no middle ground

THE GOLAN HEIGHTS 1973 رمات הגולן هضبة الجولان

RULES of PLAY

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Attn: *No Middle Ground*

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *No Middle Ground* discussion folders at consimworld.com.

1.0 INTRODUCTION

No Middle Ground is a simulation of decisive battles of the Yom Kippur War on the Syrian Front. In Operation Badr, the Syrians were attempting to break through to the heavily-populated Israeli territories to the west, as well as drawing Israeli air and ground forces away from their Egyptian ally's offensive in the Sinai. Operation Shocktroop covers the Israeli five-day counteroffensive that hurled the Syrian invaders out of Israel and took the Israeli forces to the gates of Damascus. Players can also link these two scenarios to game the entire campaign for the Golan in 1973.

No Middle Ground is a two-player game intended to be an easy-to-learn simulation suitable for novices, as well as a challenging and fun contest for veteran grognards. The game can easily be played solitaire, however.

2.0 GAME COMPONENTS

A complete game of *No Middle Ground* is composed of this rules booklet, one 22x34″ game map, 240 ½″ counters, and two Player's Aid Charts sheets. Players will need to provide at least one six-sided die to play the game.

2.1 The Rules Booklet The rules booklet contains all the rules required for play. They have been structured to approximately follow the sequence of play (Module 4.0). Players should keep the rules booklet at hand during play for quick reference.

2.2 The Game Map The game map depicts the battlefields where the historical campaigns took place. A hex grid is superimposed to regulate game events.

2.3 The Counters The playing pieces consist of army units and playing aid counters.

2.3.1 Army units represent the combat forces involved in the struggle. The playing aid counters, referred to in the rules as markers or chits, are used to facilitate the flow of the game.

2.3.2 Counter information is described on the Unit Legend below.

2.3.3 Units are color-coded by nationality. Israeli units have a white background color while Arab units have a tan background.

2.3.4 In addition, the units of a particular formation have a color bar across the top of the unit's counter.

2.3.5 Mechanized Units The units that have a vehicle picture depicted on their counter (except Arab Rocket Artillery) are mechanized units. All others are non-mechanized (Arab artillery is considered mechanized for movement).

ISRAELI (WHITE) GROUND UNIT

SYRIAN (TAN) AIR UNIT

MARKERS and FLAGS

Artillery Impact

Improved Position (IP)

Out of Supply (OOS)

Israeli VPs

Game Turn

ISRAELI

SYRIAN

SYRIAN ARAB ALLIES

Iraqi   Jordanian   Kuwaiti   Saudi   Moroccan

2.4 Player's Aid Charts (PAC)

These contain the various tables, lists, and charts to resolve combats and game events.

2.5 Game Scale

Israeli units are battalions. Syrian, Egyptian, and Arab-allied units are regiments/brigades. Each turn is 8 hours long, and a hex is approximately 4 kilometers across.

3.0 GAME TERMS/ABBREVIATIONS

3.1 Game Terms

Activation Most of both sides' ground units are parts of larger formations. When a formation is activated, it allows its subordinate units to perform movement and combat missions. A formation's activation occurs when its Formation Activation Chit is drawn during the Operations Phase of the game turn.

Anti-aircraft (AA) Much to the surprise and consternation of the Israeli Air Force, the Syrians deployed large numbers of man-portable SAMs (surface-to-air-missiles) as well as mobile anti-aircraft artillery batteries to protect their ground units. This is represented in the game by the AA die rolls that all Israeli air units endure when carrying out air missions. There are no AA die roll checks for the Arab air units (but there will be fewer of these, if any, as the game progresses and Israeli air superiority is established).

Arab This term will be used throughout the rules where it applies to the Syrians and their allied forces or identifying the player playing those forces.

Armored Personnel Carriers (APC) These light armored vehicles carried a squad of infantry inside to provide close support to their tank units, as well as some "punch and protection" to any offensive vanguard. Israeli mechanized infantry units are depicted with American-built M-113 APCs, while the Syrian mechanized infantry units have the Soviet-built BMP-1 shown on the counters.

Combat Units All armored, mechanized infantry, artillery, rocket artillery, and regular infantry ground units are combat units. See the Unit Types on the back page for a complete listing of these units, and whether they are classified as mechanized or non-mechanized units.

