OPERATION MUSKETEER:
THE '56 WAR IN THE MIDDLE EAST

CONTENTS

CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for E-rules updates to this game at www.modernwarmagazine.com

1.0 INTRODUCTION

Operation Musketeer is a wargame based on the assumption that the 1956 Anglo-French-Israeli invasion of Egypt turned into a major superpower confrontation. Historically, the invasion was ended because both the USSR and USA opposed the Allied invasion. But, the assumption here is that, instead, both Moscow and Washington were drawn into the conflict and deployed combat forces to support their respective camp.

There are two players: the West Bloc (including France, Britain, Israel and the US); and the East Bloc (Egypt, USSR).

2.0 COMPONENTS

The map shows the area of the Middle East in which the historical Operation Musketeer was fought for.

2.1 Displays

Displays are used to organize various forces which are not on the map. They include:

Reinforcement Box: Place units which are not yet in play here,
Air/Special Forces/Guerrilla Available Box: Place these units here when in play and not otherwise used for missions on the map.
Escalation: Indicates the level of international tension which may lead to World War III.

2.2 Playing Pieces

The counters include units which represent military forces (Ground Combat military units and Special military units), as well as game piece markers which are used during a game simply for informational purposes.

Errata: The French 10th Regiment should be an armored car unit, and the French Colonial Brigade should be an infantry unit.

2.3 Ground Combat Units

These represent maneuver formations.
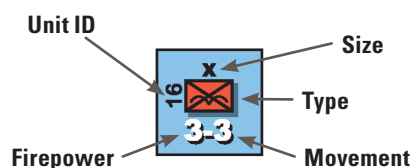
2.4 Ground Combat Unit Types

Mechanized:	Non-Mechanized:
Armor	Airborne
Armored Infantry	Marine
Armored Cavalry	Infantry
Armored Marine	Anti-aircraft (AAA)
	Engineer
	Security/Support Echelon
	Garrison

Backprinting

Some combat units are printed with two sides: the front is when they are combat effective; the reverse is when they are disrupted.

FRONT   **BACK**
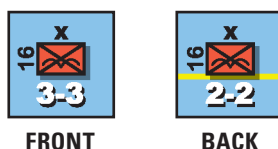
2.5 Special Units

These represent various air, naval and special forces support.

Airstrikes   **Naval Gunfire**   **Theater Rockets**   **Special Forces**

Guerrillas   **Helicopters**   **Air Supply**   **Airborne Move**

Sealift   **Nuclear Strike** (optional rules only!)

Backprinting

Special units are back printed to show that the unit has been used. After using them, flip them over to indicate they may not be used again that Impulse (5.3 (3)f).

2.6 Unit information

Combat Factor (first number): This is the unit's basic combat strength when attacking or defending.

Movement factor (second number): This is the basic number of hexes through which a unit can move in a turn. Units with a movement factor of zero cannot move.

Sides & Contingents: There are two sides in the game: West Bloc and East Bloc. Each is composed of quasi-independent national contingents.

West Bloc Contingents: British, French, Israel, US (United States of America)

East Bloc Contingents: Egypt, Arab League,USSR (Soviet Union)

Note: While British and French forces are separate nationalities, for purposes of the game they form a single contingent.

Unit Identifications

Units may be identified by a number or name.

Unit Size

xx = division
 x = brigade
||| = regiment
 || = battalion or detachment
 [ ] = operational group, task force

Abbreviations

British (UK)
  Gd: Guards Brigade (elements)
  LOC: Line of Communications troops
  MI6: Special Forces
  RE: Royal Engineers
French (FR)
  Col: Colonial
  MC: Marine Commando
  RAP: Royale Aleman Picard
  REC: Special Forces
  REP: Foreign Legion Parachute Regiment
  RCP: Colonial Parachute Regiment

Israelis
  Eitan: Special Forces
  Gol: Golani
  SC: Sinai Command

> **COMBAT VETERAN VEHICLES**
> **- Additional Counters**
> This game includes 52 bonus counters for the game **Combat Veteran** (*Modern War* #31). The rules are provided to incorporate the counters into **Combat Veteran** can be found on the E-rules section at www.modernwarmagazine.com

United States (US)
7C: 7th Corps
CC: Combat command
CZ: Communications Zone
PMF: Provisional Marine Force
SF: Special Forces

Egyptian (EG)
MFF: Mobile Frontier Force
Min Int: Ministry of Interior (security troops)
NG: National Guard
P: Parachute
PLA: Palestinian Liberation Army
R: Reserve
Res, S el S, SC: Special Forces

Arab League (AL)
EF: Expeditionary Force

Soviet Union (SU/USSR)
G: Guards
GSFE: Group of Soviet Forces Egypt
KGB: Secret police field force
PVO: Air Defense
Sptznz: Special Forces
VOL: Volunteer

2.7 Command Markers
There are various kinds of command markers, listed and explained as follows.

REGULAR   **SPECIAL COMMAND**

Regular: These represent command control and they can be used each turn. The number printed on each marker is the increase in Escalation Points whenever picked/played.

Special Command Markers: These can each only be used once per game.

2.8 Escalation Marker
This is used to indicate the potential for World War III breaking out.

2.9 Game Charts
All of the charts necessary to play the game are either printed on the map or are in these rules.

2.10 Dice
Players will need one six sided die to play.

2.11 Sinai Defined
The Sinai: hexes in Egypt east of the Suez Canal.

2.12 Game Scale
Each hex represents about 15 kilometers across. Each turn represents anywhere from a day of intense combat to several days of refitting and reorganization.

3.0 VICTORY CONDITIONS
There are two ways to win the game: Sudden Death and End Game, explained as follows.

3.1 Sudden Death
A player wins a Sudden Death victory if one of the conditions below occurs at any point.

West Bloc: If at any time West Bloc units occupy all city hexes on the map.
East Bloc: If at any time after Turn 1 there are no West Block ground units on the map.

3.2 End Game
Otherwise, the game will come to an end at the end of Turn 7, or if World War III breaks out (see 6.0). In either case, determine victory per 3.3.

3.3 Victory Points (VP)
The below Victory Point Chart list the VP awarded to each player.

Players gain VP for:
a) Occupying certain hexes at the end of the game, AND:
b) Eliminated enemy units (again, at the end of the game). The unit must be eliminated; reduced units do not count for VP.

Level of Victory: Level of victory is determined by each player totaling all VP and then subtracting the lower total from the higher total. The player with the higher total cross references the result with the below levels of victory to determine the actual level of victory.

0-20: Draw
21-40: Regional Victory
41-60: Theater Victory
61+: Global Victory

VICTORY POINTS CHART

Occupy at the end of the game (both players)	VP
Cairo	15
Alexandria	10
Port Said, Suez City (each)	7
Gaza, Sharm el Sheikh (each)	5
Ismailia, Qantara (each)	3
Matruh, Giza, El Arish (each)	2
Mitla Pass, Gidi Pass (each)	2
Rafah, Abu Agheila (each)	1

Occupy at the end of the game (East Bloc only)	VP
Eilat	5
Each other town and Kibbutz in Israel	2

VICTORY POINTS CHART
(Check at end of game)

West Bloc Eliminates East Bloc	VP
Egyptian Division	2
Arab League Division	1
Soviet Regiment or Task Force	2
East Bloc airstrike	2
East Bloc guerrillas and special forces	0
Other East Bloc units	0

East Bloc Eliminates West Bloc	VP
Anglo-French ground unit	2
Israeli ground unit	1
US ground unit	3
West Bloc airstrike	1
West Bloc special forces	0
Other West Bloc units	0

4.0 INITIAL DEPLOYMENT
Set up the game using the following procedure. Each turn then proceeds according to the sequence of play (5.0).

