by Israeli units (see 18.11).

[18.2] CITIES

Cities have an intrinsic defensive Strength of four which *is* added to any friendly unit *defending* in it. The City still is not affected by such Combat, however. In all other ways Cities function exactly like Fortified Settlements. Note that this rule applies to Arab cities as well. A destroyed Israeli city is no longer a supply source.

[19.0] REINFORCEMENTS

GENERAL RULE:

The only Reinforcements in *Sinai* (1967 Scenarios) are three Iraqi brigades. They arrive together at either hex 3912 or 3909 (Arab Player's choice) at the beginning of the Arab Player-Turn Eight. They may move and fight normally in that Player-Turn. These function in all ways as Jordanian units.

[20.0] HOW TO SET UP

GENERAL RULE:

The Players agree in any mutually acceptable manner which scenario is to be played and

which Player is to play which side. The Players then place their units on the map according to the appropriate Historical Deployment Chart and/or any other instructions given in the scenario. The game then begins.

[20.1] 1967 HISTORICAL ORDERS OF BATTLE

Unit Type	Strength Allowance	Designation	Location
<i>Israel</i>			
inf	6-1	Elzr	3015
inf	6-1	Zeev	2810
inf	6-1	Mota	2713
inf	5-1	Ktti	2424
inf	5-1	Ahrn	3108
inf	5-1	5/1	3308
inf	5-1	5/2	3404
inf	5-1	Yona	3402
inf	4-1	Uri	2425
para	4-1	Rful	2323
inf	6-1	Mshk	2814
inf	6-1	6	2731
inf	8-1	Yhda	2519
arm	9-8	Shml	2420
arm	9-8	Iska	2323
arm	9-8	Elhn	2524
arm	8-8	Mtke	2424
arm	7-8	Mnhm	2321
arm	7-8	Uri	2323
arm	7-8	Albt	3402
mech	6-8	Mshe	3305
mech	8-8	Uri	2814
arm	2-8	Uri	3206
arm	2-8	Ysrl	2423
arm	2-8	Ntke	2424
recce	1-8	Arie	2423
airm	1 (15) 1	Aw	2713
supply	●-1	—	2524
6 truck markers		4 airstrike markers	
<i>Egypt</i>			
inf	2-1	19NG	1821
inf	3-1	—	1921
inf	3-1	—	2220
inf	3-1	—	2221
mech	3-4	—	1726
mech	3-4	—	1726
mech	3-4	—	1827
mech	3-4	—	2632
mech	3-4	—	2135
mech	3-4	—	1733
inf	3-1	—	2326
inf	4-1	—	2224
mech	4-4	—	2251
inf	2-1	107PAL	2319
inf	2-1	108PAL	2320
inf	2-1	1PAL	2418
mech	3-4	—	1930
arm	5-5	1	2632
arm	5-5	141	1726
arm	5-5	40	1827
arm	5-5	—	1227
mech	3-5	—	1430
arm	5-5	—	1329
arm	5-5	—	1930
<i>Syria</i>			
inf	1-1	123	3507

inf	1-1	19	3505
inf	1-1	32	3504
inf	1-1	90	3503
inf	1-1	11	3503
inf	1-1	8	3502
arm	2-5	40	3603
mech	2-5	17	3705

<i>Jordan</i>			
inf	3-1	3	3116
inf	3-1	—	2914
inf	3-1	—	2911
inf	3-1	27	3215
inf	3-1	—	3310
inf	3-1	—	3408
inf	6-1	25	3109
inf	6-1	26	3017
arm	7-6	60	3315
arm	7-6	40	3312
mech	5-6	RIGd	3714
inf(Egy)	1-1	—	2915
inf(Egy)	1-1	—	3111
mech(Irq)	3-5	—	3412
mech(Irq)	3-5	—	reinf.
mech(Irq)	3-5	—	reinf.
arm(Irq)	4-5	—	reinf.

[20.2] 1967 ISRAELI MOBILIZATION
(not used in the Historical Scenario)

	Strength		
Type/size	Allowance	Location	
<i>At Start:</i>			
arm X	7-8	Free	
arm II	2-8	Free	
arm II	2-8	Free	
arm II	2-8	Free	
recce II	1-8	Free	
inf X	6-1	Free	
inf X	5-1	Free	
arm X	7-8	Free	
arm X	9-8	Free	
airmob. II	1-15-1	2713	
<i>Game-Turn 2:</i>			
arm X	9-8	2616	
arm X	9-8	2717	
arm X	8-8	2721	
inf X	6-1	2713	
para X (non-funct.)	4-1	2809	
inf X	6-1	2814	
inf X	6-1	3015	
supply	●-1	anywhere in Israel	

<i>Game-Turn 3:</i>		<i>Game-Turn 4:</i>	
inf X	8-1 2519	inf X	5-1 3108
mech X	6-8 3307	inf X	5-1 3404
mech X	8-8 2715	inf X	5-1 3308
arm X	7-8 3108	inf X	5-1 3402
inf X	4-1 2619	inf X	6-1 2810

All units scheduled to be mobilized after the start of the game are placed face-down on the map at the start of the game. In this non-mobilized state, they cannot move nor attack nor exert a Zone of Control. They are turned face-up and function normally, at the beginning of their Game-Turn of mobilization or sooner if an Arab unit attacks or moves adjacent to them. In the latter instance, the unit is immediately mobilized as soon as the Arab unit enters Israel and comes adjacent.

[21.0] VICTORY CONDITIONS

GENERAL RULE:

The Israeli Player wins the game by achieving certain goals for which he is awarded Victory Points. The Arab Player wins by delaying or preventing the Israeli Player from achieving his goals or by achieving goals of his own.

[21.1] ISRAELI GOALS

<i>Goal</i>	<i>Victory Points</i>
A. Being the last to pass through or occupy all Suez Crossing hexes on the east side of Canal.	15
B. Clearing all Arab units from the Syrian portion of the Map.	5
C. Clearing all Arab units from the West Bank.*	10

The Israeli Player receives additional Victory Points for each Game-Turn before Game-Turn 12 that he accomplishes each of the above goals at the following rates:

Goal A	5 per Game-Turn
Goal B	1 per Game-Turn
Goal C	2 per Game-Turn

* Goal C cannot be achieved in a Game in which Jordan does not enter the War.

[21.2] ARAB GOALS

D. Destroying and occupying an Israeli city while having no Israeli unit adjacent to it.	10
E. Destroying Israeli Fortified Settlements.	2
F. Destroying Israeli Combat unit Strength Points (per Point).	1

[21.3] NOTES ON VICTORY CONDITIONS

[21.31] All units that leave the map may never return.