Formations Most of the ground units are parts of larger formations, shown by the color bar across the top of their counter. Each formation has a Formation Activation Chit which is used to activate the formation.

Fortified Positions These represent the pre-war trenches, minefields, and hull-down tank firing pits constructed by the Israelis and are printed on the map.

Improved Position (IP) Both sides have these markers. The Israelis may build theirs during the game. The Syrian Improved Positions reflect the defensive works and minefields built surrounding them to impede the Israelis during Operation Shocktroop. The markers confer defensive benefits to friendly ground units that occupy the same hex as them.

Independent Units Independent units have a white command bar at the top of their counter. These units, individually or all together, must activate once per turn with any friendly activated formation (owning player's choice). They are considered subordinate to the formation which is activated.

Main Battle Tanks (MBT) The weapon of choice for both sides in the Yom Kippur War was the MBT. The Israelis deployed large numbers of British-built Centurion MBTs, American-built M-60 Patton MBTs, as well as Israeli upgraded M-50 Super Sherman MBTs. The Syrians and Egyptians utilized large numbers of Soviet-built T-54/55s for their infantry and T-62s for the armored divisions as well as the Guards Armored Brigade.

Marker Units Air, Artillery Impact, Israeli or Syrian IPs, Out-of-Supply, and the Game Turn counters are marker units. These are used to record game events and unit status outlined in the rules.

Night The shaded portions of the Turn Record Chart are night turns. Night affects air unit availability, ground unit movement, and combat.

Missions Air and artillery units perform missions in the Air and Artillery Phase and the Operations Phase. Ground units perform movement and combat missions when their formation is activated in the Operations Phase. All movement missions by a formation's units must be concluded before any combats are resolved. Usually, only activated units may perform missions, even if in an enemy unit's zone of control (**exception** un-activated units may participate in close assaults, Section 10.2).

Supply Source Hexes These are marked on the game map with Israeli or Syrian flags. Supply source hexes are used to trace supply and to determine victory. **Note** The faded flags in the 16XX hexrow are only used as supply sources for the Operation Badr and Badr Blitz scenarios.

Tel/Mont Hillocks and ridges. Some of these are the sites of archaeological excavations, being the remains of ancient residential/trade centers. The fighting that raged in and among some of these sites was a tragic reminder of the pernicious role warfare plays in human history, and caused the destruction of invaluable archaeological evidence.

Zone of Control The six hexes surrounding an undisrupted ground unit constitutes the unit's Zone of Control (ZOC). ZOCs affect combat, movement, and supply.

3.2 Game Abbreviations

CF Combat Factor
DR Roll of 1 six-sided die
DRM Die Roll Modifier
FAC Formation Activation Chit
HQ Syrian Command Headquarters
IP Improved Position
MA Movement Allowance
MP Movement Point
OOS Out of Supply
TOT Time on Target
VP Victory Point
ZOC Zone of Control

4.0 SEQUENCE OF PLAY

The following sequence of play is used each and every turn. Each phase and part of the phase must be performed in the order as described. No phase may be skipped.

4.1 Reinforcement and Replacement Phase

4.1.1 Reinforcement Segment

a) Both players determine if any reinforcement formations and/or units will be received this turn (see scenario rules).

b) The FACs for any arriving reinforcement formations are added to the draw container available for the turn.

c) The newly-arrived units will enter into the game at their indicated map-entry hex when their formation is activated during the Operations Phase.

d) If the map entry hex is occupied by an enemy unit, the hex closest that is not in an enemy ZOC can be used, or the units may be delayed to a later turn (owning player's choice).

4.1.2 Replacement Segment

a) Both players roll a die for each of their previously non-permanently eliminated units to determine if they are returned to play (see the scenario specific rules for each side's details).

b) Those that successfully meet the requirements for replacement enter the game as reinforcements when the unit's formation is activated, at any valid supply source hex for their parent formation.

4.2 Supply and Initiative Determination Phase

4.2.1 Supply Segment Both players determine each of their ground unit's supply status (Module 6.0).

4.2.2 Initiative Segment Both players roll a die to determine who has the initiative for the turn.

a) The player with the highest die roll (re-roll any ties) has won the initiative and selects any one FAC to begin the operations phase later in the turn.

b) All other in-play FACs of both sides' formations are placed in an opaque container (envelope, cup, etc.) or in a draw pile back-side up to be randomly drawn in the Operations Phase.