4.1 Command Pool
Players will need two large-mouth opaque containers, such as coffee mugs: one is the West Bloc Command Pool, the other is the East Bloc Command Pool. Throughout the course of a game, players will draw command markers at random from their pool to generate contingent actions.

4.2 Command Marker placement
Each player places his Special Command markers to one side; they are placed in the pool per (7.0). Then place all regular command markers in the respective pools.

4.3 Initial Deployment
Place units in the order as follows (place all units face up unless otherwise indicated).

1) East Bloc
Egyptians:
a) In the Reinforcement Box: any three infantry brigades; one armored brigade group; all guerrillas (place guerrillas face down).
b) Place all Egyptian air units in the Air Available Box.
c) Place one garrison unit per Egyptian city and fortification (eight total).
d) Place all remaining ground units within Egypt (within stacking limits (12.0)).

USSR: Place all USSR units in the USSR Reinforcement Box.

Arab League: Place all Arab League units in the Arab League Reinforcement Box.

2) West Bloc
British and French: Place all British and French units in the Anglo-French Reinforcement Box.

Israelis: Place one Israeli garrison per town and Kibbutz in Israel (six total). Place all remaining Israeli ground units within Israeli; the Eitan airborne unit may alternatively be placed in the Israeli Staging Box; place all Israeli air units in the Israeli Available Box.

USA: Place all USA units in the USA Reinforcement Box.

3) Administrative Marker Set-up
Set up the administrative markers as follows:

    Escalation marker: Place on the "1" space.
    Turn marker: Place on the "1" space.
    Nuclear markers: use them only with the on-line optional rules.

4.4 First Player
The West Bloc is the first player (see 5.2).

5.0 SEQUENCE OF PLAY
The game is played in turns. There can be up to seven turns in the game. Each turn is composed of a series of Operational Impulses, in which one contingent will be activated via a command marker pick. The player controlling that contingent will then receive reinforcements, make air and naval gunfire strikes, move its units, engage in combat, and possibly refit its units. The player who is currently conducting an Operational Impulse is called the "phasing player;" the other player is the "non-phasing player."

5.1 Turn Structure
During each turn, players alternate picking command markers, then initiate an Operational Impulse with the command it activates. Continue playing a turn until one of the following occurs:

1) One side wins a Sudden Death Victory (3.1), OR;
2) There are no more command markers remaining in either player's pool. If this is turn 1 to 6, then initiate the next turn. If this is turn 7, then the game comes to an end and players check victory (3.0).

5.2 First Player
The West Bloc player always picks first on each turn.

5.3 Turn Sequence of Play

1) Mutual Planning Phase: Each player secretly decides which command markers he will choose for the turn, and then places them in his command bin.

2) First Activation Phase: The West Bloc player may either declare a pass (and not pick a command marker) or pick a command marker. The player increases the Escalation Index per the Escalation Table for the marker picked, and then takes an Operational Impulse for that command.

3) First Operational Impulse
The West Bloc player performs the following for the activated command.

    a) Reinforcement Phase: The player may transfer units from the contingent's Staging Box via airborne and amphibious movement. Ground units are moved to the map; airstrikes, gunfire, special forces, and guerrillas are moved to the Available Box.

b) Air Superiority Phase: The player executes air superiority missions to attack enemy air units.

c) Bombardment Phase: The player uses airstrikes and naval gunfire to execute bombardments.

d) Movement Phase: The first player moves his ground units that are on the map.

e) Ground Combat Phase: The player conducts any ground attacks with activated units (possibly committing close air support and guerrillas).

f) Refit Phase: The player may attempt to refit activated reduced ground units and eliminated air units. All special units which were used during the impulse are restored to the Available Box (2.5).

4) Second Activation Phase
The East Bloc player may either declare pass (and not pick a command marker) or pick a command marker, per the procedure under 5.3 (2).

5) Second Operational Impulse
The East Bloc now conducts an Operational Impulse per 5.3 (3) above.

6) Third and Subsequent Operational Impulses
Players continue alternating activation picks/passes and impulses until one of the following occurs: **1)** both players declare pass sequentially; or **2)** each player has picked all his command markers; or **3)** the game comes to an end via Sudden Death (3.0).

7) End of Turn Phase
At the conclusion of all Operational Impulses, conduct the following steps:

a) Events Sub-Phase: The players must roll for Random Events (22.0).

b) US, USSR and Arab League Involvement Sub-Phase: Each player checks to see if the US, USSR and Arab League markers can be committed (28.0).

c) Turn Advance Sub-Phase: If this is the end of Turn 7, the game comes to an end. Otherwise, move the turn record marker one space.

5.4 Disposition of Command Markers
After a regular command marker is picked, place it in the Command Markers Box on the map (to indicate it has been expended). A regular command marker is placed back in the pool on the next turn per (7.0). A special command marker is permanently removed from play.

5.5 Passing
When a player passes, he does not pick a marker and hence does not activate a contingent. If both players pass in a row, the turn comes to an end. A player can otherwise pass any number of times as long as the other player then picks a command marker.

Note: *If a player has no markers remaining in his pool, then he must declare pass.*

6.0 ESCALATION
The Escalation Index quantifies the potential for starting World War III.

6.1 The Escalation Index
The index is measured on a scale of from 1 to 50. It starts the game at one and may be pushed up by activations and assorted game events. Use the escalation marker to indicate the current level.

Note: *There is only one Escalation Index, and both players' actions may contribute to it rising. So be warned!*

6.2 Raising the Escalation Index
Each time a player picks a command marker, raise the Escalation Index by a number equal to the amount on the counter.

6.3 Events
Certain random events may cause the Escalation Index to go up or down. The escalation marker can never go below the one space.

6.4 World War III
World War III begins if the Escalation Index goes to 50 or higher.

Note: *Therefore, players will have to consider how many times they will place command markers in the pool given their impact on raising escalation.*

6.5 Someone Blinked
If both players pass and thus end the turn before all command markers have been picked, then the unpicked command markers will not have an effect on the escalation index for this turn.

Note: *The Egyptian Contingent has an escalation cost of zero when its marker is picked, it is activated without raising the Index.*

7.0 ACTIVATION
Command markers activate contingents.

Note: *The Anglo-French have one regular and two special command markers; the Israelis, US, Egypt and USSR each have one regular and one special command marker; the Arab League has one regular marker.*

7.1 Contingent Activations
When a player picks a command marker, he activates that contingent and takes an Operational Impulse (5.3).

7.2 Command Control
The player can take actions only with the units of the activated contingent. The player may not perform actions with non-activated contingent.

7.3 Non-Activation
A player may have units on the map of a contingent that is not activated within a turn (due to the command marker not being placed in the pool for the turn, or to mutual passing). In this case, the units remain in place and can defend normally, but no action can be taken with them.

7.4 West Bloc Contingents
There are three West Bloc contingents: Anglo-French, Israeli and United States.

7.5 East Block Contingents

There are three East Bloc contingents: Egyptian, Soviet Union and Arab League

7.6 Regular Command Markers

Each player can use these once per turn.

7.7 Special Command Markers

Each player has special Command markers which can be used only once per game.

Operation Musketeer & Operation Revise: These each activate the Anglo-French contingent.
Operation Kadesh: This activates the Israeli contingent.
STRAC: This activates the US contingent.
Egypt Mobilizes: This activates the Egyptian contingent.
Operation Suez: This activates the USSR contingent.

7.8 Special Marker Limits

A special marker is removed from play after being picked and played. If it is not picked on the turn it is placed in the player's pool (owing to passing), then it is available for use later.

Note: *Effectively, by placing a special command marker in the pool, a player can take more than one operational impulse with a single contingent in the same turn (at an extra cost in escalation).*

8.0 REINFORCEMENTS

Players introduce additional units into the theater of operations as reinforcements.

