The October War, 1973

An Armored Thrust Campaign

Armored Thrust October War, GAJO Games

Introduction

Armored Thrust is a turn-based area map campaign system. The **Armored Thrust** system is intended to provide a simple campaign system to generate interesting tabletop battles set in the era of modern warfare.

This campaign uses the core **Armored Thrust** engine to recreate the fighting during the Arab-Israeli War in October of 1973, concentrated around the Suez Canal and Golan Heights.

The **Armored Thrust** system was designed to use the popular Flames of War and Team Yankee series (Fate of a Nation / FOAN for this module) of miniature gaming rules for resolving the tabletop actions generated, but players who prefer other rules sets should be able to covert them without too much bother (see the conversion suggestions under Optional Rules).

October War, 1973

Campaign Rules

3.0 Sequence of Play

Each campaign turn follows the following sequence:

Start Phase
• Check units for supply
Reinforcements arrive
• Determine weather

Order Phase
• Orders are turned in to the campaign umpire

Action Phase
• Umpire makes activation rolls if any orders call for entry into an enemy occupied area
 Umpire resolves movements based on orders and activation rolls, and determines engagements
• Umpire issues move results and engagements to commanders

Engagement Phase
• Players resolve engagements by tabletop battles
• Umpire adjusts force status, executes withdrawals

End Phase
• Umpire checks for leader casualties
• Umpire adjusts area control
• Units ordered to regroup recover fatigue
• Umpire issues end of turn status reports

4.0 Start Phase

The Start Phase of each campaign turn works as follows:

- Check units for supply
- Reinforcements arrive
- Determine weather

4.1 Supply –

Units check to see if they are in supply at the beginning of each turn. A unit is in supply if it is either in a friendly supply area or if it can trace a line of areas not under enemy control to a friendly supply area.

Supply areas for each side are defined on the campaign map.

A unit that is out of supply suffers the following effects:
- It may not regroup
- It is treated as "leg" mobility for movement
- it has an additional -1 to any activation rolls
- In tactical actions, vehicles from the unit may not move more than ½ their normal move, nor use road dash movement
- In tactical actions, ammunition restrictions cause a -1 to firepower rolls, with a natural 6 still indicating a success

Supply Levels –
Both sides received fluctuating levels of supply throughout the campaign, with the Arab forces having a significant advantage at the start due to their detailed planning and preparations.

The Campaign Timeline will note turns where each side has either plentiful supplies or paltry supplies available. All other turns have normal supply levels.

The effects of supply levels are as follows:
- A side with plentiful supply gains a +1 to all of their activation rolls that turn
- A side with normal supply resolves activations without a bonus or penalty from supply
- A side with paltry supply receives a -1 to all of their activation rolls that turn

4.0 Start Phase (continued)

4.1 Supply (Continued) –

Stockpiled Supplies –

The Israeli Army had amassed significant stockpiles of supplies in their fortifications on the Bar-Lev and Purple lines.

Units in these areas do not suffer effects of being out of supply until they are cut off for 6 turns (2 full days). This effect ends when the area comes under Arab control.

4.2 Reinforcements –

The Order of Battle in this campaign module details the time and location of entry for reinforcements.

Reinforcing units arrive during the start phase, and they may move and activate normally during the turn of their arrival.

4.3 Determining Weather –

Weather for the campaign turn is determined after reinforcements.

The weather during this campaign was predominantly clear, but periods of overcast could affect both sides' air operations.

To reflect this, at the start of the campaign turn indicating that weather starts, roll for weather on the table below:

Weather Table	
Weather	**Die Roll**
Clear	1-4
Overcast	5-6

Weather affects the campaign as follows:

Clear: no effect

Overcast: neither player may purchase air support in tabletop engagements

5.0 Order Phase

The Order Phase of each campaign turn works as follows:

• Each side gives orders to each of their units

5.1 Issuing Orders –

There are several options for determining orders for submission:

Method One:
• The overall commanders issue a general plan for the turn to their subordinates
• Unit commanders turn in orders to the campaign umpire*

Or Method Two:
• Each CiC can simply issue orders for all units on a side to the campaign umpire* each turn.

Note: method two significantly speeds up play, at the cost of losing some of the interesting natural friction that comes with individual unit commanders "interpreting" the CiC's direction.

* - if the players prefer that no one serves as campaign umpire, the players may sit down and reveal orders and roll for the action phase together.

5.2 Orders –

During the Order Phase each side may give orders to any or all their units.

Units may be ordered to:
• Move
• Attack
• Defend
• Regroup

Move:
Units often need to maneuver to reinforce threatened areas, or to position themselves for further action.

A unit may be ordered to move within friendly controlled areas. It may move up to its maximum move distance (see Movement) as directed by the order.

A force ordered to Move is considered to have a *Maneuver* tactical posture.

5.0 Order Phase (continued)

5.2 Orders (continued) –

Attack:
To achieve victory one must eventually take the fight to the enemy.

A unit that the player desires to enter area(s) not under friendly control must be given an attack order. Attack orders require an activation check (see Activation) before they can be executed.

A force ordered to Attack is considered to have an ***Attack*** tactical posture.

Note the Path –
A Move or Attack order must specify the intended path of movement (list each area intended to be entered in the order).

Defend:
The unit remains stationary and prepares to hold the area it occupies.

A force ordered to Defend is considered to have a ***Defend*** tactical posture, unless it has recon or motor mobility, in which case it is considered to have a ***Maneuver*** tactical posture.

Regroup:
Extensive combat can wear on a unit, requiring it to reassemble and regroup. A commander may also give a force a regrouping order, to have it focus on replenishing its strength, recovering lost vehicles, etc. Alternately, regrouping may be required based on combat results from the prior turn.

The regrouping unit remains in place, counting as stationary for engagements. It may engage in combat as normal if attacked.

A force that is regrouping in an area where there are no engagements during a night turn will reduce its fatigue level during the End Phase.

6.0 Action Phase

The Action Phase of each campaign turn works as follows:
- The umpire makes activation rolls if any orders call for entry into an enemy occupied area
- The umpire resolves movements based on orders and activation rolls, and determines any engagements that result
- The umpire issues move results to unit commanders and notes any engagements generated

6.1 Activation –

A unit ordered to enter an enemy controlled area must roll their activation number or higher to enter the area.

If a unit fails its activation roll, it immediately halts in the last area it could enter without requiring an Activation check.

A unit ordered to enter a friendly or uncontrolled area or areas does not need to roll for activation, even if an enemy unit also is ordered to enter the same area.

Out of Supply Forces:
Any force that is out of supply for more than 3 campaign turns must check to see if it surrenders / breaks apart during the Action Phase.

The force makes an activation check, with 1 re-roll. If it fails, the unit is combat ineffective and removed from the campaign.

Activation Modifiers:
A force's activation roll may be modified based on the following factors. All modifiers are cumulative, but a roll of a natural 1 is always a failure, and a natural 6 always a success, regardless of modifiers.

- A force that is out of supply receives a -1 modifier to its activation roll
- Any force during a night turn receives a -2 modifier to its activation roll
- A force may incur a modifier to its activation roll based on its fatigue level (see Fatigue)
- A leader in the same area may provide a bonus to activation

6.2 Movement –

Units have a movement allowance as follows:

Movement Allowance	
Mobility	Movement Points per Turn
Airmobile	12
Recon	6
Motor	4
Semi-Motor	2
Leg	1

Mobility Definitions –

Airmobile – highly mobile units who are entirely transported by air. They tend to be lightly equipped, but they are very mobile.

Recon – highly mobile units whose primary purpose was recon and screening, fully motorized and optimized for swift movement. Includes leaders.

Motor – fully motorized units, with enough integral motor transport to lift all personnel, weapons and supplies required for extended action.

Semi - Motor – partially motorized units, with at least enough integral motor transport to lift all heavy weapons / artillery and supplies required for extended action.

Leg – any other unit, often utilizing horse –drawn transport for heavy weapons / artillery and supplies, or with a very limited supply of motorized transport relative to heavy weapons and associated supplies.

6.0 Action Phase (continued)

6.2 Movement –

October War Movement Types –
Each Armored Thrust campaign will define the local terrain and movement costs based on that local area.

Fighting during the October War took place around the Suez Canal and around the Golan Heights. Both areas offered a mix of easily traversed terrain and features that restricted movement.

Movement costs for the Suez and Golan areas are detailed in the table below.

October War Movement Table	
Connector Type	MPs Per Connector
Road Connector	½
Trail Connector	2
Crossing Connector	2
Mountain Connector	All*

Mountain Connectors* / Mount Hermon –
The Syrian and Israeli outposts on Mount Hermon are very difficult to access.

No vehicles of any type may traverse a mountain connector. Other units traversing a mountain connector must use all of their MPs to traverse it.

Front Transfers –
The Israeli forces had interior lines, and they were able to transfer units between the Golan Front and the Suez Front during the fighting.

If the Israeli commander wishes to move a unit from one front to another, he issues the unit with a front transfer order. The unit must be in supply to be so ordered.

A unit receiving a front transfer order is immediately removed from the area it currently occupies. It will arrive as a reinforcement at any Israeli supply area on the other front map after 3 campaign turns.

Front Transfers are not allowed if players are only playing a single front.

6.0 Action Phase (continued)

6.3 Movement Special Rules –

Completing Movement –

In order to complete a movement, the unit must have sufficient movement points to pay the cost for the connector traversed. The exception to this is that a unit may always traverse one connector each turn, regardless of the movement point cost.

A unit that is out of supply is treated as a leg unit for mobility purposes until it starts a campaign turn in supply.

Units must be activated to enter an enemy controlled area (see Activation). An activated unit must stop when entering an enemy occupied area.

Control of Areas –

All areas on the campaign map are controlled by one side or the other. Control of areas affects the ability to trace supply and for reinforcements to arrive.

- Supply may only be traced through friendly controlled areas. Enemy controlled areas block line of supply.