Game Play Note There are special FACs which become available for the Shocktroop and Campaign Game scenarios. Check the scenario specific rules for these.

4.3 Air and Artillery Phase

4.3.1 Air Segment Each player will determine the number of air units they will have available during the turn and then perform certain air missions as detailed in Module 7.0 during this segment. Note: this segment is skipped during a night turn.

4.3.2 Interdiction Segment Air Interdiction Missions (Section 7.3) are allocated and then in-range artillery interdictions (Section 8.2) are placed on the map. The non-initiative player always allocates his first. *Game Play Note: Israeli air units may need to survive AA fire (Section 7.5) to successfully interdict.*

4.3.3 Bombardment Segment Artillery units may conduct Bombardment Attacks (Section 8.1). The initiative player resolves any bombardments he wishes to perform first, followed by his opponent.

4.3.4 Once the non-initiative player has concluded all the Artillery Bombardments he wishes to perform, players move on to the Operations Phase.

4.4 Operations Phase

4.4.1 First, the player with the initiative activates the units from the formation selected in the Supply and Initiative Determination Phase.

4.4.2 Once this first formation's activation is done, players will alternate randomly selecting FACs and activating those formations.

4.4.3 When the player draws a FAC, that formation will activate and its subordinate units will perform missions (**exception** Section 4.6).

4.4.4 When a formation has concluded its possible or desired missions, a new FAC is drawn.

4.4.5 Players may pass from picking a FAC, but if both players pass in a row, the Operations phase ends. Proceed to the Turn End Phase.

4.4.6 Formation Activation Procedure When activated, all units of the formation (and any independents activating along with the formation) will perform the following Segments in the following sequence:

- **Movement Segment** (Module 9.0) Activated units may move.
- **Fire Combat Segment** (Section 10.1) Eligible activated units may fire.
- **Close Assault Combat Segment** (Section 10.2) All activated eligible units that are required perform close assault combat.
- **Unit Adjustment Segment** All units that were rotated 90 degrees to indicate they could not close assault combat are now rotated back to their normal orientation. The Israeli player places IPs during this segment (Case 13.1.2).

4.4.7 Once all unit adjustments are done, the next FAC is drawn if one is available, otherwise proceed to the Turn End Phase

4.4.8 The Operations Phase is concluded when either there are no longer any FACs remaining in the draw container or both players have consecutively passed (**exception** Section 14.14).

4.5 Turn End Phase

4.5.1 Rally Segment Both players attempt to rally their disrupted units (Section 11.1).

4.5.2 Maintenance Segment Section 11.2.

5.0 ZONES OF CONTROL (ZOC)

5.1 General Rules

5.1.1 The six hexes surrounding a ground unit are its ZOC.

5.1.2 Disrupted units have no ZOC.

5.1.3 A ZOC does not extend into all-sea hexes or across escarpment hex sides.

5.1.4 Enemy units' ZOCs do not extend into hexes with friendly Fortified Positions or IPs.

5.2 ZOC Effects

5.2.1 Supply A line of supply may not be traced into or through an enemy ZOC hex unless it is occupied by a friendly unit (Section 6.1).

5.2.2 Movement

a) A ground unit must pay 1 additional MP to enter or exit an enemy ZOC, even if the hex is already occupied by a friendly unit (Section 9.1).

b) A ground unit must end its movement for the turn when it enters an enemy ZOC.

c) A ground unit may never move directly from one enemy ZOC to another.

5.2.3 Combat

a) Activated units in an enemy ZOC must perform either a fire or close assault combat against that enemy unit (Module 10.0).

b) All fire attacks are resolved first before any close assault attacks are undertaken.

c) Rotate any units that perform fire combat 90 degrees right orientation to indicate they may not perform close assault combat later that activation.

d) A Disrupted unit may not fire but can and may be required to make a close assault attack.

e) Un-activated friendly units in the same enemy unit's ZOC may be included in a close assault combat, but this incurs a -1 combat die roll modifier for each un-activated formation participating.

f) Retreats following combats may not be conducted through an enemy ZOC hex unless the hex is occupied by a friendly unit.

Game Play Note Activated units that just completed fire combat may not perform close assault combat. They may, however, defend against close assaults later in the turn.

6.0 SUPPLY AND STACKING

During the Supply Segment, all units must trace supply to a supply source hex in order to function at full effectiveness for the turn.

6.1 Supply Lines

6.1.1 A supply line is a line of contiguous hexes of any length, free of enemy units, enemy ZOCs, or an uncleared enemy minefield, traced from the individual unit to a supply source hex or a scenario-specified location.

6.1.2 Units unable to trace supply are marked with an OOS marker.

6.2 OOS Effects

6.2.1 Units that are OOS have their MA reduced by 1/3rd (round down). This is applied after any MA reduction incurred during a night turn (but never to less than 1 MP).

6.2.2 If any attacking units are unsupplied in an close assault combat attack, a -2 DRM is imposed on that combat.

6.2.3 If any units defending against a close assault combat are OOS, a +2 DRM is applied to that close assault combat resolution.

6.2.4 OOS Artillery

a) OOS artillery can perform only one attack mission after they become OOS, either Bombardment, Interdiction, Close assault Support or TOT (Israeli only).

b) Once they perform this one attack, they are rotated normally, but they may not be rotated back (thus eligible to perform a mission again) until they are back in supply.

6.3 Stacking

More than one ground unit may occupy a hex.

6.3.1 The Israeli player may stack up to 4 units in a hex.

6.3.2 The Syrian player may stack up to 2 units in a hex.

6.3.3 Units from different formations may stack together, but activate separately and will suffer adverse effects when close assaulting together (Case 10.2.8).

6.3.4 Syrian and Israeli units may never stack together.

6.3.5 Marker units do not count toward stacking.

7.0 AIR OPERATIONS

An available air unit can be used **once** each day turn for one mission type from a number of possible missions, after which it becomes unavailable for the rest of the turn. Air units are not available during night turns.

7.1 Determination of Air Unit Availability

7.1.1 During the Air Segment of a day turn, each player makes a DR and applies the DRM noted for its side on the Turn Record Track for the current turn.

7.1.2 If the result is greater than 0, the value is the number of air units available for use that turn (**exception** Section 7.2).

7.2 Israeli Air Superiority Mission

7.2.1 The Israeli player can allocate any number of his available air units to an Air Superiority mission.

7.2.2 If at least 1 air unit is allocated to Air Superiority, the Israeli player makes a DR and consults the Israeli Air Superiority Table on the PAC for the result.

7.3 Air Interdiction Mission

7.3.1 During the Interdiction Segment, both players can allocate available air units to Air Interdiction missions.
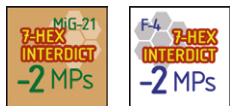
7.3.2 The non-initiative player does this first, followed by their opponent.

7.3.3 The air units are placed on the target hex (no more than 2 per hex) with their Interdiction side face up.

7.3.4 If Israeli player places an air unit on a hex with one or more Arab units, the air unit must suffer AA fire against it first.

7.3.5 Each air interdiction causes opposing units to pay a +2 MP cost to enter that hex and all adjacent hexes (the "mega-hex") for each air unit placed there. Air units show the extra cost on their counter.

7.3.6 A maximum of +4 MPs cost per hex can be added in this manner.

7.3.7 Air and artillery interdiction cannot be combined in the same hex.

7.3.8 Air Interdiction markers are removed during the Maintenance Segment of the Turn End phase.

7.4 Air Support Mission

Air units can be used to shift the combat odds column for either attack or defense through air support.

7.4.1 Each Defensive Air Support unit will shift the odds 1 column left, while each Attack Air Support unit will shift the odds 1 column right (this is noted on the counter).

7.4.2 Israeli air units providing air support must first survive an AA attack (Section 7.5).

7.5 Anti-Aircraft (AA) Attack

7.5.1 An Israeli air unit performing an Air Support mission must first endure an AA attack to carry out the mission.

7.5.2 Israeli Air Interdiction missions are only affected by an AA attack if they are placed directly on an Arab unit.

7.5.3 For each Israeli air unit placed as noted above, the Arab player makes a DR and consults the Arab AA Attack Table on the PAC.

7.5.4 Apply any DRM to the roll from those listed below the table and then apply the result noted immediately.

8.0 ARTILLERY

All undisrupted artillery units have a bombardment factor on their counter (Module 2.0). This represents their ability to carry out one of the following missions (against a target hex within 4 hexes) during a turn: Bombardment, Interdiction, Fire Support, or Time-on-Target (Israeli only).