8.1 Reinforcement Staging Areas

Each player places each contingent's available reinforcements in their respective reinforcement box per 4.0. While in the reinforcement box, they have no impact on play.

8.2 Reinforcement Limits

Reinforcement boxes give the number of each type of unit (ground, air, etc.) that you can enter into play each activated impulse (during the Reinforcement Phase).

Example: If a reinforcement box states Ground = 3, Air = 2, Special Forces = 1, then each impulse you could move three ground, two air and one special forces unit into play. The ground units would enter the map, the air and special forces would be moved to heir respective available box.

Note: *The ground limit includes all types of deployment onto the map, via ground movement, airborne and amphibious insertion.*

8.3 Ground Unit Deployment

You place (deploy) ground units on the map during their contingent's Reinforcement Phase (not during the Movement Phase). They cannot be deployed in hexes containing enemy units, or in excess of stacking limits, or in hexes which they could not normally enter. They can be deployed in Enemy Zones of Control (EZOC) (13.0).

1) Anglo French and US: Anglo-French reinforcements are deployed as follows.

Airborne: Deploy airborne units (with the airborne symbol) via airborne movement (10.0). Additionally, Anglo-French and US airborne units can be placed via amphibious assault or naval transfer.
Amphibious: Deploy amphibious units (with the amphibious symbol) via amphibious assault or naval transfer (11.0).
Naval Transfer (Anglo-French and US only): Deploy all other Anglo-French and US ground units via naval transfer.

2) Israeli: All units begin the game deployed. Except the Eitan airborne battalion which enters via airborne.

3) Egyptian: Deploy units in any city, town or fortification in Egypt; if none are available, then the units are delayed until a city or town is available.

> **Note**: *This includes hexes which were occupied by the West Bloc units then abandoned.*

4) Arab League: Deploy units on any hex in Egypt on the south map edge.

5) Soviet: Deploy ground units on any hex in Egypt on the south map edge. Additionally, units may be deployed on any east map edge ground hex (in Israel). Airborne units may additionally deploy via airborne movement.

8.4 Air, Naval Gunfire, Rocket Special Forces & Guerrillas Deployment

Move these from their reinforcement box to the their reinforcement box; (25.0). They deploy on the map for their respective missions.

8.5 Movement in Same Activation

Units which are placed as reinforcements cannot move in the Movement Phase of placement. They can engage in combat normally and retreat/pursue (16.0 & 17.0).

8.6 Commitment

Once on the map, reinforcements remain in play until eliminated. There are no withdrawals.

9.0 GROUND MOVEMENT

A player moves activated units during the friendly Movement Phase. The following rule describes ground movement. Airborne and naval movement are described in (10.0) and (11.0). You may move as many or as few activated units as you choose. You move eligible units by tracing a path of contiguous hexes through the hex grid, in any direction or combination of directions to the limits of their movement factors.

9.1 Movement Procedure

Each unit has a printed movement factor. As a unit enters a hex, it expends a number of movement points per the Terrain Effects Chart (TEC). You can move a unit up until all movement points are expended or you decide to cease moving the unit.

9.2 Restrictions

Once a unit has been moved and the player's hand removed from it, it may not be moved again. A unit may expend all, some, or none of its movement points in any one movement sub-phase of its activation.

Unused movement points may not be accumulated from turn to turn or phase to phase or sub-phase to sub-phase, nor may they be in any way transferred from one unit to another.

9.3 Minimum Movement
All units are generally guaranteed the ability to move at least one hex per Movement Phase (see the restrictions below).

9.4 Prohibitions
Units may never enter an enemy occupied hex, nor enter prohibited hexes, nor move directly through enemy zones of control (see 13.0).

9.5 Static Units
Units with printed movement factors of zero (0) never move once placed onto the map, except to go into the dead pile.

9.6 Zones of Control (ZOC)
A moving unit must cease movement when it enters an enemy zone of control (13.5).

9.7 Terrain
A unit must expend the number of movement points designated by the (TEC) to enter a hex.

9.8 Hexsides
Certain terrain runs along hexsides (Suez Canal, rivers, wadis). Units pay both the crossing point (on the TEC, listed as "+#") and the movement cost of terrain on the other side.

Example: To cross the Suez Canal and enter an open terrain hex costs three movement points.

9.9 Multiple Terrains
If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrain involved—unless moving along roads/tracks.

9.10 Roads & Tracks
A unit which moves along connected track hexes pays one half (½) movement point, regardless of other terrain in the hex. A unit that moves along connected road hexes pays one third (1/3) movement point, regardless of other terrain in the hex (effectively tripling its movement).

Note: A unit which moves directly from a track to a road (or vice versa) pays one movement point.

10.0 AIRBORNE MOVEMENT
There are two general types of airborne movement: air transfer (airbase to airbase) and paradrop (airbase to any hex). All airborne movement is conducted during the Reinforcement Phase.

10.1 Air Transfer
The West Bloc player can conduct air transfer with Anglo-French and US non-mechanized units (but not Israeli). The East Bloc payer can conduct air transfer with the USSR units (not with Egyptian or Arab League). The unit must start in the Reinforcement Box. Move the unit to any airbase on the map which is occupied by a unit of the same contingent.

10.2 Paradrop Prerequisites
All units with an airborne symbol can conduct paradrop. The paradropping unit must start in either **1)** the Reinforcement Box, or **2)** an

airbase on the map. Then, move the unit to any unoccupied hex on the map. (29.6.)

10.3 Flyovers
Obviously, airborne movement is flown over enemy units and all types of terrain, to an unlimited distance (regardless of the unit movement factor). This is not blocked by EZOC. The landing hex cannot be enemy occupied nor contain prohibited terrain. It may be in an EZOC (or not). Units can move and attack normally in the remaining phases of the impulse.

10.4 Limits
The British, Israelis, and Soviets can conduct one airborne movement per activation; the US and French can conduct two (any combination of air transfer and paradrop).

Note: Use the airborne markers as mnemonics. They each can be used once per activation, so if command markers generate multiple impulses for the same contingent, the markers can be reused in a turn.

11.0 SEALIFT MOVEMENT
Sealift is moving ground units via naval transport. There are two general types of sealift: amphibious assault and naval transfer. All sealift movement is conducted during the Reinforcement Phase.

11.1 Sealift Prerequisites
The West Bloc player (only) can conduct sealift for all types of Anglo-French and US ground units (but not Israeli).

11.2 Sealift Procedure
The unit must start the Reinforcement Phase in the Reinforcement Box. Move the unit to any port hex on the map which is occupied by a unit of the same contingent. This consumes all that unit's movement for the Movement Phase.

11.3 Amphibious Assault Prerequisites
The West Bloc player (only) can conduct amphibious assault with any West Block units that have an amphibious (anchor), airborne or pure infantry symbol (not mechanized).

11.4 Amphibious Assault Procedure
The unit must start the Reinforcement Phase in either **1)** the Reinforcement Box; or **2)** a port on the Mediterranean Sea. Move the unit to either **1)** any coastal Mediterranean hex; or **2)** an all-sea hex in the Mediterranean adjacent to an enemy occupied hex. In this case, the unit must conduct amphibious assault combat (29.5).

11.5 At Sea
Amphibious movement is conducted over sea and coastal hexes, regardless of the presence of enemy units and ZOC, to an unlimited distance within that sea. Units can move and attack normally in the remaining phases of the impulse.

11.6 Limits
The British, US, and French can conduct one sealift move per activation (any combination of amphibious assault and naval transfer).

Note: Use the sealift markers as mnemonics (they have no other effect on play). They are not considered to be naval units.

12.0 STACKING

Having more than one friendly unit in a hex at the same time is called "stacking."