The campaign map specifies which areas are under whose control at the start of the campaign. As movement and combat occur, control of areas will change status as noted below:

- Unoccupied friendly controlled areas that are entered by an opposing unit immediately come under the control of the opposing side
- Occupied friendly controlled areas that are entered by an opposing unit may change in control based on the results of an engagement resolved in that area (see Engagement Results).
- Base areas may not be entered by enemy forces and never change control during a campaign.

6.0 Action Phase (continued)

6.3 Movement Special Rules –

Supply Areas –

The supply areas for both sides are marked on the campaign map.

All units need to trace a line of supply to a friendly controlled supply area, or they will be out of supply (see 4.1 Supply)

Base Areas –

Some Armored Thrust campaigns will have base areas for one or both sides.

Only units of the controlling player may ever enter a base area, and a base area may never be attacked.

Units in a base area are always considered to be in supply.

7.0 Engagement Phase

The Engagement Phase of each campaign turn works as follows:

- Engagements are resolved by tabletop battles
- Force status is adjusted, withdrawals executed, etc. based on results

Engagements –

Any time units of both sides occupy or attempt to occupy a single map area an engagement will result. Engagements are resolved by fighting out one or more tabletop actions between the opposing forces.

Normally each engagement should be resolved by a single tabletop action. If the players prefer, multiple engagements can be fought out on the tabletop, and the results averaged to determine an overall result.

All tabletop actions in a map area will be fought out using the same mission (see Determining Engagement Type below).

Follow the normal mission rules for determining who are the attacker and defender for each tabletop action (note that this does not necessarily correlate to the strategic "attacker" – the force that moved into the area).

To resolve an engagement, follow the following process:

A. Check for withdrawals
B. Determine the type of engagement
C. Determine the formations involved and point allocation
D. Build forces
E. Resolve the engagement by fighting out one or more tabletop action(s)
F. Determine overall engagement result and implement engagement outcomes

7.0 Engagement Phase (continued)

Note: Alternate Engagement Options

Linked Tables: for larger groups the number of tabletop actions to be fought may equal the number of player pairs available. These are fought using the linked tables rules (see Optional Rules). This allows larger groups to allow everyone who wants to play to build and fight a company (such as on a regular club night).

Total War: if the players prefer, they may play out any or all of a campaign turn's engagements using the "Total War" rules (see Optional Rules section).

A) Check for Withdrawal -

If the entire force on either side in an engagement has recon mobility, that force may attempt to withdraw from the engagement prior to fighting it out.

If the owning player elects to withdraw, roll 1d6 and check for success on the table below. If the opposing force consists of campaign units with more than one mobility, use the slowest mobility for the check.

Note that if both forces are entirely recon mobility, or the recon mobility force has no friendly adjacent area to withdraw to, there is no chance of withdrawal and an engagement occurs normally.

Executing the Withdrawal:

The withdrawing force is moved to the adjacent area that requires the fewest movement points to reach. If there is more than one area meeting this criterion, then the owning player may select the area to withdraw to.

Effect of Withdrawal:

The non-withdrawing force gains (or retains) control of the area. No fatigue is incurred for either side, nor is either force required to regroup during the following campaign turn.

Recon Withdrawal Check	
Opposing Mobility	Score Needed to Withdraw
Airmobile/ Recon	n/a
Motor	3+
Semi-Motor	2+
Leg	automatic

7.0 Engagement Phase (continued)

B) Type of Engagement –

Determine Posture:
- A force ordered to Move will have a tactical posture of *Maneuver*
- A force ordered to Attack will have a tactical posture of *Attack*
- A stationary force with recon mobility will have a tactical posture of *Maneuver*
- All other forces have a tactical posture of *Defend*

Mission Type: for each action generated, compare the posture of the two forces and roll 1d6 on the Battle Plans Table on the next page to determine the mission.

Special Cases –

Fortifications:

if a force occupies a fortified area it controls, the mission is automatically No Retreat, and the player controlling the area is automatically the defender.

Connector Engagements:

If units of both sides attempt to use the same connector in the opposite direction, a free for all engagement results in the most open applicable terrain. A road must be placed connecting both long table edges after all terrain has been placed. Both players roll off to place it, and to place each other terrain piece.

The loser of this engagement must fall back to the area it entered the connector from. The winner also falls back unless the engagement was an overwhelming (8-1 in Flames of War) victory, in which case the winner occupies the loser's entry area and all defending forces in that area must retreat and regroup.

7.0 Engagement Phase (continued)

Battle Plans Table:

EXTENDED BATTLE PLANS

PLAYER TWO'S PLAN	PLAYER ONE'S PLAN		
	ATTACK	**MANOEUVRE**	**DEFEND**
ATTACK	Roll to see who Attacks 1: Contact 2: Counterattack 3: Dust-Up 4: Encounter 5: Free for All 6: Scouts Out	PLAYER TWO ATTACKS 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Gauntlet 6: Spearpoint	PLAYER TWO ATTACKS 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat
MANOEUVRE	PLAYER TWO ATTACKS 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Gauntlet 6: Spearpoint	Roll to see who Attacks 1: Contact 2: Counterattack 3: Dust Up 4: Encounter 5: Outflanked 6: Scouts Out	PLAYER TWO ATTACKS 1: Breakthrough 2: Cornered 3: Gauntlet 4: No Retreat 5: Outflanked 6: Spearpoint
DEFEND	PLAYER TWO ATTACKS 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat	PLAYER ONE ATTACKS 1: Breakthrough 2: Cornered 3: Gauntlet 4: No Retreat 5: Outflanked 6: Spearpoint	Roll to see who Attacks 1: Breakthrough 2: Contact 3: Dust-Up 4: Encounter 5: Free for All 6: Scouts Out

7.0 Engagement Phase (continued)

C) Determine Forces / Points –

Once an engagement needs to be fought, each player selects their forces. Each tabletop action will be played out with a force on each side. A basic force for a tabletop action using Flames of War / Team Yankee is either 100 points or the base level determined by the group at the start of the campaign.

This can be modified as follows:
*   A force may have one or more bonus units available (see Bonus Units below)
*   a force may be allocated extra points as a result of Strategic Advantage

Strategic Advantage:
Based on strategic maneuvering and the overall state of the units involved, an engagement may be evenly balanced (reflected in equal points tabletop games), or one force may have a strategic advantage.

A strategic advantage is reflected in the Armored Thrust rules by either an increase in points levels and/or die re-rolls that may be used during a tabletop game. Bonus points are added to each player's base force level.

Please reference the Strategic Advantage Table below:

Strategic Advantage Table

Strategic Factor	Extra Points	Re-Rolls
A force has higher total unit strength than its opponent #	+ 3.3%	-
A force has total unit strength double that of its opponent #	+6.7%	-
A force has total unit strength quadruple that of its opponent #	+10%	1
Facing an enemy force with unit strength zero (regardless of ratio)	+20%	2
For each fatigue level lower than your opponent @	+5%	-
Flanking bonus (per additional connector) *	-	1

* Flanking - a non-stationary force which has entered a map area via multiple connectors gets a bonus
 # - only the most advantageous case applies
@ - determined based on the highest fatigue level present in the area of the engagement

7.0 Engagement Phase (continued)

D) Build Forces –

Each player now builds a force at the points level determined. For Fate of a Nation, the typical baseline points level for forces is 100 - 120 points.

Note that your choices may be restricted to reflect the actual historical forces present – restrictions are noted in the Order of Battle and Army Selection Restrictions sections.

Alternate Force Levels:

While 100 - 120 points is a typical baseline for actions using Fate of a Nation, players should feel free to define an alternate point level for the campaign if they agree.

A smaller baseline level, like 60 or 80, will create different force selection challenges and increasing maneuver space on a typical 4' by 6' table.

A larger baseline level, like 150 points, allows fielding larger forces. Players using a higher baseline may want to adjust their table sizes to a width of at least 8 feet.

Determine Core Formations Involved:

Each force fielded in a tabletop engagement must include one of the core formation options for one of the campaign units present in the engagement. These are listed on the unit listings as Core Tabletop Options.

Players are free to select other formation options (from those allowed in the Order of Battle for that side) if they field one or more additional formations.

Bonus Units:

A campaign unit may be entitled to field one or more bonus units, which will be spelled out in the order of battle.

Bonus units cost no points, and they are treated as support units in game terms.

Bonus units, being un-pointed, are not required to be held in reserve in missions requiring reserves.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions –

The specifics for setting up tabletop actions are as follows:

Setting up the table –
Each table is set up as follows:
- each table should use the standard FOAN sizes (4' by 6', or 4' by 8' for high point forces) [note that if this amount of space is not available, players can use 4' by 4' for wide tables and 3' by 6' for long tables, reducing the basic force size by 25-30%]
- Terrain is placed on the tabletop based on the guidelines below

This campaign uses the terrain placement tables detailed in the sections below for each front.

Tabletop Actions on Night Turns –
Any engagement taking place during a night campaign turn uses the night fighting rules (page 178 of Fate of a Nation).

Air support may not be purchased for engagements fought during a night turn.

7.0 Engagement Phase (continued)

E) Fight Tabletop Actions –

E1) Golan Front: Setting up the table

Terrain Table:
Using the terrain table for that front, roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Terrain Table 1 – Golan Front	
Terrain	Die Roll
None	1-2
Rocky ground	3-4
Ridge	5
Rough going / scrub	6
Gully	7+

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 4" and no more than 12" in length and width and may cover no more than ¼ of the surface area of that section of the table.

Ridge Area:
Set up the table as per Terrain Table 1, based on the area type. In addition, the defender may place 1 or 2 ridge features anywhere on the table prior to rolling for terrain. Golan Front ridges are rocky, see the terrain special rules section for details.

Open Area:
Set up the table as per Terrain Table 1.