[21.32] All Egyptian units cease all Movement and Combat when Israeli Goal A is achieved.

[21.33] All Jordanian units (and other units starting the game in Jordan) cease all movement and combat when Israeli Goal C is achieved.

[21.34] As there is nothing for the Arab Player to do after all three Israeli goals are achieved, the game may be ended. The Victory Point totals are still arrived at on the basis of a full twelve turn game, even if all three Israeli goals are achieved before twelve Game-Turns have elapsed.

[21.4] LEVELS OF VICTORY

[21.41] COMMENT:

The levels of Victory given below are for the purposes of evaluating the Players' performance relative to each other. The levels do not reflect actual real-world victories. The relative competence and strength of the opposing armies taking part in the historical wars dictated a decisive Israeli victory. What the given levels *do* measure is the speed at which the Israeli victory is achieved relative to the speed at which it was actually achieved.

[21.42] VICTORY LEVELS

	NET VICTORY POINTS
	Israeli Total minus Arab Total:
LEVEL	
Decisive Israeli	75 or more
Substantive Israeli	70-74
Marginal Israeli	65-69
Draw	55-64
Marginal Arab	45-54
Substantive Arab	35-44
Decisive Arab	34 or less

If Jordan does not enter the war, subtract 16 from all the above numbers.

SINAI

Scenarios

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27.0 DESIGNERS NOTES

28.0 DESIGN CREDITS

[22.0] THE 1967 SCENARIOS

INTRODUCTION:

The foregoing set of rules is complete for the 1967 Historical Scenario. In the other scenarios one or more of these rules may be suspended or modified, and new rules may be added.



OTHER 1967 SCENARIOS:

[22.1] FASTER IRAQI RESPONSE SCENARIO

COMMENT:

The Iraqi units arriving on Game-Turn 8 could have arrived sooner had Iraqi-Jordanian cooperation and coordination been better.

SPECIAL RULES:

[22.11] The Iraqi Reinforcements arrive on Game-Turn 2.



[22.2] FREE SET-UP SCENARIO

COMMENT:

It was possible, though rather unlikely, that Israel would have let the Arabs have an extra day or two to get their units in a better position — through a reluctance to take the first *major* step in the war (the Arabs had already taken the first minor steps, i.e., everything short of invasion). This Scenario can be played two ways: (1) assuming the Israelis still strike first, (2) assuming the Arabs strike first.

SPECIAL RULES:

[22.21] For the Israeli first strike retain all rules except set-up.

[22.22] For Arab strike first retain all rules except set-up, and as follows: The Israeli Player may not use Air Strikes until Game-Turn 3; the Arab Player uses the Arab First Strike Increment on the Command Control Chart.

[22.23] In either case, the Arab Player sets up his units first. *All* units may be set up anywhere in the country they normally start in with the exception that the Palestinian units (those Egyptian units designated "PAL") must start in the Gaza Strip (2418, 2318, 2320, 2220).



[22.3] INCREASED ARAB COOPERATION SCENARIO

COMMENT:

One of the major problems of the Arabs has been the fact that they don't really like or trust each other much more than they trust the Israelis. This scenario is to simulate the possible effects of the Arab nations fighting Israel as a unified force.

SPECIAL RULES:

[22.31] Jordan automatically enters the war at the start.

[22.32] All Arab forces may enter the territory of any Arab nation, may draw Supply from any Arab Supply Source and may attack the same Israeli units.

[22.33] Jordanian and Egyptian units may function normally through Game-Turn 11, regardless of Israeli Goal (21.32, 21.33) achievement.



[22.4] BETTER SYRIAN AND EGYPTIAN OFFICER CORPS SCENARIO

COMMENT:

The other major problem of the Arabs was the very low quality of the Egyptian and Syrian officers at all levels. While historically this scenario could only have happened with several years preparation on the Arabs' part, it can be used to show what the Israelis might have had to contend with.

SPECIAL RULES:

[22.41] The Arab Command Control Rule is suspended.

[22.42] The Egyptians and Syrians retreat the same number of hexes as everyone else.



[22.5] ISRAEL NAPPING SCENARIO

COMMENT:

This scenario demonstrates what could have happened in the unlikely event that Israel had not mobilized before the Arabs invaded.

SPECIAL RULES:

[22.51] The Arab Player sets up his units as in the Historical Scenario.

[22.52] The Israeli Player uses the 1967 Mobilization Chart. The units arrive at the hex indicated on the beginning of the Israeli Player-Turn indicated.

[22.53] The Arab Player moves first.

[22.54] The Israeli Player may not use Air Strikes until Game-Turn 3.

[22.55] Use the Arab First Strike Increments on the Command Control Chart.



[22.6] ARAB FANTASY SCENARIO

COMMENT:

This scenario represents the fondest dreams (and some of the speeches) of the Arab leaders. There was no possibility that anything even remotely resembling this scenario could have occurred. However, some Arab leaders still like to talk as if such a thing were possible.

SPECIAL RULES:

[22.61] Use the Free Set-up Rules.

[22.62] Use the Increased Arab Cooperation Rules.

[22.63] Use the Better Syrian and Egyptian Officer Corps Rules.

[22.64] The Iraqi units all start the game in Jordan.

[22.65] The Israeli Player may not use Air Strikes. All bridges remain functional.

[22.66] *Variation:* For a really good-old-fashioned *Jihad* have the Israeli Player use the Israel napping rules instead of the Free Set-up Rules.



[22.7] 1967 VICTORY LEVEL ADJUSTMENTS

The 1967 Historical Victory Levels were arrived at by observation of what really happened. The ahistorical scenarios represent political and/or military situations which did not occur, and hence the following modifications of the Victory Levels are of necessity somewhat hypothetical.

Subtract the following numbers from the Levels of Victory given in 21.42 to obtain the correct levels for each of the 1967 ahistorical scenarios:

Faster Iraqi Response	5
Free Set-up	
Israeli First Strike	15
Arab First Strike	20
Increase Arab Cooperation	10
Better Syrian and Egyptian Officer Corps	25
Israel Napping	25
Arab Fantasy	45
Jihad	50

[23.0] THE 1956 SCENARIOS

COMMENT:

The 1956 War was different from the 1967 War in many ways. The armies were smaller, weaker and less mobile. The immediate cause of the war was the nationalization of the Suez Canal, which also caused the British and French to attack Egypt. Jordan and Syria were not involved, although Jordanian entry was a threat that the Israelis had to be prepared to meet. The Israelis later gave up what they gained in this war because of international pressure.