12.1 Stacking Limits

Anglo-French: Four units.
Israelis: Three units.
US: Four units.
Egyptian: Two units. No more than one of those units can be a division (xx).
Arab League: Two units. No more than one of those units can be a division (xx).
Soviet: Three units.

12.2 Static Units

Units with a zero movement factor do not count against stacking. However, there can only be one of these units per hex.

12.3 Air Strikes, Naval Gunfire, Rockets, Special Forces, & Guerrilla Unit Stacking

This is covered under various rules and is in addition to ground units in a hex.

12.4 Stacking Limit Enforcement

Stacking limitations apply at the end of a phase. If at the end of any friendly or enemy phase (regardless of activation) any hex is over-stacked, the player controlling those units must eliminate excess units such that stacking is restored.

12.5 Stacking Restrictions

Stacking is restricted as follows.

No Joint Stacking: Units of different contingents on the same side cannot end a phase in the same hex. This is in effect at all times in the game.
Anglo-French Cooperation: Anglo-French forces are one contingent for game purposes. Also, they can use each other's airborne and sealift markers.
No hostiles: Friendly ground units cannot enter a hex containing enemy units.

Note: See the Special Airborne Assault for an exception.

13.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). Hexes into which a unit exerts a ZOC are called "controlled hexes." ZOC have varying effects on enemy movement and combat.

13.1 Which Units Exert a ZOC

All combat units exert a ZOC. Disrupted units do not exert a ZOCa .

13.2 Persistence of ZOC

Units exert a ZOC at all times, regardless if activated or not. ZOC are not negated by other units, enemy or friendly.

13.3 Multiple ZOC

Both friendly and enemy units may simultaneously exert ZOC into the same hexes. There is no additional effect if more than one unit, friendly or enemy, exerts a ZOC into the same hex.

13.4 Effects of ZOC on Movement

A unit must STOP when it enters an EZOC. It may move no further this Movement Phase.

13.5 Disengagement

A unit can exit an EZOC by moving into a non-controlled hex. It could subsequently move into an EZOC (or not) later in the turn (and then cease movement). A disengaging unit otherwise pays no movement penalty. Also, units that retreat and pursue can exit EZOC (16.0 & 17.0).

13.6 No Infiltration

A unit may never move directly from one EZOC to another EZOC.

13.7 ZOC and Combat

Friendly units in EZOC are not required to attack.

14.0 GROUND COMBAT

Ground units engage in combat to force back or destroy enemy units, and to seize terrain. Ground combat is resolved on the Combat Results Tables (CRT).

Note: Air and naval gunfire attacks are resolved via (19.0) and (20.0).

14.1 Attacking & Defending

Only units of the activated contingent can attack. All units defend normally, regardless of activation. All units can attack, including static units.

14.2 Ground Combat Prerequisites

Ground combat is conducted by units attacking adjacent enemy units.

1) Attacking is at the player's option. The attacker can attack with some, none or all friendly units.

2) If there is more than one attacking unit in a hex, the player must have them all attack the same enemy hex. Within that restriction, the player can attack with some or all units in a hex.

3) No unit, or stack of units, can launch an attack against more than one enemy occupied hex in a single Combat Phase. This is so even if adjacent to multiple enemy occupied hexes.

4) All defending units in a single hex must be attacked as a single combated force—the attacker cannot divide the attack up against different units in the same hex.

Example: A West Bloc stack of two units is adjacent to two East Bloc occupied hexes. The West Blocs could attack only one of those hexes. The West Bloc could use one or both units in the attack.

14.3 Combat Execution Sequence

For each individual combat, follow the sequence below.

1) Attack Declaration: The attacker declares which of his units will attack which enemy occupied hex.
2) Determines who fires first: Check the TEC. First fire is determined by which type of terrain the defender occupies (see below for details).
3) First Fire: The side indicated as firing first completes all fires. If the enemy force is wiped out, then execute any Pursuit (17.0).

4) Second Fire: The side indicated as firing second (if it has any surviving units) now fires. If the enemy force is wiped out, then execute any Pursuit (17.0).

Note: There is only one round of firing for each side. At the completion of the Second Fire, the combat comes to an end.

14.4 Determining First & Second Fires
The TEC indicates which side fires first. This is determined by the type of terrain the defending force occupies.

a) If the defender occupies a type of terrain which allows him to fire first, execute all defender fires, then all attacker fires.
b) If the defender occupies a type of terrain which allows the attacker to fire first, then execute all attacker fires, then all defender fires.
c) Combat is not simultaneous. Units that have been eliminated or retreated by first fire cannot conduct second fire.

Note: The terrain the attacker occupies has no effect on who fires first. Also note that, since you can attack only one defending hex at a time, there never will be a circumstance in which there is more than one terrain type to be considered.

Example: French stacks in two different hexes attack an Egyptian unit in a city hex. The Egyptian force fires first. It can attack either French stack (but not both).

Note: Each unit can fire only once, regardless of the number of times or hexes from which it is attacked.

14.5 Fire Procedure
Conduct and resolve firing in the following order.

1) Combat Strength Determination: Each unit fires individually, using its printed combat strength.

Note: The strength of the defender does not figure into this calculation, unlike many other wargames.

2) Combat Shift Determination: Determine the column shifts for Terrain, Close Air Support, Special Forces, Guerrillas, Special Command Markers, and Concentric Attacks.

3) Final Consult Determination: Any shifts will provide the final strength column heading.

4) Combat Resolution: For each attacking unit, roll one die and cross index that result beneath the final strength column heading. Implement the combat result immediately. Execute any retreats (16.0).

5) Pursuit: If all defending units have been removed from the combat hex, then surviving attacking units may pursue (17.0).

14.6 Attack Declarations
The attacking player chooses the order in which he will attack enemy forces. If more than one stack is to attack an enemy hex, he must declare this. Otherwise, the attacks do not have to be declared ahead of time. If more than one unit is involved in an attack, you may declare fires for them in any order.

14.7 No Combining Combat Factors
If more than one unit is attacking a single enemy hex, each unit follows the combat procedure individually. You do not add together the combat strengths of more than one unit. However, any conditions that would shift an attack against a hex is applied to all attackers.

Example: The West Bloc has one 3 and one 2 strength French unit attacking an Egyptian unit. The first West Bloc unit would attack with a strength of three, the second with an attack of two. If each of the two French units is supported by a CAS air mission, each receives the shift for the CAS.

14.8 Single Attacks
No unit may attack more than once per combat sub-phase. A single enemy unit may be attacked more than once per single Combat Phase if each attack is by different units.

14.9 Combat Strength Unity
A single unit's attack and defense strengths are always unitary. A given unit's strength may not be divided among different combats.

14.10 Ground CRT Shifts
Certain conditions will shift the combat column. A ground CRT column shift to the right means the column is increased by the number of columns indicated (in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (in favor of the defender). If both the attacker and defender have shifts, use the cumulative difference.

Special Command Markers: If this is an impulse activated by a special command marker (such as Operation Kadesh), all units of that contingent receive a two column shift to the right. This can be applied only when conducting an attack.
Close Air Support (CAS): If there are CAS mission airstrikes supporting an attack: (a) shift the combat one column per airstrike to the right (18.0). This can be applied only when conducting an attack.
Egyptian Guerrillas: The Egyptian player can add up to one available guerrillas marker to any attack or defense involving Egyptian units. If attacking, the Egyptians must be attacking West Block units located in a city or town. If defending, the Egyptian units must be in a city or town. This has the effect of shifting the column to the right when firing. This can be applied either attacking or defending (and affects Egyptian fires; it does not give a defensive shift to the left).
Terrain: Defending units benefit from the terrain in the hex they occupy and, in certain cases, along that hex's sides. The TEC gives the defensive shifts. Benefits for terrain are not cumulative. A defending force can receive only the shift for one type of terrain. If a force potentially has more than one defensive terrain shift available to it, it uses the single best one for that defense.