Lava Flow Area:
Set up the table as per Terrain Table 1, based on the area type. Any rocky ground, ridges on a lava flow table are very difficult ground, requiring successful cross checks to be re-rolled.

Purple Line Area:
Set up the table as per Terrain Table 1, based on the area type. In addition, the defender may place an Israeli strongpoint in no man's land, and up to 8 tank ramps anywhere in the Israeli deployment area after rolling for terrain.

7.0 Engagement Phase (continued)

E1) Fight Tabletop Actions / Golan Front (continued) –

Heights Area:
Set up the table as per Terrain Table 1 but add +1 to each die roll.

Irrigated Area:
Set up the table as per Terrain Table 1. In addition, the defender may place up to 1 irrigated field feature in each table section, in addition to any other terrain present.

Village Area:
Set up the table as per Terrain Table 1 but subtract 1 from each die roll. In addition, the defender must place 1 village, and may place up to 3 irrigated field features, in addition to any other terrain present.

Mountain Area:
Set up the table as per Terrain Table 1, based on the area type. In addition, the defender may place 3 or 4 ridge features anywhere on the table prior to rolling for terrain. Golan Front ridges are rocky, see the terrain special rules section for details.

Syrian Defenses:
Each irrigated and village area east of the Purple Line has Syrian prepared defenses.

After setting up terrain normally, a Syrian defender in these areas may also place 2 minefields (in addition to any called for by the mission), and 3 T-34 bunkers anywhere in their deployment area.

T-34 bunkers use the stats for Syrian T-34 tanks (pg. 134 of Fate of a Nation) but are immobile (they are dug in as bunkers).

7.0 Engagement Phase (continued)

E2) Fight Tabletop Actions / Suez Front –

Terrain Table:

Using the terrain table for that front, roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Terrain Table 2 – Suez Front	
Terrain	Die Roll
None	1-2
Soft sand	3
Ridge	4-5
Rough going / scrub	6

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 4" and no more than 12" in length and width and may cover no more than ¼ of the surface area of that section of the table.

Ridge Area:

Set up the table as per Terrain Table 2, based on the area type. In addition, the defender may place 1 or 2 ridge features anywhere on the table prior to rolling for terrain. Suez Front ridges are gentle, see the terrain special rules section for details.

Desert Area:

Set up the table as per Terrain Table 2. In addition, the defender may place up to 2 sand ridge features anywhere on the table prior to rolling for terrain.

Bar Lev Line Area:

Set up the table as per Terrain Table 2, based on the area type. In addition, the defender may place an Israeli strongpoint in no man's land, and up to 2 sand berm features in the Arab deployment area prior to rolling for terrain.

Clay Area:

The area is treated as the other area types for setting up terrain. If the Bar Lev Line Assault mission is being played in a clay area, the attacker may only place 2 gaps in the berm at start.

E2) Fight Tabletop Actions / Suez Front (continued) –

Irrigated Area:
Set up the table as per Terrain Table 2. In addition, before rolling for terrain, the defender may place up to 1 irrigated field feature in each table section, and up to 2 palm groves, in addition to any other terrain present. See the terrain special rules section for details.

Urban Area:
Set up the table as per Terrain Table 2 but subtract 1 from each die roll. In addition, the defender must place 1 village, and may place up to one additional village, plus up to 2 palm groves, in addition to any other terrain present. See the terrain special rules section for details.

E3) Fight the Engagement –
Once the tabletop is set, follow the process outlined in your chosen set of tactical rules to resolve the engagement.

E4) October War Terrain Rules:

Ridges –
All ridge features are tall terrain. Those on the Golan Front are rocky and require cross checks for movement, while those on the Suez Front are gentler and are simply tall terrain. All ridges are concealing terrain.

Irrigated Fields –
Irrigated fields are short terrain, and their perimeter edges are ditches that require a cross check to traverse. Infantry teams on the perimeter of an irrigated field are treated as being in foxholes (utilizing the ditch network).

Rough Going –
Rough going features are terrain and require cross checks for movement.

Scrub –
Scrub features are short terrain and require cross checks for movement.

Gully –
A gully should be up to 24" long and no more than 6" wide. Teams in a gully are concealed from teams not on tall terrain. A gully is terrain and requires cross checks for movement.

7.0 Engagement Phase (continued)

E4) October War Terrain Rules (continued):

Soft Sand –
Areas of soft sand were intermittent and caused problems for both movement and combat. They were particularly difficult for wheeled vehicles to traverse.

Soft sand is terrain, impassable to wheeled vehicles, and requires a cross check for other teams. It has no impact for line of sight and provides no cover to any team deployed in it. Foxholes may not be created in soft sand.

Villages –
Each village should consist of 2+d3 buildings and may also include a small walled orchard or olive grove of 6" by 6".

Villages in this area were mostly adobe buildings. Any infantry stand touching or within a building or behind an orchard wall is considered concealed and in foxholes.

Sand Ridge –
Areas of soft sand combined with high winds creates sand ridges in the drier areas of the Sinai.

A sand ridge is tall terrain, and it counts as slightly difficult going (requires a cross check with a +1 die roll modifier). Foxholes may not be created in a sand ridges, but any team on it is concealed.

Palm Grove –
Where there is access to water in the Sinai there are typically groves of palm trees.

A palm grove is tall terrain, but it is not difficult (does not require cross checks)

Olive Groves / Orchards –
Olive groves and orchards are short terrain, but block line of sight past them as if they were tall terrain.

An olive grove is terrain and requires cross checks for movement by vehicles, but not gun teams.

7.0 Engagement Phase (continued)

E4) October War Terrain Rules (continued) –

Sand Berm –
The Israelis built tall sand berms along the Suez Canal as part of the Bar Lev line.

A sand berm is tall terrain, impassable to wheeled vehicles, and requires a cross check for other teams. Foxholes may not be created in a sand berm.

Tank Ramps –
The Israelis built tank ramps to assist armor in supporting both the Bar Lev and Purple lines. Those in the Sinai were quickly overrun by crossing forces and had no real impact on the fighting, but those on the Golan Heights played an important tactical role.

A tank ramp is tall terrain and up to one Israeli vehicle may occupy it. Any fire crossing the front or sides of a tank ramp must re-roll successful hits against a vehicle occupying it.

Israeli Strongpoints –
The Israelis had built very well fortified strongpoints spread out along both the Bar Lev and Purple lines. Tabletop actions in Bar Lev or Purple Line areas allow the Israeli player to place an Israeli strongpoint in addition to their normal forces.

An Israeli strong point is deployed as a minimum strength M3 Mech Infantry platoon, without any transport. The platoon must be deployed in command and is placed in heavy foxholes with integral vehicle obstacles.

Any fire or bombardment of teams in heavy foxholes receives an additional -1 to hit. No tank teams may assault a team in heavy foxholes, as they are protected by an anti-tank ditch or equivalent from direct assault.

An Israeli strongpoint should also include an artillery observer, without any transport. The units included in an Israeli strongpoint do not have a point cost, and do not affect the minimums or maximums for force selection.

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes –

Engagement Outcomes:

Engagements result in possible changes in control of the area fought in, plus potential degradation of the capability of the units on each side.

Each tabletop action will result in each side earning victory points (VPs) as per the normal FOAN rules.

After all tabletop actions for a given area have been resolved; total the VPs achieved for each side and that is the overall VP count for the engagement. Engagement Outcomes are determined based on the table below.

Note that if the VPs are even and both forces are moving, both must retreat, leaving the area unoccupied. In this case, the side that originally controlled the area retains control of it.

Engagement Outcomes	
Overall VP Ratio	Outcome
Winning side won by 8-1 or greater ratio	• Winning force controls the area, losing side must retreat • All of the units in the losing force must regroup and remain stationary during the following campaign move • Any units of the winning force receive a strategic advantage in any action during the following campaign move
Winning side won by a 7-2 or 6-3 ratio	• Winning force controls the area, losing side must retreat • All of the units engaged must regroup and remain stationary during the following campaign move
Draw / No winner	• Stationary force remains in area, any moving forces retreat • All of the units engaged must regroup and remain stationary during the following campaign move

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes (continued):

Fatigue –

Units that engage in combat incur losses and wear and tear that reduces their ongoing effectiveness, until they manage to regroup and incorporate replacement personnel and equipment.

To reflect this, every unit involved in an engagement will adjust their fatigue level based on the results of the tabletop action.

The table below shows the outcomes:

Tabletop Outcome	Fatigue Level Change	
	Winning Side	Losing Side
8-1*	none	+2
8-1	+1	+2
7-2	+1	+2
6-3	+1	+1
Draw	+1	+1
* = if the winning side loses zero units		

For example, an Israeli force defeats a Syrian force by a VP score of 7-2. Each unit in the Israeli force increases their fatigue level by one. Each unit in the Syrian force increases their fatigue level by two.

Fatigue Levels –

The different fatigue levels and their effects are detailed below:

Fatigue Levels		
Level	Details	Effect(s)
1	Close to full strength	None
2	Limited offensive capability	-1 to activation
3	Suitable for defense	-2 to activation
4	Limited defensive capability	May not be ordered to attack
5	Unsuitable for combat	Treat unit strength as zero

In addition, the difference in fatigue levels between forces gives a bonus in engagements to the less fatigued force (see Engagements).

7.0 Engagement Phase (continued)

F) Determine and Implement Outcomes (continued):

Retreat –

Units may be required to retreat, based on engagement results or other circumstances. Retreating units must immediately move to an area adjacent to the one they currently occupy.

The retreating unit will move to the area selected using the criteria below (in priority order):

1. To the area it entered the engagement from
2. If that area is now under enemy control, then to the area it can reach by expending the least number of movement points
3. If there are multiple areas that meet the criterion in 2, then the umpire will select one randomly, or alternatively, the controlling player may choose

Surrounded / Surrender –

A retreating unit may not enter an area that is under enemy control. If no adjacent area is available for a unit that must retreat it will instead surrender. Surrendered units are no longer available for the duration of the campaign.

