

SINAI

Scenarios

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[22.0] THE 1967 SCENARIOS

INTRODUCTION:

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

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OTHER 1967 SCENARIOS:

[22.1] FASTER IRAQI RESPONSE SCENARIO

COMMENT:

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

SPECIAL RULES:

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

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[22.2] FREE SET-UP SCENARIO

COMMENT:

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

SPECIAL RULES:

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

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

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

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[22.3] INCREASED ARAB COOPERATION SCENARIO

COMMENT:

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

SPECIAL RULES:

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

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

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

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[22.4] BETTER SYRIAN AND EGYPTIAN OFFICER CORPS SCENARIO

COMMENT:

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

SPECIAL RULES:

[22.41] The Arab Command Control Rule is suspended.

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

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[22.5] ISRAEL NAPPING SCENARIO

COMMENT:

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

SPECIAL RULES:

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

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

[22.53] The Arab Player moves first.

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

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

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[22.6] ARAB FANTASY SCENARIO

COMMENT:

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

SPECIAL RULES:

[22.61] Use the Free Set-up Rules.

[22.62] Use the Increased Arab Cooperation Rules.

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

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

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

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

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[22.7] 1967 VICTORY LEVEL ADJUSTMENTS

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

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

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

[23.0] THE 1956 SCENARIOS

COMMENT:

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

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

[23.1] 1956 GENERAL RULES:

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

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

[23.13] Israeli Brigade 9 is never unsupplied.

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

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

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

[23.16] Neither Player may use Airstrikes.

[23.17] No units may entrench.

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

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

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

[23.22] The Game last sixteen Game-Turns.

[23.3] 1956 HISTORICAL SCENARIO

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

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[23.4] JORDANIAN INTERVENTION SCENARIO

COMMENT:

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

SPECIAL RULES:

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

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

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

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[23.5] SEMITES ONLY SCENARIO

COMMENTS:

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

SPECIAL RULES:

[23.51] Use the Optimum Egyptian Order of Battle.

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

[23.53] Jordanian and Iraqi units are not used.

[23.6] JIHAD SCENARIO

COMMENT:

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

SPECIAL RULES:

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

[23.62] Use the Semites Only rules.

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

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[23.7] 1956 VICTORY CONDITIONS AND LEVELS

COMMENT:

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

[23.71] LEVELS OF VICTORY

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

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[23.8] 1956 HISTORICAL ORDERS OF BATTLE AND DEPLOYMENT

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

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

EGYPT

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

JORDAN

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

IRAQ

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

Add the following to the Historical Order of Battle:

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

Remove the following from the Historical Order of Battle:

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

COMMENT:

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

All 1967 rules apply except as noted or superseded below.

[24.1] POLITICAL GEOGRAPHY

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

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

[24.2] SEQUENCE OF PLAY

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

A. ARAB PLAYER-TURN

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

B. ISRAELI PLAYER-TURN

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

C. GAME TURN INDICATION

[24.3] MOVEMENT — GENERAL

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

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

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

[24.4] MOVEMENT — ACROSS THE SUEZ CANAL

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

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

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

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

[24.5] COMBAT

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

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

[24.6] SUPPLY

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

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

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

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

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

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

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

[24.7] FEAR AND

ARAB COMMAND CONTROL

The Fear and Arab Command Control rules are suspended.

[24.8] JORDANIAN PARTICIPATION

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

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

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

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

[24.9] ARAB NON-COOPERATION, 1973 Style

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

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

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

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

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

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

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

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

[25.14] A SAM unit has no offensive Strength.