Note: When the defender fires at the attacker, the attacker does not gain terrain benefits.

Hexsides: A force receives the benefit for defending behind a hexside (such as the Suez Canal) only if all attacking units are attacking across the hexside.
Concentric Tactics
See rule 29.0.

Note: Shifts for special command markers and CAS will be applied only to an activated, attacking force. Shifts for SF/Guerrillas will be applied when units are firing on the attack or defense.

15.0 GROUND COMBAT RESULTS

When a combat result is rolled, apply them per below.

15.1 Combat Results

A/G (Anti-aircraft/anti-SF/guerilla): Eliminate one enemy CAS, SF or Guerrilla unit. No effect on ground units.

D (disrupt): Disrupt one enemy ground unit.

DR (disrupt/retreat): Disrupt one enemy ground unit. The unit must execute a retreat (16.0).

E (elimination): Eliminate one enemy ground unit.

R (retreat): One enemy unit must execute a retreat per 16.0.

(*) (asterisk): Attacker must pursue if enemy hex is cleared. Otherwise, pursuit is optional for attackers clearing defending hex (17.0).

> **Note:** D, DR, E and R results have no effect on enemy airstrikes, SF or guerilla units.

15.2 Who Determines Losses

The player against whom the results are being inflicted determines which unit is affected, if there is a choice.

15.3 Disruption

Do one of the following: an already disrupted or one-sided unit is eliminated; a combat effective unit is flipped to its reduced side.

15.4 Hitting Thin Air

If a force of more than one unit attacks an enemy occupied hex, and the first (or subsequent) combat resolution eliminates or retreats all enemy units, the remaining attacking units in that stack cannot be switched to attacking other enemy hexes. However, they can conduct pursuit if otherwise allowed (17.1).

16.0 RETREAT

A retreat (**R**) combat result forces a targeted enemy unit to move. The player controlling retreating units must move them per below.

16.1 Retreat Procedure

Retreat is not regular movement; its execution doesn't use movement points. It is carried out in terms of hexes, not movement points, and units must always retreat the number of hexes indicated, regardless of their printed movement allowances. There are two types of retreat: Withdrawal and Rout. This will depend on the unit type.

Withdrawal: The following units always withdraw: Anglo-French, Israeli, US, USSR airborne units.

Rout: The following units always Rout: All Egyptian and Arab League units, all non-airborne Soviet units.

Errata: The R: Retreat result listed on the Ground CRT Result Chart on the map is incorrect. Use the rule as written above.

The following units never retreat: Egyptian units occupying fortification and city hexes (regardless if attacking or defending).

Static units are eliminated when required to retreat unless the above applies.

16.2 How to Withdraw

The owning player moves withdrawing units one hex. This may be in any direction, within the restrictions stated below.

16.3 How to Rout

The player owning the routing unit rolls one die and moves the unit that number of hexes. A rout must be in one of the following directions, in this priority:

a) Towards an Egyptian city or airbase.

b) If west of the Suez Canal: towards the south map edge in Egypt.

c) If east of the Suez Canal: towards the Suez Canal and once across, per (a) and (b).

16.4 Retreat Procedure

Each unit is retreated individually. Retreat is subject to the following strictures. Within these limits, units may be retreated in any direction.

a) A unit must retreat the number of hexes indicated.

b) A unit may not retreat into hexes containing enemy units, into otherwise prohibited terrain, or off the map. If there is no other alternative, the unit is eliminated in the last hex into which it was able to retreat.

c) Units may retreat into EZOC, but are disrupted for each such ZOC they enter (if already disrupted, then they are eliminated).

d) Units may retreat into and through hexes containing friendly units. Units must obey all stacking rules in the final hex of their retreat path. If they end their retreat in violation of any of those rules, then the owning player must retreat those units an additional hex until stacking limits are met, or the unit is eliminated.

e) A retreating unit may not be moved through the same hex more than once, nor re-enter the hex from which it began the retreat. It must end its retreat the indicated number of hexes away from its combat position. If it can retreat only a portion of the number of hexes called for in the combat result, it is eliminated in the last hex into which it was able to retreat.

f) Suez Canal/Rivers: units may retreat across the Suez Canal/Rivers, but are disrupted (and eliminated if already disrupted).

g) In no case may a unit be retreated into a hex that would cause it to be eliminated or over-stacked at the end of the retreat if another retreat path is available.

16.5 Fortifications & Cities

Egyptian units in fortifications and cities (in Egypt) ignore retreat results and treat a (**DR**) like a disruption (the player can choose to retreat the units, if desired). Furthermoremore, an Egyptian unit outside of a fortification or city that retreats into a fortification may, at the player's option, cease its retreat in that hex.

16.6 Retreat & Multiple Defenses

Under certain circumstances a unit may end its retreat adjacent to an enemy unit. If on the defending side, they may be attacked if the enemy units which they are now adjacent to had not been committed to any attack, or if they end up in a stack with units which are slated to be attacked. Retreating attackers cannot attack again.

17.0 PURSUIT
Pursuit is a special form of movement that can occur after combat.

17.1 Pursuit Prerequisites
Only the attacker in a combat can pursue; the defender can never pursue, regardless of who fired first. A unit can pursue if it is part of a stack of attacking units which clears all defending units from a hex.

Note: *This means the unit need only be in a stack that attacked and cleared an enemy occupied hex to conduct a pursuit.*

Example: Three West Bloc units in the same hex attack one East Bloc unit. The first West Bloc unit disrupts the East Bloc unit, the second one eliminates it. All three West Bloc units could pursue into that hex. Units in other stacks that previously attacked the hex (or that you planned to use to attack the hex) cannot pursue. Nor can units attack into an empty hex to gain a pursuit result.

17.2 Pursuit Procedure
If a combat result allows a player to conduct pursuit, he may, but is generally not required to, immediately move some, none, or all eligible units a number of hexes per the Pursuit Table (see the map).
Errata: The Pursuit Table uses the term "all other Mobile units" it should state "All non-mechanized units."

17.3 Pursuit Restrictions
When pursuing, the following restrictions must be observed.

a) The first hex must be the hex the enemy units formerly occupied. The second or third hex, if allowed, may be in any direction.
b) Pursuit differs from normal movement (9.0) in that it is in terms of hexes, not movement points.
c) Pursuit may be made only into hexes into which pursuing units could normally move.
d) If a pursuit is more than one hex, some pursuing units may stop in the first hex, and others in the second or subsequent hexes.
e) A unit may pursue across Suez Canal/River hexsides, but must cease the movement on the hex immediately on the other side.
f) Fortifications and cities: a unit must cease pursuit movement when it enters a fortification or city hex.

17.4 No ZOC Restrictions
Pursuing units are not affected by EZOCs. They may move through them freely (they are not disrupted by this movement).

17.5 Which Units do not Pursue
1) Static units cannot conduct pursuit.
2) Air and naval units

17.6 Mandatory Pursuit
Combat results with an asterisk (*) require all non-static units in a stack involved in an attack to pursue at least one hex if the attack results in all enemy units being cleared from the hex. This mandatory pursuit follows the normal pursuit rules. If the unit can pursue two or more hexes, then the second and third hexes are at the player's option.

18.0 AIR OPERATIONS
Airstrikes represent the effects of airpower. They are treated differently than ground units.

18.1 Availability
You can use any and all airstrikes in an activated contingent's Available Box to conduct air missions. Air units in the Reinforcement and Eliminated Boxes cannot be used.

18.2 Air Missions
There are three types of air missions, listed as follows.

Air Superiority: Attacking enemy airstrikes. Air superiority is conducted during the Air Superiority Phase.
Bombardment: Attacking enemy ground units. Bombardment is conducted during the Bombardment Phase.
Close Air Support (CAS): Providing combat shifts to friendly attacking ground units. CAS is conducted during the Ground Combat Phase.