8.0 End Phase

The End Phase of each campaign turn works as follows:

- Check for Leader Casualties
- Umpire adjusts control of areas
- The umpire adjusts the fatigue level of any units ordered to regroup
- Umpire issues a general status report (as of the end of the turn) to all players

8.1 Leader Casualties –

A character or leader may be lost in action. If a named character is a casualty in a tabletop action, make any saves as normal for him. If he would still be eliminated, remove him from the tabletop.

During the End Phase of the turn, the owning player rolls 1d6 – on a roll of 1 the character is killed, on a roll of 2-3 the character is badly wounded and removed for 1d3 campaign turns, returning from any valid reinforcement entry point as a reinforcement. On a roll of 4-6 the character suffers only a minor wound and is back in action quickly with no long-term effect on the campaign.

8.0 End Phase (continued)

8.2 Fatigue and Regrouping –

At the end of each turn units may have the opportunity to reduce their fatigue level. Fatigue levels may only be reduced if the unit is in a friendly-controlled area where there was no engagement that turn.

Morning and Afternoon Turns: regrouping units do not recover fatigue during morning and afternoon turns.

Regrouping Outside Base Areas: Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

Fatigue levels may not be reduced below one outside a base area, so once a unit has incurred fatigue it will always have at least one level of fatigue unless it regroups in a base area.

Regrouping In a Base Area: Stationary units in a base area with a regroup order during a night turn are reduced to zero fatigue level.

8.3 Reporting –

At the end of each turn the referee will issue a general status report. Each side's commanders will be aware of the following information:

- the summarized outcome of any engagements fought that turn. Winner, loser and victory point totals for each side.

- the final location of their side's units, their fatigue level, and whether they are required to regroup in the upcoming campaign turn.

9.0 Campaign Results

9.1 Victory –

The Arab powers were looking to fight credibly, unlike their performance in the recent Six Day War. They hoped to translate that into pressure on the Israelis to negotiate the return of the territories lost in 1967.

The Israeli goal was initially simply to survive the surprise assault, but then to inflict a crushing battlefield defeat on their Arab enemies, hoping this would discourage attacks well into the future.

On each front, either side will immediately achieve a tactical victory if they hold any two enemy supply areas for two turns.

If this happens, fighting on that front will immediately stop through a UN Ceasefire. Fighting on the other front will continue until a tactical victory is also achieved there, or the final turn is ended.

If either side achieves a tactical victory on both fronts, that side has earned a decisive victory.

If neither side achieves a tactical victory on both fronts, overall victory is determined as follows:

- For each tactical victory = 5 pts
- For each area that started under enemy control that you control = 1 pt

A side with at least 10 more points than their opponent has won an overall marginal victory. If neither side achieves this, then the campaign ends in a draw.

10.0 Airpower

10.1 Air Operations

General Air Support –
Both sides, but particularly the Israeli forces, relied on close air support for important ground operations throughout the war. Either side may purchase air support in a tabletop action unless prohibited by weather or night.

Israeli Air Support Cost –
Due to the Arab SAM umbrella rules, Israeli players electing to purchase air support reduce the cost of any 2-plane flight by 1 point, and any 4-plane flight by 2 points. This applies throughout the campaign.

Arab SAM Umbrella –
Unable to match the Israeli Air Force in the skies, the Arab forces deployed an extensive network of surface to air missiles (SAMs) to protect their forces.

To reflect this, areas under the SAM Umbrella are shown on each front map. All areas starting under Arab control, plus Israeli controlled areas from the border to the SAM Umbrella limit, are within the umbrella.

In any tabletop action in an area within the SAM umbrella, each time the Israeli player tries to bring in air support the Arab player may roll to intercept it with their SAM network. On a roll of 3+ the Israeli air support is driven off.

As the war progressed, Israeli forces improved their electronic countermeasures (ECM) capability, reducing the SAM threat. Starting on the October 10th AM turn, subtract 1 from SAM intercept rolls.

Once Israeli forces had penetrated Arab territory, they were able to disrupt the network through raids on SAM sites and radar installations, reducing its effectiveness further. Once an Israeli force has gained control of an area on a front that started in Arab control, all future SAM intercept rolls on that front suffer an additional -1 penalty. This is cumulative with the ECM penalty if applicable.

10.0 Airpower (continued)

10.2 Air Interception (Optional Rule)

Air Interception (Optional Rules) –

Optionally players may employ the following rules to reflect tactical air interception:

In any action where both sides have air support, fighter interception may be used. During a turn when your opponent places aircraft, you may elect to try to intercept them. Roll for air arrival as normal, and if they arrive place them within range of your opponent's aircraft. Before your opponent attacks with their aircraft, your aircraft may bounce (attack) them. Any surviving opposing planes may then either continue their ground strike, or loop and attack the intercepting aircraft.

If you elect to roll for interception, you may not roll for aircraft arrival in your following turn, regardless of whether the interception is successful.

Israeli Pilot Superiority –

If using the optional Air Interception rules, we must account for the significant superiority of Israeli pilots in air to air combat.

To reflect this, Arab pilots receive a -1 to hit in air to air combat, while Israeli pilots receive a +1 to hit in air to air combat.

11.0 Optional Rules

11.1 Using Other Rules Systems –

Although Armored Thrust was designed to be used with the Flames of War and WW3 Team Yankee series tabletop rules, they will work with almost any era-appropriate rules set of the players' preference. To convert them for use with your favorite rules set, simply adjust the following:

- Units – swap out the FOW/WW3 units noted for the equivalent under your rules set. For example, Command Decision (CD) uses battalions as the basic unit of maneuver. So instead of FOW formations for the Panzer Lehr Division, represent it with CD battalions present in the Panzer Lehr. Alternatively, each player could use the CD Test of Battle rules to create a kampfgruppe using the CDTOB points system.

- Representative Forces – you should ensure that your rules set / lists are restricted to the appropriate troop types and mix for the campaign period to ensure a good balance and historical feel

- Fatigue Effects – as noted above, simply substitute effects consistent with your preferred rules set. In Command Decision, for example, instead of adding points to your force to reflect enemy fatigue, you might simply add one vehicle or platoon for each fatigue point (if you are not using the points rules).

- Missions – you can adjust the chart to match missions customized for your preferred rules set, or simply use the basics of the FOW missions for your games. The author has done this with CD games and found that it works perfectly fine with a little judgment.

Note that the newer CD Test of Battle rules include a set of missions, which are different for attacker and defender. Simply adjust the mission chart to map to the CD missions and you should be ready to go.

11.0 Optional Rules (continued)

11.2 Single Front –

Fighting a Single Front –

This campaign is designed to be played either in full (for the full experience), or it can be broken down into one of the two available fronts:
- Golan Front
- Suez Front

Simply ignore the other front, and do not use the rules for transferring units between fronts.

Victory in the single front campaigns is determined using the normal victory rules, excluding the other front.

11.3 Optional Battle Resolution –

Armored Thrust campaigns are designed to generate interesting tabletop engagements for players to game out on the tabletop.

Occasionally, though, players may encounter a situation where they cannot resolve all of the battles for a campaign turn through tabletop actions, but still desire to move on to the following campaign turn.

In this case players may resolve any leftover engagements as follows:

- Roll 1d6 for each point of unit strength that side has in the contested area
- All rolls of 6 are considered a success
- The side with the greater number of successes has won the engagement – a side with one more success has won 6-3, a side with two more successes has won 7-2, and a side with 3+ more successes has won 8-1
- If there are an equal number of successes the engagement is a 2-2 draw

11.4 Large Battles / Total War –

Players may enjoy a larger, multi-player tabletop engagement and should feel free to resolve any or all engagements in this manner.

October War, 1973

Campaign Timeline

12.0 Campaign Timeline

Campaign Timeline –

The October War campaign commences on the afternoon turn of October 6th and ends after the morning turn of October 22nd (a total of 16 days).

Time Scale
In this campaign, each day is represented by a morning (AM), afternoon (PM) and night turn.

Arrivals –

Both sides receive additional units during the campaign. Reinforcements arrive in the Start Phase of the designated campaign turn and are free to move, activate and enter combat during the turn of their arrival.

Reinforcement Arrival Areas –
- Arab reinforcements enter in the areas indicated.
- All Israeli reinforcements arrive at any Israeli base area on the indicated front.

Night Turns –

Activating at Night:
During a night turn, unit activation rolls receive a -2 modifier.

Exception: a campaign unit with the night attack special rule uses its normal activation rating.

Moving at Night:
The movement cost for all connectors except roads are doubled during night turns.

Regrouping at Night:
Regrouping units do not recover fatigue during morning and afternoon turns. Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

Air Support at Night:
Air support may not be purchased for engagements fought during a night turn.