8.1 Bombardment Mission

8.1.1 Artillery units may bombard enemy-occupied hexes that are within their range.

8.1.2 Artillery Bombardment Strength is printed on the counter.

8.1.3 Each bombarding artillery unit fires individually, and its attack is resolved before the next bombardment.

8.1.4 Bombardment attacks a hex, so every unit that is in the hex will be attacked separately.

8.1.5 Bombardment Resolution

a) For each enemy unit in the targeted hex, make a DR.

**b)** Use any DRMs that apply from the Bombardment DRM List on the PAC.

c) If the die roll is less than the artillery unit's Bombardment Strength, the target unit is disrupted. Flip it over to its disrupted side.

8.1.6 Artillery bombardment has no effect on an already disrupted unit (you cannot eliminate an opposing unit via bombardment).

8.2 Interdiction Mission

8.2.1 Artillery units may interdict hexes that are within their range.

8.2.2 Place the artillery impact marker, Interdiction side up, on the interdicted hex.
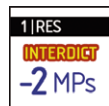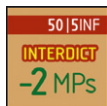
8.2.3 Artillery interdiction affects only the target hex.

8.2.4 Artillery interdiction adds 2 MPs to the cost of enemy units entering the hex (this is noted on the marker).

8.2.5 An artillery interdiction marker is removed if the firing artillery unit becomes disrupted or is moved out of range later in the turn.

8.2.6 Arab rocket artillery units may not perform interdiction missions (they do not have an interdiction indication on the backside of their impact markers).

8.3 Support Mission

Artillery units may provide support in the Operations Phase as part of a close assault.

8.3.1 For each non-rocket artillery unit providing defensive support, a -1 DRM is applied.

8.3.2 For each non-rocket artillery unit providing offensive support, a +1 DRM is applied.

8.3.3 Arab rocket artillery provides a +2 DRM for offensive support.

8.3.4 Arab rocket artillery may not provide defensive fire support (so no negative indicator shown on the Impact marker).

8.3.5 Only undisrupted artillery of the same formation as one of the defender's units may provide defensive artillery support.

8.3.6 As long as at least one armor or infantry unit of the formation is participating in an close assault combat attack, any or all of the formation's non-disrupted or fired artillery units may provide attack support.

8.4 Arab Non-Mechanized Artillery

8.4.1 Non-mechanized artillery may not both move and fire.

8.4.2 Non-mechanized artillery that has fired (rotated) may not move during the Movement Segment of their activation.

8.4.3 If non-mechanized artillery moves, rotate the unit as if it has fired (thus not able to fire).

8.4.4 If non-mechanized artillery is retreated before it has activated, rotate the unit as if fired after the retreat (if not already). This means it will not be able to move or fire when its formation activates.

8.4.5 Fired non-mechanized artillery that is forced to retreat will also become disrupted at the end of the retreat (if not so already).

8.5 Israeli Time-On-Target (TOT) Support Mission

8.5.1 A single undisrupted, unfired Israeli artillery unit can provide a -1 DRM to one Israeli unit's fire combat if the target is within the artillery unit's range.

8.5.2 TOT support may not be used along with Israeli Combined Arms Fire (Section 12.1).

8.6 Artillery Restrictions

8.6.1 An unfired artillery unit may conduct a fire combat attack (Section 10.1) at an adjacent enemy unit with a CF of 1.

8.6.2 Artillery units that perform any one of their missions or perform a fire combat are rotated 180 degrees after performing the attack.

8.6.3 All artillery units have a range of 4 hexes (not counting the hex the artillery unit is in) when performing a mission. This range is not blocked by terrain or other units.

8.6.4 Supply also affects the artillery's capability to perform combat (Case 6.2.4).

8.6.5 Artillery units (fired or unfired) always defend in close assault combat with a defense strength of 1 (noted as the yellow 1 CF on the counter).

8.6.6 Artillery units that are not stacked with another friendly non-artillery unit, which have already activated and/or fired and that find themselves in the ZOC of an enemy unit, must immediately retreat 2 hexes towards a valid supply source.

a) If unable to perform this retreat, the units are eliminated.

b) Arab artillery are flipped onto their disrupted side after this retreat.