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

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

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

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

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

[25.2] BAR LEV LINE

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

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

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

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

[25.3] GARRISONING

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

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

[25.4] REINFORCEMENTS

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

[25.5] EGYPTIAN RESERVE UNITS

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

[25.6] ENDING THE GAME — CEASEFIRE

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

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

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

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

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

[25.7] VICTORY CONDITIONS

[25.71] VICTORY POINTS

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

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

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

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

[25.72] LEVELS OF VICTORY

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

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

[25.8] HOW TO SET UP

AND PLAY THE SCENARIO

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

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

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

[25.84] 1973 ISRAELI MOBILIZATION

<i>Type</i>	<i>Combat Strength-Movement Allowance</i>	<i>Location</i>
<i>At Start:</i>		
arm	9-8	0924
arm	9-8	1128
mech	5-8	0931
mech	5-8	3114
mech	5-8	3114
airm	2 (15) 1	3015
airm	2 (15) 1	2712
airm	2 (15) 1	1821
mech para	6-8	3601
Airstrike markers available (6 in 1973, 8 in Mid-70's)		

First Israeli Player-Turn/ Second Movement Phase

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

Second Israeli Player-Turn/ First Movement Phase

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

Second Israeli Player-Turn/ Second Movement Phase

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

Third Israeli Player-Turn/ First Movement Phase

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

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

Twelfth Israeli Player-Turn/ Second Movement Phase

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

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[25.85] 1973 ARAB MOBILIZATION – EGYPTIAN FRONT

At Start: All units are Egyptian unless otherwise noted.

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

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

<i>Quantity/ Type</i>	<i>Combat Strength-Movement Allowance</i>
two mech para	4-5
Four mech	4-5
Four mech	5-4
Four arm	5-5
Two mech	4-4
One mech (Kuw)	2-6

Second Arab Player-Turn/ First Movement Phase

Units appear on Egyptian map edge (see 25.4).

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

Second Arab Player-Turn/ Second Movement Phase

<i>Egyptian Map Edge</i>	
Four mech	4-5
Three arm	5-5
Two mech	4-4

Fifth Arab Player-Turn/ First Movement Phase

One mech (Tun) 1-5

Egyptian Reserve (see 25.5)

Nine mech 4-4

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

Fourth Arab Player-Turn/ First Movement Phase

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

Eleventh Arab Player-Turn/ First Movement Phase

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

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[25.86] 1973 ARAB MOBILIZATION —
SYRIAN FRONT

At Start: All units Syrian unless otherwise noted.

One SAM (1-1) on 3803

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

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

*Second Arab Player-Turn/
First Movement Phase*

Units appear on Syrian Map Edge (see 25.4).

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

One Truck marker available

*Second Arab Player-Turn/
Second Movement Phase*

Two inf	1-1
Two arm	2-5

*Fourth Arab Player-Turn/
First Movement Phase*

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

*Fifth Arab Player-Turn/
First Movement Phase*

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

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[25.87] 1973 ARAB MOBILIZATION —
JORDANIAN FRONT

At Start:

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

One Truck marker available

*Second Arab Player-Turn/
First Movement Phase*

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

*Second Arab Player-Turn/
Second Movement Phase*

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

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

*Third Arab Player-Turn/
Second Movement Phase*

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

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

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

One SAM (1-1). See 26.12.

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[25.9] 1973 FULL ARAB COOPERATION
SCENARIO

COMMENT:

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

SPECIAL RULES:

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

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

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

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

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

**[26.0] THE MID-1970's
SCENARIOS**

COMMENT:

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

[26.1] GENERAL RULES CHANGES

[26.11] Except as noted in these general rules

SPECIAL RULES:

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

[26.72] Use the Full Mobilization rules.



[26.8] MID-1970's JIHAD SCENARIO

SPECIAL RULES:

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

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

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

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

[26.9] MID-1970's VICTORY CONDITIONS

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

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



[26.93] ISRAELI TERRITORIAL GOALS

be the last to pass through or occupy:

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

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

**See special Amman rule 29.95.

[26.93] ARAB TERRITORIAL GOALS

being the last to pass through or occupy:

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

[26.94] LEVELS OF VICTORY

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

[27.0] DESIGNERS NOTES

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

[28.0] DESIGN CREDITS

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