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Israeli	Supply State Arab	Reinforcements
1	Oct 6 PM	Initial assault missions		Plentiful	
2	Oct 6 Night	Initial assault missions			
3	Oct 7 AM	Start rolling for weather		Plentiful	Israeli Reinforcements – Golan Israeli Reinforcements – Suez Syrian Reinforcements [Bethima or Sasa]
4	Oct 7 PM			Plentiful	Israeli Reinforcements - Suez
5	Oct 7 Night				
6	Oct 8 AM		Plentiful		Israeli Reinforcements – Golan Israeli Reinforcements – Suez Syrian Reinforcements [Bethima or Sasa]
7	Oct 8 PM		Plentiful		Israeli Reinforcements - Golan
8	Oct 8 Night				
9	Oct 9 AM		Plentiful		
10	Oct 9 PM		Plentiful		
11	Oct 9 Night				
12	Oct 10 AM	Israeli ECM Improvements (-1 to SAM interception)			
13	Oct 10 PM				
14	Oct 10 Night				
15	Oct 11 AM				
16	Oct 11 PM				

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Israeli	Supply State Arab	Reinforcements
17	Oct 11 Night				
18	Oct 12 AM				Iraqi 3rd Armored Division [Sanamin]
19	Oct 12 PM				
20	Oct 12 Night				
21	Oct 13 AM				Jordanian 40th Armored Brigade [Sheikh Meskin] Egyptian GHQ Reserve Released [Any supply Area]
22	Oct 13 PM				
23	Oct 13 Night				
24	Oct 14 AM				
25	Oct 14 PM				
26	Oct 14 Night				
27	Oct 15 AM				
28	Oct 15 PM				
29	Oct 15 Night				
30	Oct 16 AM				
31	Oct 16 PM				
32	Oct 16 Night				
33	Oct 17 AM			Paltry	

12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Israeli	Supply State Arab	Reinforcements
34	Oct 17 PM			Paltry	
35	Oct 17 Night			Paltry	
36	Oct 18 AM			Paltry	
37	Oct 18 PM			Paltry	
38	Oct 18 Night			Paltry	
39	Oct 19 AM		Paltry	Paltry	Iraqi 6th Armored Division [Sanamin]
40	Oct 19 PM		Paltry	Paltry	
41	Oct 19 Night		Paltry	Paltry	
42	Oct 20 AM		Paltry	Paltry	
43	Oct 20 PM		Paltry	Paltry	
44	Oct 20 Night		Paltry	Paltry	
45	Oct 21 AM	Israeli Helo Assault Ability Activated	Paltry	Paltry	
46	Oct 21 PM		Paltry	Paltry	
47	Oct 21 Night		Paltry	Paltry	
48	Oct 22 AM		Paltry	Paltry	
49	Oct 22 PM		Paltry	Paltry	

October War, 1973

Order of Battle

13.0 Order of Battle

Order of Battle (OOB):

This Order of Battle (OOB) shows the historical forces involved in the campaign, along with guidelines for creating a force drawn from them for tabletop play.

For those gamers using Fate of a Nation, each historical unit is linked to one or more representative formations detailed in the book.

These core formations show the represented tactical unit types that might be present on the field and provide the parameters for organizing a force for a tabletop action.

The strength of a unit in the campaign relative to other units is shown as its unit strength. Its strategic and logistical maneuver capability will be shown as its mobility.

Note that if players prefer to utilize other tabletop rules, simply replace the FOAN units with the equivalent using your preferred tabletop rules set.

Also Included are instructions showing their initial deployment, as well as noting any reinforcements and their turns of entry.

13.0 Order of Battle (continued)

Key Term Definitions

The OOB uses the following key terms:

- **Campaign Unit** – the basic unit for the campaign, generally representing the basic maneuver element for the campaign in question. Armored Thrust uses a flexible scale - in some campaigns this will be a corps, division or large brigade, but in certain cases it may be a larger or smaller unit.

- **Campaign Group** – a campaign group is used to describe all of the units of one side that occupy a single map area. A campaign group will consist of one or more campaign units.

Example – if the Syrian 5th Infantry Division (unit strength 4) and the Moroccan Brigade (unit strength 1) occupy Hadar; they constitute a group with a unit strength of 5.

Reading the OOB

The areas of the OOB provide the following information (see diagram below):

1. **Unit Name** – the title of the unit
2. **Mobility** – its mobility class, the number to the right of the slash is the number of movement points it receives each turn
3. **Activation** – the base number needed on a d6 to activate each turn
4. **Unit Strength** – the relative strength of the unit in campaign terms
5. **Core Formation** – you must field at least one formation from this section for tabletop actions
6. **Required Command Cards** – lists any required command cards that must be purchased for your core formations
7. **Bonus Unit(s)** – you receive the bonus unit (s) listed as free support choices

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Syrian 5th Infantry Division	Motor / 4	3	4	Syrian T-54, BMP or BTR Mech Battalion		Company of 7x T-54 [29]
①	②	③	④	⑤	⑥	⑦

13.0 Order of Battle (continued)

Initial Deployment –

Control of Areas –

All areas on the Golan Front west of the purple line are controlled by the Israelis at the start of the campaign, and all other areas start controlled by the Syrians.

All areas on the Suez Front east of the Suez Canal are controlled by the Israelis at the start of the campaign, and all other areas start controlled by the Egyptians.

Control of areas changes during the campaign as per the standard Armored Thrust rules.

Mount Hermon –

Both Israel and Syria held portions of Mount Hermon in 1973. No units may be deployed in either Israeli Hermon or Syrian Hermon at the start of the campaign.

Each area is considered to have a fixed garrison, with unit strength zero, which fights as a Syrian BTR-152 Mech Company without vehicles (Syrian Hermon) or an Israeli Paratrooper Company without vehicles (Israeli Hermon).

Initial Deployment –

- Suez Front Arab units available at start may be deployed in any area west of the Suez Canal, within the areas specified for their army

- Suez Front Israeli units available at start are deployed in any area east of the Suez Canal

- Golan Front Arab units available at start may be deployed in any area east of the purple line border. No units may be deployed on Syrian Hermon

- Golan Front Israeli units available at start are deployed in any area west of the purple line border. No units may be deployed on Israeli Hermon

13.0 Order of Battle (continued)

13.1 – Arab Forces / Golan Front (At Start):

ARAB FORCES - GOLAN FRONT						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Initial Assault Force – deployed at start						
Syrian 5th Infantry Division	Motor / 4	3	4	Syrian T-54, BMP or BTR Mech Battalion		Company of 7x T-54 [29]
Syrian 7th Infantry Division	Motor / 4	3	4	Syrian T-54, BMP or BTR Mech Battalion		Company of 7x T-54 [29]
Syrian 9th Infantry Division	Motor / 4	4	2	Syrian T-54, T-34, or BTR Mech Battalion		Company of 7x T-54 [29]
Moroccan Brigade	Leg / 1	6	1	Moroccan Infantry Battalion #	Moroccan Brigade	Company of 7x Syrian T-54 [29]
Syrian Commando Force	Leg / 1	6	1	Syrian Commando Battalion #	Night Attack	Off-table support from 6x BM-21 Hail, 6x 152mm Howitzer [18]

= special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.1 – Arab Forces / Golan Front (Reserves):

ARAB FORCES - GOLAN FRONT						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Reserve Force – may arrive at Bethima or Sasa on or after the Oct 7 AM Turn						
Syrian 1st Armored Division	Motor / 4	2	4	Syrian T-62, T-54, BMP or BTR Mech Battalion		Company of 6x T-62 [29]
Syrian 3rd Armored Division	Motor / 4	3	4	Syrian T-62, T-54, BMP or BTR Mech Battalion		Company of 6x T-62 [29]
Reserve Force – may arrive at Bethima or Sasa on or after the Oct 8 AM Turn						
Syrian Assad Guard Brigade	Motor / 4	3	1	Syrian T-62 or BMP Mech Battalion		Company of 6x T-62 [29]
Arab Allies - may arrive at Sanamin on or after the Oct 12 AM Turn						
Iraqi 3rd Armored Division	Motor / 4	3	4	Iraqi T-55 or BTR Mech Battalion #	Iraqi	Company of 7x T-54 [29]
Arab Allies - may arrive at Sheikh Meskin on or after the Oct 13 AM Turn						
Jordanian 40th Armored Brigade	Motor / 4	4	2	Jordanian Centurion (105) or Mechanized company		2 troops of 3x Centurion (105mm) [30]
Arab Allies – may arrive at Sanamin on or after the Oct 19 AM Turn						
Iraqi 6th Armored Division	Motor / 4	3	4	Iraqi T-55 or BTR Mech Battalion #	Iraqi	Company of 7x T-54 [29]

= special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.2 – Arab Forces / Suez Front:

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
ARAB FORCES – SUEZ FRONT						
Egyptian 2nd Army – Deployed from Deversoir to Port Said						
Egyptian 2nd Infantry Division	Motor / 4	4	3	Egyptian T-34, Infantry, Thunderbolt, BMP or BTR Mech battalion		Company of 8x T-54 [31]
Egyptian 16th Infantry Division	Motor / 4	4	3	Egyptian T-34, Infantry, Thunderbolt, BMP or BTR Mech battalion		Company of 8x T-54 [31]
Egyptian 18th Infantry Division	Motor / 4	4	3	Egyptian T-34, Infantry, Thunderbolt, BMP or BTR Mech battalion		Company of 8x T-54 [31]
Egyptian 21st Armored Division	Motor / 4	4	3	Egyptian T-54, BMP or BTR Mech battalion		Company of 7x T-62 [32]
Egyptian 23rd Mech Division	Motor / 4	4	3	Egyptian T-54, BMP, BTR, or Thunderbolt battalion		Company of 8x T-54 [31]
Egyptian 15th Ind Armored Brigade	Motor / 4	3	1	Egyptian T-62 battalion		Company of 7x T-62 [32]

= special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.2 – Arab Forces / Suez Front:

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
ARAB FORCES – SUEZ FRONT						
Egyptian 3rd Army – deployed from Port Tewfiq to Shallufa						
Egyptian 4th Armored Division	Motor / 4	4	2	Egyptian T-54, BMP or BTR Mech battalion		Company of 7x T-62 [32]
Egyptian 6th Mech Division	Motor / 4	4	2	Egyptian T-54, BMP, BTR, or Thunderbolt battalion		Company of 8x T-54 [31]
Egyptian 7th Infantry Division	Motor / 4	4	3	Egyptian T-34, Infantry, Thunderbolt, BMP or BTR Mech battalion		Company of 8x T-54 [31]
Egyptian 19th Infantry Division	Motor / 4	4	3	Egyptian T-34, Infantry, Thunderbolt, BMP or BTR Mech battalion		Company of 8x T-54 [31]
Egyptian 25th Ind Armored Brigade	Motor / 4	3	1	Egyptian T-62 battalion		Company of 7x T-62 [32]
Egyptian 130th Marine Brigade	Motor / 4	4	1	Egyptian BMP Mech Battalion#		2 full strength platoons each of PT-76 Scouts and BTR-50PK Scouts [26]
GHQ Reserve – may arrive at Metro Cairo on or after the Oct 13 AM Turn						
Egyptian 3rd Mech Division	Motor / 4	3	3	Egyptian T-62, T-54, BMP, BTR, or Thunderbolt battalion		Company of 7x T-62 [32]