8.6.9 Israeli artillery may always move and fire in the same turn and do not suffer disruption due to having to retreat.

9.0 MOVEMENT

Ground units can be moved when their formation is activated during the Movement Segment.

9.1 Ground Unit Movement

9.1.1 Each activated ground unit is moved individually from one connected hex to another, paying all appropriate MP costs listed on the Terrain Effects Chart and/or due to enemy ZOCs (Section 5.2).

9.1.2 Units may not be moved in stacks, although they may begin and end their moves as part of a stack of friendly units.

9.1.3 The only a time a unit may be compelled to move, when not activated, is through retreat movement following combat or artillery mandatory withdrawal (Module 8.0).

9.1.4 Units must end their movement if they enter an enemy ZOC.

9.2 Night Movement

9.2.1 A unit's movement allowance is reduced by 1/3rd at night, rounding down, but never to less than an MA of 1.

9.3 Terrain Effects on Movement

9.3.1 The terrain costs for movement are listed on the Terrain Effects Chart, separated into mechanized and non-mechanized unit costs if applicable for the terrain.

9.3.2 A unit may not move from its hex unless it has sufficient MPs remaining from its MA expenditures so far to do so (**exception:** Minimum Movement, Section 9.4).

9.4 Minimum Movement

9.4.1 A unit's MA can never be reduced to less than one.

9.4.2 A unit may always move one hex, provided it expends all of its MA to do so and:

- the hex being entered or hexside being crossed is not prohibited for that unit (TEC does not say "Not Permitted"), or
- ZOC movement restriction is not being violated (Case 5.2.2).

10.0 COMBAT

Activated units that are in an enemy ZOC **must** conduct either fire or close assault combat.

10.1 Fire Combat

10.1.1 All fire combat is resolved during the Fire Combat Segment of the formation's activation.

10.1.2 Only undisrupted, activated units adjacent to an enemy-occupied hex can engage in fire combat.

10.1.3 All firing units resolve their fire individually.

10.1.4 Procedure The owning player of each firing unit designates a target enemy unit and rolls a die.

a) The fire combat die roll is modified by all applicable modifiers shown on the Fire Combat DRMs list on the PAC.

b) The net individual fire combat DRM cannot be greater than plus or minus 2.

10.1.5 Results If the modified fire combat die roll result is less than or equal to the firing unit's Combat Factor, a hit has been scored on the targeted unit. Otherwise it is a miss.

a) The first hit inflicted upon a unit causes it to be disrupted (flip the unit over to its disrupted side).

b) If a disrupted unit is hit, it is eliminated.

c) Rotate all firing units 90 degrees after their fire combat is resolved to indicate that they cannot participate in the upcoming close assault combats.

10.2 Close Assault Combat

10.2.1 Following the resolution of all fire combat, all (disrupted or not) unfired activated units that are in an enemy unit's ZOC must engage in close assault combat.

10.2.2 Regardless of the overall situation, the activated player's units are the attackers, the opposing player's units are the defenders.

10.2.3 Close assaults are resolved individually against one defending hex or pair of adjacent defending hexes (attacking player's choice).

10.2.4 Each attacking unit must be adjacent to one of the defending hexes, and each defending hex must be close assaulted by at least one attacking unit.

10.2.5 Friendly units that belong to a non-active formation (not independents) and who have not activated yet may participate in a close assault combat if:

- they are adjacent to at least one of the enemy hexes being attacked, **and**
- they have not been activated yet in the turn, **and**
- they are in the same hex with or adjacent to one of the active attacking units
- **NOTE** These units can activate later when their FAC is drawn.

10.2.6 Procedure Use the following procedure for each close assault:

- Determine all attacking units and the defending hex(es).
- Attacker allocates supporting air and artillery units.*
- Defender allocates supporting air and artillery units.*
- Determine the close assault combat odds (Case 10.2.7).
- Determine the die roll modifier for close assault combat (Case 10.2.8).
- Attacking player resolves the close assault by rolling one die and consulting the Close Assault Combat Results Table.
- If a night turn, apply the final Night DRM (Case 10.2.9).
- Defender's combat results are imposed first, then the attacker's.

****Note**: The Israeli player will have to suffer Syrian AA fire against any air units providing attack or defensive air support

Repeat the above steps for each and every close assault mandated for any activated units.

Gameplay Note *Activated units which performed fire combat cannot perform close assault combat. They may, however, defend in close assault combats later in the turn.*

10.2.7 Close Assault Combat Odds The combat odds for resolving close assault combat are determined as follows:

- Total the CF strength of all attacking units.
- Total the CF strength of all defending units (modifying each unit's strength due to defensive works (fortified hex or IP).
- Compare the attacker's total to the defender's total and express this as an odds ratio (fractions are always rounded off in favor of the defender, i.e. 26 to 6 is 4.33 to 1, rounded to 4:1).
- Shift the odds column left or right (L/R) with any applicable shifts as noted below the Close Assault Combat Results Table on the PAC.

a) The combat odds can never be shifted more than 2 columns either right or left.

b) Odds greater than 5-1 are rolled on the 5-1+ column.

c) Odds that are worse than 1-4 are automatically an AR result.

d) A unit's CF cannot be increased by more than triple its printed value. Otherwise, all other combat modifiers for terrain and unit condition are cumulative.

10.2.8 Close Assault Combat DRMs The combat's DR is modified for each of the items that apply (cumulative) from the list below the Close Assault Combat Results Table. The final combat die roll modifier may never be greater than $\pm$ 3.

EXAMPLE *The attacker has 18 CF vs. 4 defending CF. The initial odds are 4:1. The defender is out of supply. The attacker has one air unit providing air support and qualifies for combined arms. The odds are increased to 6:1 and a +2 die roll modifier applies. The combat will be resolved on the 5:1+ column of the Close Assault Combat Results Table.*

10.2.9 Night Close Assault Combat DRM: For all close assaults occurring at night there is an additional die roll modifier. After all other DRMs have been determined and totaled the attacker rolls a die. If the die roll is even, an additional -1 DRM is applied to the Close Assault Combat Results Table die roll. If the die roll is odd, an additional +1 DRM is applied to the Close Assault Combat Results Table die roll. This DRM is in addition to the +/- DRM maximum for close assault combat.

10.3 Close Assault Combat Results

10.3.1 All defender combat results are applied before those suffered by the attacker.

10.3.2 Each letter of the result is a separate result to be applied (so a DR result means Disruption *and* Retreat)

10.3.3 "R" (Retreat)

a) All affected units are retreated individually 2 hexes.

b) Retreat hexes may not be into or through prohibited terrain or enemy ZOC hexes not occupied by a friendly unit.

c) A unit's path of retreat must be towards a friendly eligible supply source hex as much as possible,

d) The unit(s) must attempt to be the furthest distance possible from the enemy unit or units involved in the combat.

e) A unit may not end a retreat in violation of stacking, but may retreat additional hexes to avoid this over-stacking situation.

f) Units unable to retreat are eliminated.

g) Units may retreat through an interdicted hex, but are disrupted at the end of the retreat (if not already).

h) Fired Arab artillery that retreats is disrupted at the end of the retreat (if not so already). An interdiction marker that is on the map from this artillery unit is removed at the end of the retreat as well.

10.3.4 "D" (Disruption)

a) All affected non-disrupted units are flipped to their disrupted side (Section 10.4).

b) Units that are already disrupted suffer no additional affect due to this disruption.

10.3.5 "B" (Bloodbath)

- One defending unit is eliminated (defender's choice).
- A number of attacking units whose combat strength equals or exceeds the defender's CF loss are then eliminated (attacker's choice).
- Following this exchange, the defender must eliminate another defending unit or retreat his remaining units.
- If another defending unit is eliminated, then the attacker must again eliminate a number of attacking units whose CF strength equals or exceeds this new defender's loss **or** retreat all of the remaining attacking units.
- This process is repeated until one side is totally eliminated or has retreated all their remaining units which were involved in the combat.

10.3.6 "E" Elimination All units of the affected side are eliminated

10.4 Disruption Effects

10.4.1 Disrupted units have a reduced MA of 1 as noted on the counter.

10.4.2 Disrupted units may not conduct fire attacks (noted on the counter by the statement "Close only.")

10.4.3 Disrupted units may not be used towards combined arms benefit (Section 12.1).

10.4.4 Disrupted units incur an unfavorable combat DRM when close assault attacking and defending.

10.4.5 Disrupted units cannot advance after a close assault combat.

10.4.6 Disrupted artillery units may not perform missions and any interdiction marker placed by the artillery unit is immediately removed when they become disrupted.

10.4.7 Disrupted units that become disrupted again from fire combat are eliminated.

10.4.8 Disrupted units that become disrupted again in close assault combat suffer no additional effect.

10.4.9 Disrupted units attempt to recover from disruption during the Recovery Segment of the Turn End Phase (Section 11.1).

10.5 Advance After Close Assault Combat

10.5.1 If the defender's hex is vacated, undisrupted attacking units may advance into the hex (subject to the stacking limits).

10.5.2 Attacking mechanized units may advance into a second hex, ignoring any enemy ZOCs while doing so. Non-mechanized attacking units may never advance 2 hexes.

11.0 TURN END PHASE

11.1 Rally Segment

11.1.1 Both players make a DR for each of their disrupted units on the map to see if they rally. Apply the DRM to the roll if applicable.

11.1.2 Consult the Rally listing on the PAC for the required modified DR range result for a unit to rally.

11.1.3 If the modified result falls within the DR range, the unit has rallied. Flip it over to its non-disrupted side. Otherwise it remains disrupted and can be rolled for in the next turn's Rally Segment.

11.2 Maintenance Segment

Perform the following activities in the order listed:

11.2.1 Flip Israeli IPs to their front side that are built (Case 13.1.2).

11.2.2 Rotate all units that were turned to indicate that they fired back to their normal orientation (**exception** Case 6.2.4b).

11.2.3 Remove all Artillery and Air Interdiction markers from the map.

11.2.4 If neither player has achieved the conditions for an automatic victory (see scenario rules) and this is not the last turn of the game, the game turn marker is advanced one box and the next game turn is started.

12.0 SPECIAL RULES

12.1 Combined Arms

Undisrupted armor and infantry units, when stacked together, generate a beneficial odds column shift in close assault combats if attacking or defending.

12.1.1 If there is at least 1 undisrupted armor and 1 undisrupted infantry (mechanized or not) unit from **the same formation** in a close assault attack, the odds are shifted 1 column to the right.

12.1.2 If there is at least 1 undisrupted armor and 1 undisrupted infantry (mechanized or not) unit, regardless of formation, in a defending hex, the odds are shifted 1 column to the left.

12.1.3 Disrupted units and artillery do not contribute towards combined arms combat.

12.2 Airmobile Movement

The Israeli player has 3 parachute units that, if in play, can use airmobile movement.

12.2.1 The units can only be moved by airmobile movement if the following conditions are in effect:

- It is a day turn.
- There are no Arab air units in play for the turn (either the Arab player rolled less than 1 for air unit determination or any Arab air units received were driven off for the turn through an Israeli Air Superiority mission).
- The unit did not already use airmobile movement in a previous day turn of the same date.

12.2.2 A parachute unit that uses airmobile movement can be placed in any non-desert terrain hex on the map.

12.2.3 Place an Airmobile Movement marker on top of the unit to record this unit's move.

12.2.4 A parachute unit may not move further once placed in a hex after using airmobile movement.

12.2.5 As long as the parachute unit has the Airmobile Movement marker placed upon it, the unit is in supply.

12.2.6 At the beginning of the next turn, remove the Airmobile Movement marker.

12.2.7 The parachute unit functions as a normal infantry unit afterwards as long as it remains on the map.

12.2.8 During the next night game turn, the Israeli player may remove from the map any un-activated parachute unit at the beginning of the turn's Operation Phase. It may again return to the game, using airmobile movement, during a later day turn.

12.2.9 Parachute units may not be replaced if eliminated.

12.2.10 If an Israeli parachute unit is placed next to an un-disrupted Arab unit, the parachute unit must undergo an AA fire die roll. If the unit is hit by the AA fire it is disrupted. Any Israeli parachute units used to seize Mount Hermon may not enter the game at all (Section 14.6).

13.0 OPERATION BADR SCENARIO

The Israeli player sets up his or her units first, followed by the Syrian player. All ground units on both sides begin in un-disrupted and fully supplied. Only hexes west of hex row 17XX are in play. The Syrian supply source hexes for this scenario are hexes 1605, 1608, 1610, and 1616 (Syrian flags are printed in these hexes). Israeli formations in Operation Badr are the 36th, 146th, and 240th Divisions. Syrian formations in Operation Badr are the 5th, 7th, and 9th Mechanized Divisions, and the 1st and 3rd Armored Divisions.