18.3 Assigning Airstrikes to Missions
You assign airstrikes to missions at the start of the indicated phase for the activated contingent. You can use each airstrike to attack once per Activation Phase. Once used, place them to the side, returning them to the Available Box at the end of the impulse (unless shot down, in which case place them in the Eliminated Box).

Note: *Therefore, a single airstrike could be used for one mission per activation. But, if a player activated a contingent more than once per turn, it could be used for each and every activation.*

18.4 Air Unit Stacking
Air unit stacking depends on the type of mission flown.

Air Superiority: You can use an unlimited number of airstrikes for this mission.
Close Air Support & Bombardment
The number of airstrikes that can be used against a specific hex depends on the contingent.

> **Anglo-French:** 3
> **Israeli:** 2
> **US:** 4
> **Egyptian:** 1
> **USSR:** 2
> **Arab League:** 1

Note: *Airstrike stacking is in addition to any ground unit stacking in the same hex. Also, airstrikes can be placed in enemy occupied hexes for attacks against them.*

18.5 Range
Airstrikes can attack anywhere on the map, and against any Air Available Box.

Note: *Airstrikes cannot attack enemy Reinforcement Boxes.*

18.6 De-Confliction
Only airstrikes of the activated contingent can be used to fly missions in a particular impulse.

18.7 Airbases
All airstrikes are based in the off-map Available Boxes. The airbases do not base them.

19.0 AIR MISSION EXECUTION

19.1 Air Superiority Procedure
1) Place attacking airstrikes in one or more enemy Air Available boxes.
2) The side with First Fire (see below) fires with all airstrikes. Extract any losses from enemy airstrikes.
3) The side with Second Fire then fires any of its surviving air units. Extract any losses from enemy airstrikes.
4) Place surviving air units on their used side; they cannot be used for the remainder of the Impulse.

Note: You can place a maximum of seven airstrikes for air superiority. A maximum of seven enemy airstrikes can return fire.

19.2 Who has First Fire
The West Bloc generally will have first fire, regardless if attacking or defending. If the East Bloc is playing a special command marker, then that contingent will get first fire when attacking during that impulse.

Note: This is due to vastly superior West Block air planning and radar.

19.3 Air Superiority Firing
Total the number of airstrikes used to make the air superiority attack (up to seven). Consult the Air Combat Table to fire. If the impulse was activated by a special command marker, then the attacking player gets a two column shift to the right. Roll one die and cross index it with the results. Apply any result immediately.

Note: Unlike Ground Combat (14.0), a player adds all airstrikes into a single combat factor for air superiority fires.

19.4 Air Combat Results

 # (number): This is the number of enemy airstrikes which are eliminated.
(AA): Anti-aircraft fire: one attacking (firing) airstrike is eliminated immediately.

In both cases, the owning player always chooses which airstrikes will be lost.

Note: Only airstrikes are affected by air superiority; non-airstrike units in an Available Box are never affected, nor do they return fire.

19.5 Bombardment Procedure
Place bombardment airstrikes on any hex on the map containing enemy units (up to the air stacking limit (18.4). Consult the Air Combat Table. Make any shifts for any terrain in the attacked units' hex (to the left), and for use of a special command marker this impulse (two to the right). Roll one die and cross index it with the results. Apply any result immediately.

Note: You can place a maximum of seven airstrikes for bombardment. Unlike Ground Combat (14.0), a player adds all airstrikes into a single combat factor for bombardment fires.

19.6 Bombardment Results

 # (number): This is the number of enemy ground units in the hex which lose one step.

(AA) Anti-aircraft fire: one bombarding airstrike is eliminated immediate

The defending player chooses which of his units will be disrupted. A disrupted unit is eliminated.

19.7 No Return Fire
Ground units do not return fire at bombardment missions (this is built into the (AA) result on the Air Combat Results Table).

19.8 Close Air Support Procedure
The attacker places CAS airstrikes on any hex on the map at the instant that attacking ground units initiate their fire (whether first or second). CAS provides a number of shifts to the right equal to the number of airstrikes committed.

Note: Only the attacker can use CAS, regardless if firing first or second.

19.9 CAS Resolution
CAS increases the ground column shift; they do not attack independently. If enemy ground fire causes an A/G (anti-aircraft) result, one CAS airstrike is eliminated immediately. If there are subsequent ground fires, then use the strength of the surviving CAS (if any) to determine the shifts.

Example: Two Israeli airstrikes provide CAS to an Israeli ground attack against an Egyptian unit defending in a fort. The Egyptians fire first and inflict an A/G result. The Israelis lose one air unit and the ensuing Israeli ground attack receives a one column shift (for the one surviving CAS unit).

19.10 Coordination
If a first fire eliminates/retreats all enemy ground units before they can fire, then no CAS can be committed.

19.11 Combat Losses
The owning player always chooses which units will be lost for all types of air missions.

20.0 NAVAL GUNFIRE & ROCKET ATTACKS
West Bloc naval gunfire and soviet rocket units are treated as modified forms of airstrikes.

20.1 Missions
Naval gunfire and rocket units can be used only for bombardment.

20.2 Stacking
Naval gunfire and rocket attacks stack in addition to any bombardment airstrikes in the hex; their strength is added to that of any airstrikes.

20.3 Range
Naval cunfire units can target Mediterranean coastal hexes, and up to one (1) hex inland. Rockets can target hexes up to ten (10) hexes from any Soviet Mechanized class unit.

20.4 No Flak
If Naval gunfire or rocket units are the only units conducting a bombardment mission, then ignore any anti-aircraft unit shift. Gunfire and rocket units are never affected by combat results. An AA result is no effect against them (but it would affect air units in the same mission).

Note: *Naval gunfire and rocket units are never used up; they are available each activated impulse for their contingent.*

21.0 UNIT STATUS & REFIT

Most ground combat units have two sides: the front is their full strength combat effective side; the reverse is their disrupted side (that has reduced combat and movement). Units are reduced due to combat. A disrupted unit that is disrupted again is eliminated. A unit with only a combat effective but no disrupted side is eliminated when disrupted. Air units have one side but can possibly be replaced when eliminated.

Note: *Refit for air units also represents the flying in of aircraft reserves from out of the theater.*

21.1 Deployment

Units placed during initial setup (4.0) are placed on their combat effective side.

21.2 Refit from Disruption (Ground Units)

A disrupted ground unit remains disrupted until it refits. Refit is conducted during the Refit Phase of an activated contingent's impulse. Check all units which can trace a line of support (LOS); (21.3). Flip a unit that successfully refits to its combat effective side. Otherwise, the units remain disrupted (and you can attempt another refit on the next activated impulse).

21.3 Line of Support

A line of support (LOS) is a path of contiguous hexes running from a ground unit to a logistics source. The LOS is traced in terms of hexes, not movement points. The terrain type does not generally matter, but see below.

21.4 Logistics Sources

Anglo-French, US: Any port or airbase hex occupied by units of the same contingent.
Israeli: Any town or *kibbutz* in Israel occupied by an Israeli unit.
Egyptian: Any Egyptian city, airbase or fortification occupied by East Bloc units.
Arab League: Any Egyptian city, airbase or fortification occupied by East Bloc units.
USSR: Any Egyptian airbase occupied by Soviet units.

21.5 LOS Length

The LOS can be a number of hexes up to a unit's movement factor.

21.6 LOC & Roads/Tracks

A LOS which is traced entirely along contiguous roads and/or tracks is doubled in length.

21.7 Blocking LOS

A LOS is blocked in a hex by: a) enemy units; b) EZOC; c) all-sea hexes.

Note: *Friendly units do not negate EZOC.*

21.8 Completely Eliminated Ground Units

Ground units which have been completely eliminated cannot be refit or replaced.

21.9 Refit from Elimination (Air Units)

Air units have only one side. You can refit eliminated air units (unlike totally eliminated ground units). During a contingent's Refit Phase, roll one die for each of its eliminated air units. Refit outcomes are on the Refit Table. A refit airstrike is placed in the Reinforcement Box (not in the Available Box). It can then be deployed per the reinforcement rule (8.4).

Note: *Refitting air units does not require tracing LOS, having a logistics source, etc. (It is mostly happening on bases off map). Refit also represents flying in replacement aircraft and crews.*

22.0 EVENTS

During the Events Phase, players determine which random event will occur for the turn.

22.1 Events Procedure

Each player rolls one die. Then add the two results. Cross index the total with outcomes on the Event Table, and immediately apply it.

Note: *You must roll for an event on each turn of the game.*

22.2 Command Breakdown

Certain events disallow the play of certain command markers on the next turn; as a mnemonic, place the marker for that command to one side.

23.0 FOG OF WAR

You can always examine friendly units. Generally, you can examine enemy forces only under the following circumstances.

23.1 Combat

Whenever a combat takes place, you can examine all involved units on both sides.

23.2 ZOC

Whenever some game action would involve a ZOC blocking movement, LOS, retreat, etc., the enemy units exerting such ZOC must be revealed.

23.3 Recon

See the Special Forces and Guerrillas rules (25.0).

24.0 UNIQUE UNITS

24.1 Anti-aircraft (AAA) Units

These represent centers for air defense operations. If any AAA units are in or adjacent to a hex being attacked by enemy bombardment or CAS missions, then that combat is shifted one to the left. This is one column regardless of the number of AAA units in the hex.

Note: *You do not need an AAA unit to inflict an (AA) or (A/G) result (that represents various ground fires and operational attrition factors against aircraft).*

24.2 Engineers

Engineer units have the following special abilities.

Mobility enhancement: Engineer units do not pay hexside costs for crossing rivers and the Suez Canal (they do apply normal penalties for retreat and pursuit). Furthermore, if an engineer is in a hex adjacent to the Suez Canal or a river hexside, then other units of the same contingent do not pay hexside costs to cross. In this case, the engineer cannot move during the same Movement Phase.

Attack Enhancement: If an engineer is participating in a ground attack against enemy units in a hex that would give the defender a defensive shift, then all units in the same stack receive a one column to the right (cumulative with the normal defensive shift for the hex).

24.3 Non-droppable Paras
The Israeli 202 Airborne Brigade and Egyptian 75P battalion cannot conduct paradrop operations.

25.0 SPECIAL FORCES & GUERRILLAS
Special Forces and Guerrillas are not units *per se*; rather they are markers representing unconventional operations.

25.1 Deployment
Special Forces and guerrillas markers are kept in their contingent's Available box until committed (25.2). After completion of a mission, they are placed back in the Reinforcement Box.

25.2 Special Forces (SF) & Guerrillas Combat Commitment

Attacking: Commit SF and guerrillas during the activated contingent's Combat Phase. Place them in any enemy occupied hexes at the same time as CAS airstrikes.
Defending: Commit SF and guerrillas during an enemy Combat Phase when units of the same contingent are being attacked (place them in the defending unit's hex). These are placed after the enemy commits any CAS/SF/guerrillas.

> **Note:** *SF and guerrilla use is different than CAS (19.8) as they can be placed when a force is firing in either the attack or defense (while CAS can only be used by an attacking force). Note that SF/Guerrillas do not provide a defensive shift (to the left). Also, surviving CAS airstrikes are returned to the Available Box after being used, while SF/Guerrillas are placed in their contingent's Reinforcement Box.*

25.3 Stacking
You can place a maximum of one SF or guerrilla per combat. This is in addition to any CAS missions. SF/guerrillas and CAS provide cumulative shifts.

25.4 Combat Effects

Special Forces: The presence of a special forces marker in a combat shifts all friendly ground fires one to the right (cumulative with other shifts). They have no effects on air and naval attacks
Guerrillas: Each guerrillas unit has a number on it (zero, one, or two). This is the number of combat shifts it provides when committed to supporting ground combat.

Example: An Anglo-French armored brigade is attacking an Egyptian infantry division defending in a city. The West Bloc commits the French SF unit to the attack. The East Bloc commits an Egyptian Guerrilla with a value of two. The Egyptians fire first (as they are defending in a city), shifting the CRT column two to the right. Assuming the Anglo-French armored brigade survived, it now fires and the CRT column is shifted one to the right.

25.5 Guerrilla Deployment
Guerrillas are initially deployed face down in the Egyptian Reinforcement Box. During each Egyptian Reinforcement Phase the East Bloc player picks at random one guerrillas marker from the Reinforcement Box.

Examine it, then place it face up in the Egyptian Available box. When committing a guerrilla to the map, select one from the Available Box.

> **Note:** *The zero factor guerrilla unit provides no combat shift. It can be used for recon (25.8).*

25.6 Losses
If enemy ground fire causes an A/G (anti-guerrilla/SF in this case) result, one enemy guerrilla or SF is eliminated immediately.

> **Note:** *If a Special Forces or guerrilla unit is eliminated and there are still ground combat units which can fire, those units do not receive the shift per 25.5. If SF or guerrillas are committed to a force which is to conduct second fire, and all those units are eliminated by enemy first fire, then the SF/guerrillas are not affected but are considered used for that activation.*

> **Note:** *If a player has committed a combination of CAS, guerrilla and/or SF units, that player selects one (and only one) and then eliminates it (19.9).*

25.7 Recon
You can also place Special Forces and guerrillas in hexes containing enemy units which are not being attacked. This can be done at any time in its Contingent's activation. In this case, you can examine all enemy units in the hex. There is no combat.

25.8 Refit
You can attempt the refit special forces and guerrillas in the same manner as airstrikes (21.9). If refit, place in the Reinforcement Box (where they can be taken again as reinforcements).

25.9 The Usual Disclaimers
Otherwise, Special Forces and guerrillas have no effect on play. They are not units and have no ZOC.

26.0 ADDITIONAL AIR OPERATIONS

26.1 Helicopters
The Anglo-French helicopter unit can provide a special air movement for ground forces. In each Anglo-French activation, it can transport one Anglo-French non-mechanized unit either from:

a) The Reinforcement Box to any hex on the map within four hexes of the Mediterranean Sea, **OR;**
b) From an airbase to any hex on the map within four hexes, **OR;**
c) From a hex on the map to an Anglo-French occupied airbase within four hexes.

Helicopter moves otherwise follow the procedure for airdrops (10.0).

26.2 Air Supply
If a contingent has an air supply marker, you may place it on any hex on the map during its Refit Phase. All ground units in that hex are supported for refit. Units in other hexes cannot trace a LOS to that hex, however.

26.3 Intangibility
The helicopter and air supply markers otherwise have no effect on play. They are not air units, do not count for any kind of stacking, and are not affected by air combat.

27.0 STAGING AREAS & AVAILABLE BOXES

The Reinforcement Boxes represent off map bases.

27.1 Contingents

Only units of the designated contingent can be in a Reinforcement or Available Box.

27.2 Deploying to the Map

You move units from a Reinforcement Box onto the map per the reinforcement rule (8.0). Once on the map, units cannot redeploy back to a Reinforcement Box.

27.3 Other Effects

Stacking: There can be an unlimited number of units in a Reinforcement or Available Box.

ZOC: ZOC do not extend into or out of either box.

Combat: Units may not conduct combat into or out of Reinforcement Boxes.

Facilities: Several Reinforcement Boxes have ports and/or airbases. Units can use these as launch points for airborne and amphibious moves onto the map.

27.4 Available Boxes

Place airstrike, naval gunfire, rocket, SF, guerrilla and (optional) nuclear strikes in these boxes. They can launch missions onto the map. Airstrikes can attack enemy airstrikes in an Available Box, but not other units there (19.3).

28.0 POLITICAL RESTRICTIONS

Generally, units can move anywhere on the hex part of the map. The following are special cases.

28.1 Israelis

Israeli ground and air units can only move, retreat, pursue, and attack into hexes located in Israel and the Sinai. Furthermore, such Sinai hexes cannot be adjacent to the Suez Canal.

28.2 Turn 1

On the first turn of the game, the East Block cannot commit the Egypt Mobilizes command marker, and the West Block cannot commit the Anglo-French Operation Revise command marker.

28.3 US, USSR, Arab League Commitment

Players cannot commit US, USSR, and Arab League markers (regular and special) until those respective contingents have been committed (per below).

During the Political Involvement Sub-Phase (during the End of Turn Phase), the East Bloc must roll one die for the USSR and a second for the Arab League. If the die roll is less than or equal to the current turn number, then the East Bloc player may commit the command markers for that contingent for the rest of the game (there is no need to roll again). If the die roll is greater than the turn number, its command markers may not be committed on the ensuing turn. The instant the USSR is committed, the West Bloc rolls for US commitment (using the procedure above), and then for all turns thereafter until commitment is made.

Example: On turn 1, the East Bloc rolls a three for the USSR; its command markers cannot be committed on Turn 2. On Turn 2, the East Bloc rolls a one for the USSR; its command markers can be committed starting with Turn 3 and all turns thereafter. Also on Turn 2, the West Bloc can now roll for the US contingent.

> *Note:* Place US, USSR and Arab League command markers to one side until the involvement die roll succeeds. Also, if a random event (22.0) would otherwise preclude the use of a command marker on the ensuing turn, the player still rolls for involvement and such markers could be used after the ensuing turn. Also, players will never be able to utilize US, USSR and Arab League forces until at least turn 2.

29.0 SPECIAL TACTICS

Players can use these tactics to enhance realism and complexity.

29.1 Staging from Libya

The West Bloc can deploy British and US ground reinforcements via Libya (off the west map edge). Place up to two ground units per activated impulse on the west map edge during the Reinforcement Phase. The hex cannot contain an enemy unit, but can be in an enemy ZOC. This is in addition to other reinforcement entries, and does not count against airlift and sealift.

Escalation Cost: Each time that a reinforcement unit is entered in via Libya, raise the Escalation Index by one point.

29.2 Red Sea Landing

The West Bloc player may once per game make a sealift move (11.0) on any Red Sea coastal hex. This can be a unit from either the Anglo-French or US Contingent.

29.3 Soviet Infiltration

This rule applies to the Soviet Vol (volunteer) mechanized group and KGB units. When the East Bloc deploys these units as reinforcements, they can be placed per normal Soviet deployment, or on any Egyptian airbase which does not contain any units of any other contingent, or any enemy units (ZOC are OK).

29.4 Concentric Attacks

A concentric attack gives the attacker an additional rightward shift. Anglo-French, Israeli, US, and USSR units can make concentric attacks; however Egyptian and Arab League units cannot.

Prerequisites: A player can declare a concentric attack when two or more stacks of the same contingent attack a single enemy occupied hex, and at least one stack is at 120 to 180 degrees from the first stack.

Effects: All units making a concentric attack receive a one column rightward shift.

Restrictions: The attacker must declare all such attacking stacks for a single combat. Once declared, such attacks cannot be called off, even if an attack by other stacks clears the defender's hex. However, such other stacks could pursue (special case for 14.0).

29.5 Airborne & Amphibious Direct Assaults

Units conducting airborne and amphibious moves can land in enemy occupied hexes (for amphibious assaults this must be a Mediterranean coastal hex). Place the unit in the Reinforcement Phase; it must remain in the hex for the Movement Phase; then attacks in the Ground Combat Phase.

Combat Special Cases: Units conducting direct assaults are eliminated if forced to retreat, or if the combat ends and there are any enemy ground units remaining in the hex. Also, they have no ZOC until

the end of the Combat Phase of the assault. These units cannot pursue out of the hex, regardless of result.

Terrain Effects: These are applied normally for in-hex terrain; hexsides do not count.

29.6 Paradrop Landing Hazards

Players must check each airborne unit that makes a paratroop landing (10.2). The check is made at the end of the Reinforcement Phase. Roll one die and apply the results on the following table.

Die roll	Results
1	Unit is disrupted
2	Unit is disrupted if landing in an enemy occupied hex, or if an enemy AAA unit is in an adjacent hex; otherwise, unit lands safely
3-6	Units lands safely

Note: Do not make this check for air transfer or helicopter operations.

REFIT TABLE

Unit type	Refit die roll for ground units	Refit die roll for air units	Refit die roll for special forces or guerrillas
Anglo-French	1, 2, 3	1, 2, 3	1, 2
Israeli	1, 2, 3	1, 2	N/A
US	1, 2, 3	1, 2, 3, 4	1, 2
Egyptian	1, 2	1	1, 2 , 3
USSR	1, 2	1, 2	1, 2
Arabs League	1	1	N/A

Note: Roll for each ground unit of the activated contingent that can trace a LOS, and for all air units. The numbers are the die rolls which will result in refit. Other die rolls are no effect.

Refit Result: Refitted ground units are flipped to their combat effective (front) side. Refitted airstrikes, special forces and guerrillas are placed in the Reinforcement Box.

West Bloc Escalation Chart

Contingent	Escalation Points
Anglo-French	1
Israeli	1
United States	2
Special	
Anglo-French Musketeer	2
Anglo-French Revise	2
Israeli Kadesh	2
US STRAC	3

East Bloc Escalation Chart

Contingent	Escalation Points
Egyptian	0
Arab League	1
Soviet Union	2
Special	
Egypt National Mobilization	1
Soviet Operation Suez	4

Note: You can use a special command marker only once per game; you can reuse other markers each turn.

RANDOM EVENTS

Die Roll Total	Event
2	**UN Emergency Session**: Reduce the Escalation Index one point.
3	**Ike Annoyed**: the West Bloc cannot play the US regular command marker on the ensuing turn.
4	**Arab Infighting**: the East Bloc cannot play the Arab League command marker on the ensuing turn.
5	**Run on the Pound Sterling**: the West Bloc cannot play the Anglo-French regular command marker on the ensuing turn.
6	**Hungarian Uprising**: the East Bloc cannot play the USSR regular command marker on the ensuing turn.
7	**Brinksmanship**: Roll two dice, total the results, and add them to the Escalation Index.
8	**Nasser Speech**: the East Bloc player selects two disrupted Egyptian ground units and Refits them (with no LOS or die roll needed). Then the East Bloc moves one Egyptian Guerrilla from the Staging Area to the Available box.
9	**Egyptian General Staff Panics**: The East Bloc player must roll one die for each Egyptian ground unit in the Sinai . On a result of one apply a (**DR**) result to it; on a two apply a (**R**). The units disrupt and/or Route per the Route rule. This includes units in cities and fortifications. Also, roll for each Egyptian garrison unit in the Sinai; on a one or two it is completely eliminated. Other results are no effect.
10	**Arabs Sabotage Oil Pipelines**: The West Bloc cannot play any Special Command markers on the ensuing turn.
11	**Khrushchev Pounds Shoe**: roll one die and raise the Escalation level a number equal to the result. Then move one eliminated Soviet airstrike and one eliminated ground unit to the Reinforcement Staging Area.
12	**Syrian/Jordanian Offensive**: the West Bloc cannot play the Israeli regular command marker on the ensuing turn.