= special rules apply, see 16.1 Unit Special Rules

13.3 – Israeli Forces / Golan Front (At Start):

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
ISRAELI FORCES – GOLAN FRONT						
Initial Forces						
Barak Armored Brigade	Motor / 4	2	2	Sho't Tank Company (105mm)		2x Platoon of 4x Isherman 105mm [32]
7th Armored Brigade	Motor / 4	2	2	Sho't Tank Company (105mm)		2x Platoon of 4x Isherman 105mm [32]
Golani Infantry Brigade	Motor / 4	2	2	M3 or M113 Mech Company		2x Platoon of 4x Isherman 105mm [32]

\# = special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.3 – Israeli Forces / Golan Front (Reserves):

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
ISRAELI FORCES – GOLAN FRONT						
Arrives Oct 7 AM Turn						
679th Armored Brigade	Motor / 4	2	2	Sho't Tank Company (20-pdr)		2x Platoon of 4x Isherman 105mm [32]
4th Kirvati Mech Brigade	Motor / 4	2	2	Sherman, M3 or M113 Mech Company		Platoon of 4x Sho't 105mm [36]
9th Oded Mech Brigade	Motor / 4	2	2	Sherman Tank Company		Platoon of 4x Sho't 105mm [36]
179th Armored Brigade	Motor / 4	2	2	Sho't Tank Company (105mm) or Sayur Company		2x Platoon of 4x Isherman 105mm [32]
17th Khgitivat Para Brigade	Motor / 4	2	2	Paratrooper Company		Platoon of 4x Sho't 105mm [36]
Northern Cmd Sayyeret	Recon / 6	2	1	Sayur company		2x Platoon of 4x Isherman 105mm [32]
Arrives Oct 8 AM Turn						
205th Armored Brigade	Motor / 4	2	2	Sho't Tank Company (20-pdr)		2x Platoon of 4x Isherman 105mm [32]
670th Mech Brigade	Motor / 4	2	2	Sherman or M3 Mech Company		Platoon of 4x Sho't 105mm [36]

= special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.4 – Israeli Forces / Suez Front (At Start):

ISRAELI FORCES – SUEZ FRONT						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Initial Forces						
14th Armored Brigade	Motor / 4	2	2	Magach 3 Company		Platoon of 3x Magach 6 [36]
401st Armored Brigade	Motor / 4	2	2	Magach 3 Company		Platoon of 3x Magach 6 [36]

= special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.4 – Israeli Forces / Suez Front (Reserves):

ISRAELI FORCES – SUEZ FRONT						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Arrives Oct 7 AM Turn						
35th Para Brigade	Motor / 4	2	2	Paratrooper Company		Platoon of 3x Magach 6 [36]
217th Armored Brigade	Motor / 4	2	2	Sho't (105mm) Company		Platoon of 3x Magach 6 [36]
460th Armor School Brigade	Motor / 4	2	3	Sho't, Magach 3 or Magach 6 Company		Platoon of 3x Magach 6 [36]
Arrives Oct 7 PM Turn						
421st Armored Brigade	Motor / 4	2	2	Magach 3 Tank Company		Platoon of 3x Magach 6 [36]
600th Armored Brigade	Motor / 4	2	2	Magach 6 Tank Company		Platoon of 3x Magach 6 [36]
875th Mech Brigade	Motor / 4	2	2	Sherman, M3 or M113 Mech Company		Platoon of 3x Magach 6 [36]
204th Mech Brigade	Motor / 4	2	2	Magach 3, M3 or M113 Mech Company		Platoon of 3x Magach 6 [36]
274th Separate Armored Brigade	Motor / 4	2	2	Tiran Tank Company #		Platoon of 3x Magach 6 [36]

= special rules apply, see 16.1 Unit Special Rules

13.0 Order of Battle (continued)

13.4 – Israeli Forces / Suez Front (Reserves):

ISRAELI FORCES – SUEZ FRONT						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Arrives Oct 8 AM Turn						
11th Mech Brigade	Motor / 4	2	2	Sherman, M3 or M113 Mech Company		Platoon of 3x Magach 6 [36]
164th Harel Armored Brigade	Motor / 4	2	2	Sho't (105mm) Company		Platoon of 3x Magach 6 [36]
247th Para Brigade	Motor / 4	2	2	Paratrooper Company		Platoon of 3x Magach 6 [36]
500th Armored Brigade	Motor / 4	2	2	Sho't (105mm) Company		Platoon of 3x Magach 6 [36]

= special rules apply, see 16.1 Unit Special Rules

October War, 1973

Special Rules and Maps

14.0 Special Rules

14.1 Arab Special Rules –

Arab Advance Planning –

The Arab High Commands had planned their initial assaults quite carefully, with plenty of training and rehearsals.

Arab units automatically activate on the first campaign turn.

Syrian Hermon Assault –

Syrian commandos conducted a well-executed assault on Israeli Hermon early in the fighting, utilizing helicopter transport to approach the position from higher ground.

To reflect this, once during the first six campaign turns, the Syrian Commando unit, if based in Sasa, may be ordered to conduct a heliborne assault on Israeli Hermon.

The action generated is the Mount Hermon Assault mission, but the Syrian forces receive the benefits of a high ground assault (see the mission).

Initial Assaults –

The initial Arab assaults on both fronts had to contend with strongly fortified Israeli defensive lines. To force breakthroughs, they needed to overcome these positions.

To reflect this, all engagements generated on the first two turns of the campaign (October 6 PM and October 6 night) will use a special mission to replicate this sort of fighting:

- Engagements in a Bar-Lev Line area must utilize the Bar-Lev Assault Mission (17.2)
- Engagements in a Purple Line area must utilize the Purple Line Assault Mission (17.3)

Lake Crossing Assault –

An Egyptian Marine unit starting in Shallufa may assault Botzer using a lake assault. An Egyptian Marine unit starting in Isamila may make assault Purkan using a lake assault.

A lake assault results in a normal engagement.

14.0 Special Rules

14.2 Israeli Special Rules –

Purple Line Strongpoints –

Israeli strongpoints along the purple line were garrisoned by territorial units and delayed the Syrian advance significantly.

Each unoccupied purple line area is considered to be garrisoned by a force with unit strength zero, which fights as an Israeli Sho't Tank company.

Bar Lev Line Strongpoints –

Israeli strongpoints along the Bar Lev line were also garrisoned by territorial units, and also designed to delay any Egyptian advance. They were more spread out than in the Golan and depended on supporting armor to hold up any attack.

Each unoccupied Bar Lev line area is considered to be garrisoned by a force with unit strength zero, which fights as an Israeli Magach 3 Tank company.

Israeli Hermon Outpost –

The Israeli outpost on Mount Hermon had the latest electronic and visual surveillance gear, combined with an excellent view of the entire region and deep into Syria.

While Israel controls Israeli Hermon, the Israeli player should be provided with the location of each Arab unit on the Golan Front prior to submitting their orders each turn after the first campaign turn.

This effect ends if Israel loses control of the area, and does not restart, even if the area is subsequently recaptured (the monitoring equipment was removed by the Syrians when they captured the area).

In addition, the position provided excellent artillery observation visibility across the whole Golan, which was used by whichever side controlled it.

To reflect this, the side controlling Israeli Hermon gains a +1 modifier to any third attempt to range in in any tabletop actions.

14.0 Special Rules (Continued)

14.2 Israeli Special Rules (Cont) –

Israeli Hermon Counterattack –

After a failed attempt to retake Israeli Hermon with a ground assault, Israeli forces executed a climbing assault on the eastern face of the mountain and used their own helicopter transport to approach the Syrian Hermon position from higher ground.

To reflect this, once from campaign turn 47 (night of October 21st) onward, any Israeli Paratrooper unit, if based in any Israeli supply area on the Golan Map, may be ordered to conduct a heliborne attack on Syrian Hermon. Simultaneously, any Israeli unit, if based in A-1 or Hadar, may conduct a cliff infiltration climb to assault Israeli Hermon from above.

Each action generated is the Mount Hermon Assault mission (17.1), but the Israeli forces receive the benefits of a high ground assault (see the mission).

Surprise –

Israeli intelligence ignored the warning signs of a potential Arab attack, and the timing of the attack achieved strategic surprise.

To reflect this, Israeli forces may only defend in place during the first campaign turn.

Canal Crossing –

The Israelis had anticipated a potential need to cross the Suez Canal if fighting broke out, and they had pre-constructed ramps at strategic points to assist with crossings.

Any force ordered to attack using a crossing connector is making a canal crossing. The initial Egyptian assaults are resolved using the special mission Bar-Lev Line Assault.

Any other canal crossing assault is resolved as a normal engagement.

15.0 Strategies

Map Movement and Area Control – The Arab forces have a limited time to punch through a thinly held Israeli line before their mobilizing reserves impact the battle. Israeli units are very tough, but they are heavily outnumbered until the reserve units start to arrive. The Israeli commander needs, like they did historically, be stoic, and hold ground doggedly, despite any temporary setbacks. The Israeli forces are tough but brittle, and they must actively wear away at the larger Arab force or it will eventually grind them down.

Tactical / Tabletop – Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

Israeli - The Israeli forces have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Israelis have good intelligence.

This brings a tactical flexibility, which combined with some important weapons advantages (powerful and versatile tanks, excellent AT capability, etc.) makes the Israeli units very tough through the campaign.

Arab Forces – on the other hand, playing the Arab forces is really an exercise in getting a few basic things right. Arab forces have access to very large, solid infantry combined with decent, plentiful tanks and a good variety of support choices. Their AT missile capabilities can be critical in dealing with Israeli armor, and this can allow their numbers ot prevail. Good Arab players will get very good at using their core units well together, in a way to make their numbers count.

16.0 Historical Force Restrictions

Introduction –
All forces shown are fielded using the Fate of as Nation book, or the equivalent for other rules systems.

Formation Support Restrictions (Both Sides) –
Where the Fate of a Nation Army books allow the selection of Formation Support, this is restricted in the campaign.

You may not field Formation support, either from allowed compulsory units, or an entire formation, unless those formations are options for the campaign unit fighting, or a campaign unit allowed those formation(s) is within one area of the tabletop battle being played.

Arab Allied Formations –
The multiple Arab national forces present meant that forces were sometimes intermingled and cooperating tactically. This is best reflected by allowing a force from one nation to field an Allied formation if desired.

Follow the standard rules from WW3 Team Yankee / Fate of a Nation for allied formations if one is fielded.

The following forces may include an Allied formation as noted:

Allied Formation Chart	
Force	**Allied Formations Allowed**
Syrian	Moroccan, Jordanian, Iraqi
Moroccan	Syrian
Jordanian	Syrian
Iraqi	Jordanian, Syrian

Other Selection Restrictions –

Other exceptions are noted in each nation's entry in this section.

16.0 Historical Force Restrictions (continued)

16.1 Arab Force Selection –

SYRIAN:

Syrian forces should be selected from the Fate of a Nation Book, with the following restrictions / additions.

Syrian Commandos:
The Syrians fielded an elite Commando unit in their assault on Israeli Hermon.

A Syrian Commando battalion is fielded as a Syrian BTR Mech Battalion, with the following changes –
- Each unit is the formation has its skill increased to 5+
- Mech Company units do not receive any vehicles
- The formation may not field a 57mm AT company
- No vehicle support choices may be fielded in the force

New Units –
Some additional units are available for Syrian forces. See Section 16.2 New Syrian Units for details.

Restricted Units –
The following general restrictions apply to all Syrian units during the campaign:

German Tanks: all the Syrian ex-German vehicles were destroyed in the 1967 Six Day War. You may not field them in 1973.

- German Tank Platoons may not be used in this campaign

Syrian T-34 Battalions –
A large number of the Syrian T-34 fleet had been lost in 1967 or converted to other uses. Still, a few T-34 units provided tank support for the infantry divisions.

A Syrian T-34 battalion may field a maximum of two T-34 tank companies in 1973. Also, no force may field more than one battalion of T-34 tanks.

16.0 Historical Force Restrictions (continued)

16.1 Arab Force Selection (Continued) –

EGYPTIAN:

Egyptian forces should be selected from the Fate of a Nation Book.

Egyptian Marines –
An Egyptian Marine unit supported the Egyptian 3rd Army, and it attempted an opposed crossing of the Great Bitter Lake. Only the Egyptian Marine unit may field a Marine BMP Mech battalion.

An Egyptian Marine BMP battalion is fielded as a normal Egyptian BMP Mech battalion, but it replaces its integral tank slot with up to 3 PT-76 Scout platoon choices, and its integral AA slot with up to 3 BTR-50PK Scout Platoon choices. Egyptian Marine units use normal Egyptian stats.

Any non-amphibious units selected in an Egyptian Marine BMP battalion must be placed in reserve, following the mission reserve rules. If the mission being played does not specify reserves, they are treated as being in immediate reserve.

New Units –
Some additional units are available for Egyptian forces. See Section 16.3 New Egyptian Units for details.

Restricted Units –
Egyptian forces had lost or retired all their Sherman tanks prior to 1973.

- Sherman or FL10 Sherman Tank Platoons may not be used in this campaign

Egyptian T-34 Battalions –
A large number of the Egyptian T-34 fleet had been lost in 1956 and 1967 or converted to other uses. Still, each Infantry Division fielded some T-34s for tank support.

An Egyptian T-34 battalion may field a maximum of two T-34 tank companies in 1973. Also, no force may field more than one battalion of T-34 tanks.

16.0 Historical Force Restrictions (continued)

16.1 Arab Force Selection (Continued) –

IRAQI:

Iraq sent significant forces into Syria to support the effort against Israel. Iraqi forces should be selected from the Fate of a Nation Book, with the following restrictions / additions.

Iraqi Tank and Mech Units –
Iraqi troops were organized similarly to the Syrian forces.

Iraqi units are organized and pointed as the equivalent Syrian units. They utilize Syrian ratings as well, except that Iraqi units reduce their assault ratings by 1 and increase their courage ratings by 1.

This also applies to support units in an Iraqi force.

Iraqi Commandos –
An Iraqi Commando unit supported the Iraqi divisions deployed to the Golan front. An Iraqi force may field a Commando company as an additional support choice.

An Iraqi commando company is fielded as a Syrian BTR Infantry company, using Syrian stats with no modification, and Syrian organization and points. It may optionally replace its vehicles with either OT-62 or M113 transports.

New Units –
Some additional units are available for Iraqi forces. See Section 16.4 New Iraqi Units for details.

Restricted Units –
The following general restrictions apply to all Iraqi units during the campaign:

Iraqi forces may not contain T-62, T-34, BMP or BTR-152 vehicles. Iraqi BTR Mech Battalion units may optionally replace their BTR-60s with either M113s or OT-62s at no change in points.

16.0 Historical Force Restrictions (continued)

16.1 Arab Force Selection (Continued) –

MOROCCAN:

Moroccan Brigade –
The Soviets moved a Moroccan Army brigade to Syrian prior to the Yom Kippur War, and the unit served on the frontline in the shadow of Mount Hermon.

The Moroccan troops did not have their equipment sealifted with them and were issued with Syrian equipment on their arrival.

The Moroccan brigade is fielded as a Moroccan Infantry battalion. A Moroccan Infantry Battalion uses the Syrian BTR Mech Battalion structure, but it may also field a T-54 Tank Company as an additional formation option.

Units in a Moroccan formation improve their skill and assault ratings by 1, and decrease their courage, morale, remount and rally ratings by 1.

Support comes from Syrian forces and uses normal Syrian stats.

New Units –
There are no new units for the Moroccan brigade, as they were issued with standard Syrian equipment.

Restricted Units –
There are no additional restrictions on Moroccan force selection.

16.0 Historical Force Restrictions (continued)

16.1 Arab Force Selection (Continued) –

JORDANIAN:

Jordanian forces should be selected from the Fate of a Nation Book, with the following restrictions / additions.

New Units –
No additional units are available for Jordanian forces.

Restricted Units –
The following general restrictions apply to all Jordanian units during the campaign:

Limited Intervention: the Jordanians sent only their elite 40th Armoured Brigade into Syria to fight during 1973. it was equipped with Centurion (105mm) tanks:

- The Jordanian forces involved were not equipped with M-48 or 20-pdr armed Centurion tanks. None of these vehicles may not be used in this campaign

16.0 Historical Force Restrictions (continued)

16.2 New Syrian Units –

Some of the units called out in the OOB are not covered in the existing forces released to date.

Unit cards for these new units are detailed in the New Unit Cards section.

T-34/D30 122mm BATTERY:

As Soviet shipments of newer equipment allowed Syria to start to retire her venerable T-34 fleet, most were emplaced as pillboxes blocking access routes from the Golan to Damascus.

The remainder were converted to SP Artillery, mounting 122mm guns. These were issued to the two Armored Divisions right before the war.

A formation selected from a Syrian Armored Division campaign unit may replace one of its Field Artillery support choices with a T-34/D30 122mm Battery. The stats for the unit are shown below:

T-34/D30 122mm BATTERY		

3x T-34/D30 (122mm) 3 pts		* TANK UNIT *	IS HIT ON 3+

COURAGE	4+
MORALE	3+
REMOUNT	4+

ARMOUR	
FRONT	2
SIDE	0
TOP	0

As the Syrian Army retired its T-34s, enough were converted to SP guns to allow the 1st and 3rd Armored Divisions to utilize mobile batteries.

SKILL	6
ASAULT	6
REMOUNT	4+

The design was crude, and the resulting vehicle was top heavy and unstable, but it gave precious mobility to the artillery to support offensive actions.

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
6"	10"	18"	24"	5+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
122mm how	80"	ARTILLERY		3	3+	forward firing
Or direct fire	16"	1	1	9	2+	brutal, forward firing, slow firing

16.0 Historical Force Restrictions (continued)

16.2 New Syrian Units (Continued) –

BRDM-1 or 2 AT COMPANY:

In addition to man-packed anti-tank missiles, the Soviets also supplied the Arab forces with vehicle mounted version of 9M14 *Malyutka* (AT-3 Sagger) missile. It was mounted on either a BRDM-1 or a BRDM-2 chassis, and it provided increased mobility for the missiles. In game terms, there are only minor differences between the chassis, so we will classify them all as BRDM-2.

Players may freely model the unit with the BRDM-1 version, utilizing the same stats.

Any Syrian campaign unit may replace its Sagger AT Company support choice with a BRDM-1 or 2 AT Company. This is only an option for a support choice, not any Sagger AT Companies integral to a formation. The stats for the unit are shown below:

BRDM-1 or 2 AT COMPANY			
3x BRDM-1 or 2 AT — 3 pts 2x BRDM-1 or 2 AT — 2 pts	COURAGE 4+ MORALE 3+ REMOUNT 4+	* TANK UNIT *	IS HIT ON 3+

As the Syrian Army added new Soviet anti-tank missiles, the mobile versions of these weapons was rolled out to the more mobile formations.

The version mounted on the BRDM platform provided light armor protection and increased mobility for the missiles.

SKILL 6
ASAULT 6
REMOUNT 4+

ARMOUR

FRONT	1
SIDE	0
TOP	0

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
10"	10"	18"	44"	4+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
AT-3 Sagger	16-40"	1	-	18	3+	*guided, HEAT*

16.3 New Egyptian Units –

T-34/100 BATTERY

As Soviet shipments of newer equipment allowed Egypt to start to retire her T-34 fleet, they were slowly moved into reserve.

Several were converted to tank destroyers, mounting 100mm guns. These were issued to the Egyptian Infantry Divisions to provide a single self-propelled battery in each divisional Anti-Tank Battalion.

An Egyptian BTR Mech Battalion or Infantry Battalion may replace an SU-100 AT Company support choice with a T-34/100 battery.

The stats for the unit are shown below:

T-34/100 BATTERY		

4x T-34/100	3 pts	
3x T-34/100	2 pts	

* TANK UNIT *

IS HIT ON	3+

COURAGE	4+
MORALE	4+
REMOUNT	4+

SKILL	5+
ASSAULT	6
REMOUNT	5+

ARMOUR	
FRONT	4
SIDE	1
TOP	0

In an effort to up gun some of their T-34 fleet, Egypt converted a number to T-34/100s by adding an elongated light turret and fitting a 100mm gun, to utilize them as tank destroyers.

The design was crude, and the resulting vehicle was top heavy when firing any direction except rearward. The new gun did provide a decent anti-tank punch, in an actual rotating turret.

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
10"	14"	20"	24"	5+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
100mm gun	32"	1	1	15	2+	*slow firing*

16.0 Historical Force Restrictions (continued)

16.3 New Egyptian Units (Continued) –

BTR-152 SPAA BATTERY

As Egypt received more modern armored troop carriers, a number of their BTR-152 fleet were converted to provide mobile AA support to their Armored and Mechanized Divisions.

The conversion was simple, mounting a quad DShK 12.7mm AAMG in the passenger compartment.

An Egyptian Tank or Mechanized Infantry force may replace a 37mm AA Company support choice with a BTR-152 SPAA Battery.

The stats for the unit are shown below:

BTR-152 SP AA BATTERY

3x BTR-152 SPAA	2 pt

* TANK UNIT *

IS HIT ON	3+

Egypt converted a number of BTR-152s to provide mobile anti-aircraft support for her mobile divisions.

Mounting a quad 12.7mm AAMG in the passenger compartment, they could provide both anti-aircraft and anti-personnel support.

COURAGE	4+
MORALE	4+
REMOUNT	4+

SKILL	5+
ASAULT	6
REMOUNT	5+

ARMOUR	
FRONT	1
SIDE	1
TOP	0

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
10"	10"	14"	36"	4+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
Quad 12.7mm	20"	6	2	4	5+	*Dedicated AA*

16.3 New Egyptian Units (Continued) –

BRDM-1 or 2 AT COMPANY:

In addition to man-packed anti-tank missiles, the Soviets also supplied the Arab forces with vehicle mounted version of 9M14 *Malyutka* (AT-3 Sagger) missile. It was mounted on either a BRDM-1 or a BRDM-2 chassis, and it provided increased mobility for the missiles. In game terms, there are only minor differences between the chassis, so we will classify them all as BRDM-2.

Players may freely model the unit with the BRDM-1 version, utilizing the same stats.

Any Egyptian campaign unit may replace its Sagger AT Company support choice with a BRDM-1 or 2 AT Company. This is only an option for a support choice, not any Sagger AT Companies integral to a formation. The stats for the unit are shown below:

BRDM-1 or 2 AT COMPANY

| 3x BRDM-1 or 2 AT | 3 pts |
| 2x BRDM-1 or 2 AT | 2 pts |

As the Egyptian Army added new Soviet anti-tank missiles, the mobile versions of these weapons was rolled out to the more mobile formations.

The version mounted on the BRDM platform provided light armor protection and increased mobility for the missiles.

COURAGE	4+
MORALE	4+
REMOUNT	4+

SKILL	5+
ASSAULT	6
REMOUNT	5+

* TANK UNIT *

IS HIT ON	3+

ARMOUR	
FRONT	1
SIDE	0
TOP	0

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
10"	10"	18"	44"	4+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
AT-3 Sagger	16-40"	1	-	18	3+	*guided, HEAT*

16.0 Historical Force Restrictions (continued)

16.4 New Iraqi Units –

Some of the units called out in the OOB are not covered in the existing forces released to date.

Unit cards for these new units are detailed in the New Unit Cards section.

OT-62 Topaz:

It appears that the Iraqi units deployed to Syrian had infantry mounted in either OT-62 or M113 armored carriers. But the Iraqi Army also fielded a large number of units mounted in the BTR-60 APC during 1973.

An Iraqi Mech Infantry unit may optionally replace their BTR APCs with either OT-62s or M113s. The number of M113s fielded should be the smallest number sufficient to carry the number of infantry stands purchased.

Players unable to locate suitable OT-62 models should feel free to utilize BTR-60 PK models if available. The stats for the unit are shown below:

OT-62 Topaz Transport / Iraqi		

The Iraqi army used a mix of APCs in 1973.

The OT-62 Topaz was acquired from Czechoslovakia and equipped a number of Iraqi mechanized units.

COURAGE	3+	
MORALE	3+	
REMOUNT	4+	

* TANK ATTACHMENT * AMPHIBIOUS * PASSENGERS 4 * UNIT TRANSPORT

IS HIT ON 3+

SKILL	6
ASAULT	6
COUNTER	3+

ARMOUR

FRONT	1
SIDE	1
TOP	1

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
10"	14"	20"	24"	3+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
14.5mm MG	20"	3	2	5	5+	
7.62mm MG	16"	1	1	2	6	

16.0 Historical Force Restrictions (continued)

16.4 New Iraqi Units (Continued) –

M113:

It appears that the Iraqi units deployed to Syrian had infantry mounted in either OT-62 or M113 armored carriers. But the Iraqi Army also fielded a large number of units mounted in the BTR-60 APC during 1973.

An Iraqi Mech Infantry unit may optionally replace their BTR APCs with either OT-62s or M113s. The number of M113s fielded should be the smallest number sufficient to carry the number of infantry stands purchased.

The stats for the unit are shown below:

M113 Transport / Iraqi		

COURAGE 3+	* TANK ATTACHMENT * AMPHIBIOUS * PASSENGERS 3 * UNIT TRANSPORT	IS HIT ON 3+
MORALE 3+		
REMOUNT 4+		

The Iraqi army used a mix of APCs in 1973.

M113s equipped a number of Iraqi mechanized units.

SKILL	6
ASAULT	6
COUNTER	3+

ARMOUR	
FRONT	3
SIDE	2
TOP	1

TACTICAL	TERRAIN DASH	XCOUNTRY DASH	ROAD DASH	CROSS
10"	16"	24"	32"	3+

WEAPON	RANGE	HALTED	MOVING	AT	FP	NOTES
.50 cal AAMG	20"	3	2	4	5+	

16.0 Historical Force Restrictions (continued)

16.5 Israeli Force Selection –

ISRAELI:

Israeli forces should be selected from the Fate of a Nation Book, with the following restrictions / additions.

New Units –
No additional units are available for Israeli forces.

Restricted Units –
The following general restrictions apply to all Israeli units during the campaign:

Tank Force Changes: the Israelis made a number of changes to their equipment between 1967 and 1973:
- All 20-pdr armed Centurions have been upgraded to Sho't standard by 1973. None of these vehicles may not be used in this campaign
- Israel's AMX-13 inventory has been retired and may not be used in this campaign
- All Magach 2 tanks have been upgraded to Magach 3s by 1973. No Magach 2s may not be used in this campaign.
- Any Magach 3 formation fieldedin the campaign may add a second tank to the Formation HQ at no cost in points.

Armor School –
The Israeli Armor School unit was a true elite force. Once per tabletop action, it may auto pass one last stand check.

Front Restrictions –
The Israeli high command had determined that their Magach 3 and Magach 6 tanks were much more suited to the terrain in the Sinai, and that they would be less mobile on the Golan front. The following restrictions apply based on the front an action takes place on:

Golan Front:

- No Magach 3 or Magach 6 formations or support platoons may be selected by a force fighting on the Golan front
- If a unit whose core formation options include either Magach 3 or Magach 6 formations is transferred to the Golan front, it may field any of the core formations it is assigned there. All Magach 3 and Magach 6 tanks fielded on the Golan front reduce their cross number to 3+

Golan Front 1973 GAJO

Key:

Purple Line	
Ridge Area	
Prepared Area	
Irrigated Area	
Village Area	
Heights Area	
Base Area	
Open Area	

——	Road Connector
··········	Trail Connector
—·—·	Mountain Connector
—·—·	SAM Umbrella Limit
🟦	Supply Source
🟥	Border
	Lava Flow
	Mountain Area

Metro Damascus

N

Sanamin
Sasa
Bethima
Knaker
Nasej
El Hara
Tel Shaar
Jaba
Jasim
Nawa
Sheikh Meskin
Tel Kudna
A-6
Rafid
Staging 5th ID
A-10
A-11
El Al
Dganya Alef
Juhader
Gamla Rise
Sea of Galilee
Tel Faris
Hushniya
Yehudia
Arik Bridge
Nafekh
Ein Zivan
A-5
Kuneitra
Customs House
Benot Ya'akov Bridge
Wasset
Gonen
Valley of Tears
El Rom
Banias
Dan
Arnaba
A-3
Horfa
Tel Shams
Jubat El-Hashab
Tel Hermonit
Masada
Mazrat Beit Jan
Hadar
A-1
Beit Jan
Syrian Hermon
Israeli Hermon
TAP Pipeline
Israel Proper

Suez / Sinai Front 1973

GAJO

N

Key:
- Road Connector
- Desert Connector
- Crossing
- Base Area
- Supply Source

- Bar-Lev Line
- Ridge Area
- Clay Area
- Irrigated Area
- Urban Area
- