30.0 HISTORICAL GAME (OPTIONAL)

This is for players who want to recreate the conditions of the historical 1956 campaign, set up the game as follows:

1) Egyptians deploy as follows:

Garrisons: One per Egyptian city and fortification.
Alexandria: 8th Mech Brigade.
Cairo or adjacent: 1st Infantry Division, one AAA unit.
Port Said: One infantry brigade.
Ismailia: 11th NG division.
Damietta, El Mansura, Tanta or Rosetta: 12th NG Division
Adjacent to Suez Canal: 2nd Infantry Division, one AAA unit.
West of the Suez Canal: 4th Armored Division.
El Arish: 3rd Infantry Division.
Gaza: 8th PLA Division, one infantry brigade.
Sharm el Sheikh: One infantry brigade.
Anywhere in the Sinai: MFF Armored Recon.
Anywhere in Egypt: 75P infantry battalion, one infantry brigade, three security groups, one AAA unit.

2) Do not use any US, Arab League, Soviet forces or command markers (for the entire game). Do not roll for involvement (28.3).

3) On Turn 1, the West Block can play only Israeli Command markers (not Anglo-French); the East Block can only play the regular Egyptian Command marker (not Egypt Mobilizes).

4) The game is complete at the end of Turn 4.

31.0 NUCLEAR ATTACKS (OPTIONAL)

Players can launch nuclear attacks. Use the nuclear strike markers as mnemonics.

31.1 Prerequisites

The West Bloc can launch one nuclear attack each time a US command marker (regular or special) is played.
The East Bloc can launch one nuclear attack each time a Soviet command marker (regular or special) is played.

31.2 Procedure

You conduct a nuclear attack during the friendly Bombardment Phase. Designate one hex on the map. Place the nuclear strike marker in it. Execute a bombardment attack on the (8+) column. There are no column shifts. Apply results normally. AA result has no effect.

31.3 De-Confliction

A hex that is nuclear attacked cannot be attacked by other bombardments in the same phase. After the attack, remove the marker from the map and place it in the Available Box; it can be used again in subsequent. Bombardment Phases. The hex can be attacked by ground combat in the same Impulse.

31.4 Political Fallout

If a nuclear attack is made against a hex that contains a city, roll two dice, add the result of the two dice together, and increase the Escalation Index by that number. For non-city hexes, roll one die and increase the Escalation Index by that number.

31.5 World War III: The Blame Line

If a player's use of nuclear weapons pushes the Escalation Index to 50 or higher, then the other player rolls two dice, totals the results, and gains that number of VP.