The rules for the 1956 Scenarios are the same as for the 1967 Historical Scenario except as given below:

[23.1] 1956 GENERAL RULES:

[23.11] Israeli Automatic Supply lasts only four Game-Turns.

[23.12] For Israeli movement and supply purposes treat any Track/Sand hex as a Sand (only) hex.

[23.13] Israeli Brigade 9 is never unsupplied.

[23.14] The Israeli Player may have no more than ten brigade and two battalion size units in the Sinai at any time.

[23.15] The Israeli Player may paradrop the Paratroop *battalion*. It may be paradropped a maximum of twice. There is no distance restriction on the paradrop. The battalion may take off from any clear terrain hex not in an Enemy Zone of Control. In addition, the take-off hex must be able to trace a valid Supply Line (see 10.12). The battalion may be dropped anywhere on the map except in Enemy occupied or controlled hexes, or in

terrain prohibited to Israeli infantry. Except as detailed here, the Paratroop battalion functions the same as the Airmobile battalion of 1967. The Paratroop *brigade* may not paradrop.

[23.16] Neither Player may use Airstrikes.

[23.17] No units may entrench.

[23.18] The Arab Command Control Rule is not used until Game-Turn six; then use the Arab First Strike Increments on the Command Control Chart. Losses incurred before Game-Turn six *do* count.

[23.19] Israeli units may not enter any hex adjacent to the Suez Canal. Goal A is now being the last to pass through hexes 0831, 0626 and 0623 plus *eliminating* the Egyptian unit at Sharm-el-Sheik (hex 2251).

[23.21] No units may enter Syria. There are no Syrian units.

[23.22] The Game last sixteen Game-Turns.

[23.3] 1956 HISTORICAL SCENARIO

Use the 1956 Historical Orders of Battle and Deployment and all 1956 Rules. Jordanian and Iraqi units are not used.



[23.4] JORDANIAN INTERVENTION SCENARIO

COMMENT:

The Jordanians and the Israelis skirmished about the same time as the Israelis fought the Egyptians, but large scale fighting was avoided by both sides. The British, were meddling in Jordanian affairs at the time and were using some Iraqi forces to push Jordan in the directions they wanted. One of those directions was to attack Israel. This scenario represents what might have happened if the Jordanians followed the British "suggestion."

SPECIAL RULES:

[23.41] Use the 1956 Historical Orders of Battle and Deployment. The Iraqis are placed at the start.

[23.42] Use the Jordanian Participation rule (13.07) instead of the 1956 General Rule (23.14). Jordan automatically enters on Game-Turn 5, if it has not entered previously. Israel may attack and cross the Jordanian border on Game-Turn 5 if it has not done so already.

[23.43] *Variation:* Jordan automatically enters on Game-Turn 1.



[23.5] SEMITES ONLY SCENARIO

COMMENTS:

The Egyptians would have had more units to use against the Israelis if they hadn't had to contend with the Anglo-French force.

SPECIAL RULES:

[23.51] Use the Optimum Egyptian Order of Battle.

[23.52] All units may be deployed anywhere in the home country of the owning Player at his option (exception: the Egyptian 21 battalion must be set up at 2251). The Arab Player sets up his units first.

[23.53] Jordanian and Iraqi units are not used.

[23.6] JIHAD SCENARIO

COMMENT:

This scenario represents the best possible effort the Arabs could have made in 1956. Unlike the 1967 Jihad Scenario, this scenario does not postulate great improvements in the actual armies of the time, and therefore was historically possible, though still rather unlikely.

SPECIAL RULES:

[23.61] The Jordanians and Iraqis enter on Game-Turn 1.

[23.62] Use the Semites Only rules.

[23.63] The Arab Player-Turn precedes the Israeli Player-Turn in all Game-Turns.



[23.7] 1956 VICTORY CONDITIONS AND LEVELS

COMMENT:

The 1956 Historical Scenario is even more one sided than the 1967 Historical Scenario. Here too, the Levels of Victory are based on the speed of the Israeli Victory. All Goals are that same as in 1967 except that Israeli Goal B is eliminated. Israeli Goal A is modified as given in the 1956 General Rule 23.21. The bonus Points are awarded for each Game-Turn a Goal is achieved prior to Game-Turn 16. All Arab Goals remain the same.

[23.71] LEVELS OF VICTORY

Israeli Decisive	60 or more
Israeli Substantive	55-59
Israeli Marginal	50-54
Draw	45-49
Arab Marginal	40-44
Arab Substantive	35-39
Arab Decisive	30-34
<i>Scenario</i>	<i>Modification of Above</i>
Historical	none
Jordanian Participation	add 22
Variation:	add 22
Semites Only	subtract 45
Jihad	subtract 25



[23.8] 1956 HISTORICAL ORDERS OF BATTLE AND DEPLOYMENT

ISRAEL	Combat Strength-	Designation	Location
Type/size	Movement Allowance	nation	
inf X	4-1	10	2424
inf X	5-1	4	2424
arm X	5-8	37	2424
inf X	4-1	none	3403
arm II	2-8	none	3306
inf X	4-1	none	3108
mech X	4-8	none	2906
inf X	4-1	none	2810
mech X	4-8	none	2713
inf X	4-1	none	3015
inf X	4-1	11	2720
arm X	7-8	7	2723
arm X	6-8	27	2321
inf X	5-1	1	2321

mech X	3-8	9	2930
arm II	2-8	none	2815
mech para X (non-funct)	4-8	202	2930
para II (functional)	1-1	202/2	3124
supply	•-1	none	2524

EGYPT

inf X	3-1	26 NG	2418
inf X	2-1	86 PAL	2319
inf X	2-1	87 PAL	2320
inf X	4-1	5	2220
inf II	1-1	4/12	1921
inf II	2-1	4/11+	1821
arm II	1-5	3	1821
mech X	2-5	99 NG	2326
camel II	1-5	2	1632
inf X	5-1	6	2224
inf II	1-1	6/-	2124
mech X	2-5	2	0630
arm X	6-5	1	0428
mech X	4-5	1	0424
inf II	3-0	21+	2251

JORDAN

arm II	2-6	RIGd	3714
inf X	3-1	none	3211
inf X	3-1	none	3114
inf X	3-1	none	3116
inf X	3-1	none	3017

IRAQ

3 mech Xs	3-5	none	3211
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[23.9] 1956 OPTIMUM EGYPTIAN ORDER OF BATTLE

Add the following to the Historical Order of Battle:

		Designation
one mech X	5-5	2
four mech Xs	4-5	none

Remove the following from the Historical Order of Battle:

one mech X	2-5	2
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[24.0/25.0] THE 1973 SCENARIOS

COMMENT:

The 1973 war was quite different from the previous wars. The Arab leadership had improved somewhat, and the Arab armies benefitted from massive quantities of Soviet Surface-to-Air missiles (SAM's) and Anti-Tank rockets and missiles. The quantities and great effectiveness of these weapon systems greatly increased the Arab strength, especially defensively. The 1973 war was not a quick rout. The pace of the war had changed. Accordingly, there are many special rules and several basic changes in the game system.

All 1967 rules apply except as noted or superceded below.

[24.1] POLITICAL GEOGRAPHY

For *all* game purposes, Israel now includes the Occupied Territories. These consist of the

West Bank (that part of pre-1967 Jordan west of the Jordan River and north and west of the Dead Sea); the Golan Heights (that part of pre-1967 Syria west of the 1970's Fortified Settlements inclusive); and the Sinai.

[24.2] SEQUENCE OF PLAY

There is a new Sequence of Play: The Phase titles have the same meanings as in 1967. A Game-Turn now represents 24 hours.

A. ARAB PLAYER-TURN

1. First Supply Phase
2. First Movement Phase
3. Combat Phase
4. Jordanian Participation Phase
5. Second Supply Phase
6. Second Movement Phase

B. ISRAELI PLAYER-TURN

Repeat steps 1-3, 5 and 6 with the Israeli Player as the Phasing Player.

C. GAME TURN INDICATION

[24.3] MOVEMENT — GENERAL

[24.31] Arab units move as Israeli units of the respective type did in 1967 (i.e., ignore the parentheses on the Terrain Effects Chart).

[24.32] Israeli mechanized units may move as an Israeli infantry unit on any given Movement Phase at the discretion of the Israeli Player. A unit may not, however, move both as a mechanized unit and an infantry unit on the same Movement Phase. Note that Israeli infantry units (and mechanized units moving as infantry) have a Movement Allowance of "one." Israeli mechanized type units only have to pay one Movement Point to traverse rough terrain/road hexsides in post-1967 Israel.

[24.33] Units may voluntarily exit the map or be forced off in a retreat. In either case, units that leave may *not* re-enter the map.

[24.4] MOVEMENT — ACROSS THE SUEZ CANAL

[24.41] Each Player may move a maximum of six units across the Suez per *Game-Turn* (not per Movement Phase). Only two units per Game-Turn may cross a given Suez Canal hexside.

[24.42] Units that advance after combat or retreat due to combat are NOT counted against the six per Game-Turn crossing allowance or the two per hexside limit. Only *one* unit may advance or retreat after combat across the canal *per attacked hex*. Any unit forced to retreat, but unable to because of this restriction is treated exactly like any other unit that cannot retreat when called for, i.e., it is eliminated.

[24.43] *Note:* Israeli units may move across the Suez.

[24.44] It costs a *total* of four Movement Points to cross *any* Canal hexside. The Ferry Points have no meaning in 1973. When entering a Road or Track Sand hex via a Suez Canal hexside, the movement effect of the Sand is ignored.

[24.5] COMBAT

[24.51] All Arab units *defend* at twice their printed-on-the-counter Strength. This is their new *basic* Defensive Strength. It may be modified by supply and terrain effects and by the proximity of SAM units.

[24.52] An Israeli mechanized unit may retreat as an infantry unit one hex into rough terrain if, and only if, it is a situation which would cause its elimination if it were to be required to retreat as a mechanized unit.

[24.6] SUPPLY

All supply rules (including Israeli automatic supply) are the same as the 1967 Scenario, except as follows:

[24.61] The Israelis have no supply unit. Instead, an Israeli unit is supplied if it can trace a supply path of no more than eight mechanized Movement Points to any road or clear terrain hex connected by a path of unblocked clear terrain or road hexes to an Israeli-held Israeli city.

[24.62] Arab units may trace a supply path through track hexsides in addition to road and clear hexsides.

[24.63] When unsupplied, Arab units may attack at half their basic Strength (drop fractions).

[24.64] Arab units in Sand-only hexes are unsupplied, but are considered to have a modified Movement Allowance of four.

[24.65] Israeli Airmobile units are automatically in supply from the Movement Phase they land through the next two Israeli Movement Phases. Each airmobile unit must spend two Movement Phases on the ground between uses of its airmobile capacity.

[24.66] Supply may be traced by *any* unit through *any* Suez Canal hexside subject to the normal blocking of supply lines rules. In other words, ignore Suez Canal hexsides when tracing supply lines.

[24.7] FEAR AND ARAB COMMAND CONTROL

The Fear and Arab Command Control rules are suspended.

[24.8] JORDANIAN PARTICIPATION

[24.81] Once each Jordanian Participation Phase the Arab Player rolls a die. If a "one" results, the Arab Player must send a Jordanian armored unit into Syria. The second time a "one" results, he must send the second Jordanian armored unit into Syria. The third time a "one" results, he must send a mechanized unit into Syria. The fourth time a "one" results Jordan fully enters the war.

[24.82] Before Jordan fully enters the war the 13.2 restrictions apply. These are lifted for both the Arabs and Israelis after she fully enters the war. Individual units sent to Syria as per the above rule are not restricted to the 13.2 limitations while in Syria or on the Syrian-Jordanian border. Such units may not enter or attack into the Golan Heights from Jordan, but they may do so from Syria.

[24.83] There is no Jordanian Participation Phase until the whole Jordanian army is mobilized (Game-Turn 4).

[24.84] If and when all Arab units have been cleared from the Syrian portion of the map, *all* Jordanian units cease to move or have combat and lose their Zone of Control if Jordan has not fully entered the war. There is no longer a Jordanian Participation Phase.

[24.9] ARAB NON-COOPERATION, 1973 Style

The following are the only Arab non-cooperation rules that apply to 1973: Syrian, Iraqi and Egyptian units may not enter Jordan, unless they are forced to retreat into Jordan. They will retreat off the map in preference to retreating into Jordan. Once in Jordan all they may do is attempt to get back into the country they were pushed out of (by movement and/or combat). Syrian, Iraqi and Jordanian units may not stack with each other; but they may participate in a joint attack.

[25.1] SAM (Surface-to-Air-Missile) UNITS

[25.11] All Arab units stacked with or within two hexes of a SAM (surface-to-air-missile) unit have a basic defensive Strength of four times their printed-on-the-counter Strength. Arab units three hexes away have a basic defensive Strength of three times their printed-on-the-counter Strength. In each case count the hex the non-SAM unit is on and do not count the hex the SAM unit is on. The three hex range shall be referred to as the SAM unit's umbrella. Defensive Strength adjustments due to terrain or supply effects are made *after* any adjustments due to a SAM umbrella.

[25.12] Israeli airmobile units may not use their airmobile capacity under an SAM umbrella. Israeli Airstrike markers may not be placed under a SAM umbrella, except to attack a SAM unit. Israeli Fortified Settlements do not negate any effects of a SAM umbrella.

[25.13] A SAM unit may be attacked as follows:

From the air: Up to three Airstrike units may attack a given SAM unit. Consider each Airstrike unit to have a Strength of "one," and each SAM unit to have a Strength of "one." The Combat is resolved in the normal manner. If a retreat result is achieved, the SAM unit must retreat the *full number of hexes indicated* (this is not considered a contradiction of 9.11). It must retreat directly toward the nearest map edge unless blocked by an enemy Zone of Control. If a retreat result is not achieved, *one* Airstrike marker is removed from the game for ten Game-Turns. The Israeli Player may not attack any SAM unit while he has use of less than three Airstrike markers left in the game. The presence of non-SAM units with the SAM unit does not affect an air attack.

When SAM units are attacked from the air, the result is applied at the beginning of the Combat Phase, before the SAM effect on Arab defense is calculated.

From the ground: If a SAM unit is alone in a hex it has a defensive Strength of "one." This Strength is constant and is not affected by terrain or supply considerations or the SAM's umbrella. If in a hex with a Friendly non-SAM units it does *not* add its defensive Strength of one to the stack's defense; it *does* suffer any result suffered by the stack and must retreat as a normal non-mechanized unit, but toward the map edge as given under air attacks, SAM units may be overrun in the normal manner.

[25.14] A SAM unit has no offensive Strength.

[25.15] A SAM unit moves as an infantry unit, but it may move *only on the Second Movement Phase*.

[25.16] A SAM unit may not cross the Suez Canal.

[26.17] A SAM unit, like any other unit, may not re-enter the map if forced off.

[25.18] A SAM unit must obey the normal Stacking rules. In addition, one SAM unit may not stack with another SAM unit.

[25.19] A SAM unit has no Zone of Control.

[25.2] BAR LEV LINE

[25.21] Each Bar Lev Line hex has an intrinsic defensive Strength of fifteen. This Strength is added to any Israeli units on the hex. Attacks against the Bar Lev Line hexes are a special case. The attack is resolved in the normal manner, but if a "one" or a "two" is the result, then the attack is successful, but the Arab Player must remove an Egyptian unit. If the

result is "three" or "four," the attack is successful and the Arab Player does *not* have to remove a unit. A result of "no effect" has no effect.

[25.22] When a successful attack has been made against a Bar Lev hex, place a destroyed marker on it. Place one whether or not an Israeli unit was on the hex when it was attacked. Advance after combat is allowed. A Bar Lev hex with a destroyed marker is inoperative, and has no effect on anything. If, however, an Israeli unit should ever move onto an inoperative Bar Lev hex, the destroyed marker is removed and the hex functions thereafter as if a successful attack had never been made.

[25.23] Each Bar Lev hex acts in certain specific ways as if it were an Israeli unit. An Arab unit may not enter an operative Bar Lev hex. Each Bar Lev hex exerts a Zone of Control exactly like an Israeli unit, except that it does not extend across the Canal. A Bar Lev hex has the same effects on Arab Zones of Control as an Israeli unit. It loses these attributes while inoperative.

[25.3] GARRISONING

[25.31] One of the 5-8 Israeli mechanized units that start the game in the West Bank must remain in the West Bank through Game-Turn 2. At the end of Game-Turn 3 and thereafter, the Israeli Player must cover the Jordan River from the Dead Sea to the Sea of Galilee with brigade sized units or their Zones of Control. This requirement is suspended if Jordan fully joins the war.

[25.32] In the same manner, he must cover any hex along the Syrian/Golan Heights map edges, and the Syrian/Golan Heights border with Jordan. Once one of these hexes is occupied by an Israeli unit or is in an Israeli Zone of Control, the Israeli Player must keep it Israeli occupied or in an Israeli Zone of Control, unless Arab units force the Israeli unit(s) back away from the map edge or border.

[25.4] REINFORCEMENTS

Reinforcements are placed at the beginning of the Movement Phase they are scheduled to appear. Israeli and Jordanian units appear at specific hexes on the map. These units do not pay the entry cost of the hex they appear on. If an Enemy unit occupies, or was the last to occupy one of these hexes, the units appear at the closest supplied hex when scheduled. Egyptian and Syrian units enter at a map edge of the given country. Other Arab units enter at either the Egyptian or Syrian map edges as indicated. Units that enter on a map edge do pay the cost of the hex they enter.

[25.5] EGYPTIAN RESERVE UNITS

Nine Egyptian 4-4 mechanized units constitute the Egyptian reserve. These reserve units are not placed on the map until after at least one Israeli unit is on the west side of the Suez for two consecutive Israeli Movement Phases. Once so activated they appear as normal reinforcements at the rate of one per Arab Movement Phase.

[25.6] ENDING THE GAME — CEASEFIRE

[25.61] A 1973 game of *Sinai* is ended by a ceasefire procedure that must be requested by a Player. There are restrictions as to when a Player may request a ceasefire.

The Arab Player may request a ceasefire when a supplied Israeli brigade-sized unit has been on the western side of the Suez Canal for three

consecutive Israeli Movement Phases. In games in which Jordan enters the war, the Arab Player may request a ceasefire if there is a supplied Israeli unit adjacent to Amman.

The Israeli Player may request a ceasefire while there is a supplied Egyptian unit east of El Arish (hex 1821) exclusive, or while there is a supplied Arab unit inside of pre-1967 Israel. Either Player may always request a ceasefire after Game-Turn 20. The game may also be ended at any time by mutual consent of the Players.

[25.62] A ceasefire may only be requested at the start of a Game-Turn. The restrictions must be met at that time. The requesting Player then immediately rolls a die, before the first Player-Turn begins. A die roll of one, two or three will result in the ceasefire being declared by the U.N. and the game is ended at that point, and the Players' performances are evaluated in terms of victory conditions. If the requesting Player fails to roll the one, two or three, he may try again at the start of the next Game-Turn and each following Game-Turn until he gets the ceasefire.

[25.7] VICTORY CONDITIONS

[25.71] VICTORY POINTS

The game is won by scoring Victory Points. Keep track of all units eliminated by each side during the game. Units retreated off a Friendly map edge do not count for this total (except for SAM units, which *do* count). The Arab Player gets two Victory Points for each eliminated Israeli unit. He also gains two Points for each time the Israeli Player loses use of an Airstrike marker for ten Game-Turns. The Israeli Player gains one Point for each eliminated Arab unit.

Players also receive Victory Points for capturing Enemy territory. "Enemy Territory" is defined as hexagons which were Enemy-held at the start of the game. Territory can only be captured by units which are "in communication" with their supply sources. A unit is in communication with its supply source if it is in supply or if it is linked to a Friendly unit (which is in supply) by a continuous line of hexes occupied by Friendly units or covered by uncontested Zones of Control. A Zone of Control is contested when it is overlapped by an Enemy Zone of Control or an Enemy unit.

Enemy territory is captured when it is occupied by Friendly units or covered by their uncontested Zones of Control. Enemy hexes are also captured if they are out of communication (see above) with a supply source.

At the end of the game, determine which units are out of communication and remove them from the map (these units are considered as eliminated units for victory purposes). Then, each Player counts the number of Enemy hexes he has captured and receives Victory Points for them. The Israeli Player receives *two* Victory Points per captured hex; the Arab Player receives *five* Victory Points per captured hex.

[25.72] LEVELS OF VICTORY

The Victory Levels are arrived at as before, subtracting the Arab Victory Point totals from that of the Israelis. Unlike the Victory Levels given for 1967, these levels *do* reflect real-world military victory levels.

Level of Victory	Net Victory Points
Decisive Israeli	50 or more
Substantive Israeli	30 to 49
Marginal Israeli	15 to 29
Draw	0 to 14
Marginal Arab	-15 to -1
Substantive Arab	-16 to -30
Decisive Arab	-31 or less

[25.8] HOW TO SET UP

AND PLAY THE SCENARIO

[25.81] The Players should decide in any mutually agreeable manner which Player is to play which side. Then the Players set up their pieces as directed and begin the game.

[25.82] The first Game-Turn shall consist of an Arab Combat Phase (only) followed by an Israeli Player-Turn complete except for a Combat Phase.

[25.83] On the first Game-Turn Israeli Fortified Settlements have a total intrinsic Strength of "two," regardless of any terrain effects that would normally apply. The Bar Lev hexes each have a defensive Strength of only ten, but terrain effects do apply normally.

[25.84] 1973 ISRAELI MOBILIZATION

Type	Combat Strength-Movement Allowance	Location
------	------------------------------------	----------

At Start:

arm	9-8	0924
arm	9-8	1128
mech	5-8	0931
mech	5-8	3114
mech	5-8	3114
airm	2 (15) 1	3015
airm	2 (15) 1	2712
airm	2 (15) 1	1821
mech para	6-8	3601

Airstrike markers available
(6 in 1973, 8 in Mid-70's)

First Israeli Player-Turn/ Second Movement Phase

arm	9-8	2519
mech	7-8	2519
mech	7-8	3206
mech	6-8	3015
mech	6-8	2712

Second Israeli Player-Turn/ First Movement Phase

arm	9-8	2519
arm	9-8	2519
arm	9-8	0924
arm	9-8	3206
mech p	6-8	3206
mech p	6-8	2712
mech p	6-8	3015

Second Israeli Player-Turn/ Second Movement Phase

arm	9-8	1733
arm	9-8	2519
arm	9-8	3206
mech	7-8	2713
mech	7-8	2713
mech	6-8	2712

Third Israeli Player-Turn/ First Movement Phase

mech	5-8	2713
mech	5-8	3206
mech	5-8	3015
mech	6-8	3015
mech	6-8	2712

Units used only in the Mid-1970's Russian Intervention Scenario:

Twelfth Israeli Player-Turn/ Second Movement Phase

two U.S. mar 5-8 (see 26.53)

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[25.85] 1973 ARAB MOBILIZATION — EGYPTIAN FRONT

At Start: All units are Egyptian unless otherwise noted.

One SAM (1-1) each on hexes 0323, 0325, 0327, 0429, 0531

All other units present at start may be deployed anywhere in Egypt.

Quantity/Type	Combat Strength-Movement Allowance
---------------	------------------------------------

two mech para	4-5
Four mech	4-5
Four mech	5-4
Four arm	5-5
Two mech	4-4
One mech (Kuw)	2-6

Second Arab Player-Turn/ First Movement Phase

Units appear on Egyptian map edge (see 25.4).

Three mech	4-5
Two arm	5-5
Two mech	4-4
One mech	5-4

Second Arab Player-Turn/ Second Movement Phase

Egyptian Map Edge	
Four mech	4-5
Three arm	5-5
Two mech	4-4

Fifth Arab Player-Turn/ First Movement Phase

One mech (Tun)	1-5
<i>Egyptian Reserve (see 25.5)</i>	
Nine mech	4-4

UNITS NOT USED IN 1973 HISTORICAL SCENARIO: *Use when called for in the scenario being played.*

Fourth Arab Player-Turn/ First Movement Phase

One arm (Lib)	4-5
One mech (Lib)	3-5

Eleventh Arab Player-Turn/ First Movement Phase

Two mech (USSR)	6-6
One arm (USSR)	7-6
One mar (USSR)	3-6

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[25.86] 1973 ARAB MOBILIZATION — SYRIAN FRONT

At Start: All units Syrian unless otherwise noted.

One SAM (1-1) on 3803

All other units present at start may deploy anywhere in Syria.

Six inf	1-1
Two arm	2-5
Two mech	2-5
One mech (Mor)	1-6

Second Arab Player-Turn/ First Movement Phase

Units appear on Syrian Map Edge (see 25.4).

Two inf	1-1
One arm	2-5
One mech	2-5

One Truck marker available

Second Arab Player-Turn/ Second Movement Phase

Two inf	1-1
Two arm	2-5

Fourth Arab Player-Turn/ First Movement Phase

Two arm (Irlq)	4-5
One mech (Irlq)	3-5

Fifth Arab Player-Turn/ First Movement Phase

One mech (S.A.)	1-6
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UNITS USED ONLY IN THE MID-1970's SCENARIOS: 1 SAM (in addition to the one given in 1973). See 26.12.



[25.87] 1973 ARAB MOBILIZATION — JORDANIAN FRONT

At Start:

One arm	6-6	3714
One mech	5-6	3711
One inf	4-1	3714

One Truck marker available

Second Arab Player-Turn/ First Movement Phase

One mech	4-6	3714
One mech	5-6	3711

Second Arab Player-Turn/ Second Movement Phase

One arm	6-6	3711
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Third Arab Player-Turn/ First Movement Phase

One mech	5-6	3714
One mech	5-6	3620

Third Arab Player-Turn/ Second Movement Phase

One inf	4-1	3711
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Fourth Arab Player-Turn/ First Movement Phase

One inf	4-1	3711
One inf	4-1	3714

UNITS USED ONLY IN THE MID-1970's SCENARIOS:

One SAM (1-1). See 26.12.



[25.9] 1973 FULL ARAB COOPERATION SCENARIO

COMMENT:

This Scenario demonstrates what might have happened if King Hussein had fully joined the war due to either a real desire or overwhelming Arab pressure. The Libyan leaders were among the most outspoken opponents of Israel, and their not joining the war was a bit of a surprise, considering all the other somewhat more moderate Arab countries that sent at least token forces. In this scenario we have also included, therefore, the maximum force the Libyans could have added to the effort.

SPECIAL RULES:

[25.91] The Arab non-cooperation rules are suspended.

[25.92] The Jordanian Participation rule is superceded by the following: There is no Jordanian Participation Phase. Jordanian units may freely enter Israel and attack as soon as the entire Jordanian Army is mobilized.

[25.93] Israeli units may not enter or attack into Jordan (nor do Zones of Control extend across the Israeli-Jordanian border) until Jordanian units either enter or attack into post-1967 Israel.

[25.94] The two Libyan units appear as reinforcements in Egypt on Game-Turn 4, Movement Phase 2.

[25.95] The Jordanian units will cease all movement and combat and lose their Zone of Control if there is a *supplied* Israeli brigade sized unit adjacent to Amman. Jordanian units outside of Jordan are removed from the map (but not counted as Victory Points). The Israeli-Jordanian end-game front line is then established. The Israeli Player gains ten Victory Points above those given to him by the front, but can gain no further Points for occupying more of Jordan. Israeli units may not move in Jordan except on or behind the established front. The only garrisoning requirement is the unit adjacent to Amman must stay there and one other brigade sized unit must remain in Jordan.

[26.0] THE MID-1970's SCENARIOS

COMMENT:

The history of the past quarter century seems to indicate that there is no assurance that the 1973 war will be the last war in the Middle East. The scenarios that follow represent a hypothetical war that could occur if any of several possible peace settlements break down. This hypothetical war is set in the 1974-77 period. Further in the future than that, our predictions become too unreliable. For the immediate future the armies involved will probably look much as they did before the 1973 war. The Arabs will probably get better on the offense (learning from the 1973 war and perhaps some additional outside training); and the Israelis will probably get better on the defense (more anti-tank rockets and the like) — effects which would cancel each other out. The Syrians will probably get more SAMs and the Jordanians will probably get some; but the Israelis will probably get more and better ECM's (electronic counter measures); so the individual SAM's would be less effective. The political field has the greatest capacity for change, so we provide several situations.

[26.1] GENERAL RULES CHANGES

[26.11] Except as noted in these general rules

or in any of the following scenarios, all 1973 rules apply.

[26.12] SAM units may be placed anywhere on the owning country except in border hexes. Syria now gets two SAM units and Jordan now gets one.

[26.13] A SAM umbrella will only give an Arab unit a basic defensive Strength three times its printed-on-the-counter Strength anywhere under the umbrella.

[26.14] SAM units may cross the Suez Canal.

[26.15] All special first Game-Turn rules in section 25.8 are suspended. In scenarios in which the Players do not start fully mobilized, the first *Player-Turn* (only) does not have a Second Movement Phase, except to place reinforcements on the hex or map edge indicated.

[26.16] All Egyptian, Syrian and Jordanian units appear one Movement Phase in advance of the 1973 schedule.

[26.17] The Jordanian rules 25.93 and 25.95 from the 1973 Full Arab Cooperation Scenario are used in all Mid-1970's scenarios.



[26.2] MID-1970's HASTY ATTACK SCENARIO

COMMENT:

This scenario represents an Arab attempt to do what they tried to do in 1973 in approximately the same manner. It is assumed in this scenario that the Israelis will not let their guard down on a holiday again, although little else is changed.

SPECIAL RULES:

None. Use all the general rules for Mid-1970's. Note that there are a few additions to the 1973 Mobilization tables for the Mid-1970's given on those tables.



[26.3] FULL MOBILIZATION SCENARIO

COMMENT:

This scenario represents what might happen if everybody mobilized fully before anybody attacked. This scenario also assumes that there has been no basic political or geographic changes in the region.

SPECIAL RULES:

[26.31] All units start on the map and may be set up anywhere in their home countries (the SAM's are still restricted by 26.12). Units of countries not on the map (and Saudi Arabia) are set up in the country they deployed in in 1973.

[26.32] The Libyan units are used. The USSR and US units are not used.

[26.33] *Variation:* Israeli First Strike. The Israeli *Player-Turn* precedes the Arab *Player-Turn*.



[26.4] IMPROVED ARAB LOGISTICS SCENARIO

COMMENT:

In 1973 the Arabs did not demonstrate much improvement in operating in deep sand or in rough terrain. In this scenario the Arab can function as well in regard to terrain as the Israelis.

SPECIAL RULES:

[26.41] The Arabs use the 1973 Israeli supply rule 24.6.

[26.42] Arab mechanized units may move as infantry like the Israelis. See 24.32.

[26.43] Use the 1973 Mobilization with the 26.16 modification.

[26.44] *Variation:* Use the Full Mobilization rules instead of 26.43.



[26.5] SOVIET INTERVENTION SCENARIO

COMMENT:

In 1973 the Soviets intervened with supplies and threats (sometimes called diplomacy). In this scenario they also send some troops. In response, the U.S. sends in the Marines a couple of days later.

SPECIAL RULES:

[26.51] The units are set up as in the Full Mobilization rules.

[26.52] The USSR and US units appear as reinforcements when indicated.

[26.53] The US units may make an amphibious landing anywhere behind Israeli lines. They may not move on the Movement Phase they land.

[26.54] The USSR and US units use the Israeli 1973 Supply rule.



[26.6] RACE FOR THE SINAI SCENARIO

COMMENT:

One possibility is that the Israelis will give back some of the land taken in 1967 and 1973. There is, of course, no way of knowing just what the Israelis would give back and what they would be granted in return. In this scenario the Israelis have given back the Sinai and the West Bank, except for Old Jerusalem. They have kept the Golan Heights. It is assumed that any of the returned territory would be demilitarized as part of the return agreement. There is no reason to be sure that such a settlement would make everyone happy and this scenario represents the peace breaking down.

SPECIAL RULES:

[26.61] Use the Full Mobilization rules, except that no units may start in the Sinai or the West Bank (in this scenario Old Jerusalem is considered part of Israel, not the West Bank).

[26.62] Units that were initially set up in either of those areas in 1973 may be deployed anywhere in Israel. The Arab Player deploys his forces first. The two reinforcements which appeared in Sinai now appear at hex 2723.

[26.63] The Fortified Settlements in the West Bank, and the Bar Lev fortifications do not exist.

[26.64] The 1967 Suez Crossing Points may be used as in 1967. In addition the 1973 Suez Crossing rule may be used across non-Crossing Point hexsides.

[26.65] *Variation:* Soviet Intervention. Add the USSR and US units as in the Soviet Intervention Scenario.



[26.7] MID-1970's FULL ARAB COOPERATION SCENARIO

COMMENT:

It is always possible that the Arabs will reconcile their differences and attack Israel as a truly united front.

SPECIAL RULES:

[26.71] Use the 1973 Full Arab Cooperation Scenario rules.

[26.72] Use the Full Mobilization rules.



[26.8] MID-1970's JIHAD SCENARIO

SPECIAL RULES:

[26.81] Use the Race for the Sinai rules and the Full Arab Cooperation rules except as noted below.

[26.82] The Israeli units appear according to the 1973 Mobilization rules.

[26.83] The Israeli Player may not use any Airstrike markers.

[26.84] Bridges over the Jordan remain functional throughout the game.

[26.9] MID-1970's VICTORY CONDITIONS

[26.91] In all scenarios in which Israel starts the game with the Sinai, use the 1973 victory conditions and victory levels in 25.7. Players will note that certain scenarios make it easier or harder for each side and should take this into account in evaluating the Players' performances.

[26.92] In the scenarios in which Israel does not start with the Sinai, the same Victory Points as in 1973 are awarded for destroying enemy units, but the territorial goals are changed as given below.



[26.93] ISRAELI TERRITORIAL GOALS

be the last to pass through or occupy: Victory Points

- A. All the 1973 Bar Lev hexes 10
- B. All the hexes along the west side of the canal 20
- C. Port Said* 5
- D. Suez* 5
- E. a hex adjacent to Amman** 10
- clearing all Arab units from:*
- F. West Bank 10
- G. Syrian portion of the map 5
- H. Egyptian portion of the map north of hex 0533 (inclusive) 15

*Israeli Player does not receive these in addition goal B.

**See special Amman rule 29.95.

[26.93] ARAB TERRITORIAL GOALS

being the last to pass through or occupy:

- J. Old Jerusalem 15
- K. New Jerusalem 15
- L. Haifa 10
- M. Tel Aviv 15
- N. Eilat 10
- P. Having any supplied Arab unit in pre-1967 Israel at end of game 5

[26.94] LEVELS OF VICTORY

<i>Level</i>	<i>Net Victory Points</i>
Decisive Israeli	31 or more
Substantive Israeli	21 to 30
Marginal Israeli	11 to 20
Draw	0 to 10
Marginal Arab	-1 to -10
Substantive Arab	-11 to -20
Decisive Arab	-20 or less

[27.0] DESIGNERS NOTES

For those of you who do not regularly read SPI's publications *Strategy & Tactics* and *MOVES* magazines, we'd like to bring you up to date on how *Sinai* came to be designed. The project was actually begun early in 1973, and up until the 1973 war, the main scenario in the game was the 1967 scenario. Up until October 6th, *Sinai* consisted of only three scenarios instead of the present four. There was a 1956 scenario, a 1967 scenario and a hypothetical mid-1970's scenario. To be quite honest, our 1970 scenario wasn't a hundred percent accurate. The one important element that we missed was that the Israelis would not keep up with developments in Egyptian anti-aircraft capabilities. Now we *did* know about the SAM complex that the Egyptians had constructed. We did know that it consisted of high and low level anti-aircraft missiles. We also knew that the United States Air Force had developed a wide-range ECM (electronic counter measures) with could fairly easily handle whatever electronic and missile anti-aircraft defenses the Arabs could come up with. SAM 6, we had discovered, is becoming somewhat overrated. It's a new missile than the SAM 3 which it will eventually replace. It's certainly more efficient, but it is not much less susceptible to ECM. The point we are making here is that the Israelis did not bother to get the ECM in order to defeat the wide-range of Arab electronically guided anti-aircraft missiles. Because the Israelis did not do this they took quite a beating in the air in the early stages of the war. Aside from that, we pretty much had figured out what would happen in a hypothetical war, a hypothetical war which became a *real* war in early October. Our order of battle, with a few modifications, is essentially correct. There were some things in the October war which we saw as possible, but not very probable, one of which was the fact that the Egyptians could get across the canal. We had that pretty much always happening in our mid-1970's scenario. This is simply a matter of arithmetic. The Israeli standing army only consisted of about seven brigades. The Egyptian standing army is much stronger. They could get across the canal. But then, their best strategy was simply to sit there and gain points for having occupied territory previously held by the Israelis. This tactic was made even more viable with the addition of the improved Arab anti-aircraft defenses. This made the Arabs much stronger in defense because the Israelis could not use their Air Force fully. But because the Arabs now had a SAM umbrella, they could also strike out and grab even more territory on the east bank of the canal. They did *not* do this. Even more surprisingly, they did not even try to do this until the Israelis had defeated the Syrians in the north and were reinforcing their Sinai front with additional units. The best time for the Egyptians to have tried to grab additional east bank terrain was early in the war, within the first week and no later. They did not do this, and this is one of those mystifying things which we can't quite figure out. We have played a number of games of our 1973 scenario, and the Egyptians if properly handled can cause considerable damage. Fortunately, in a perverse way, the 1973 war made *Sinai* a much better game. The 1967 scenario wasn't all that much of a challenge. It was pretty much an Israeli race against time. There was no doubt that they would get to the Suez Canal. It was simply a matter of how fast. The 1956 scenario was pretty much the same thing. But the 1973 scenario and the new mid-1970's scenarios are much more tense and exciting as a game. They also show, as do all the scenarios, the tactical and strategic positions the Israelis are in. We think the game is quite a success. It's still a bit lopsided, but it has to be if Israel expects to survive.

[28.0] DESIGN CREDITS

Game Design: James F. Dunnigan

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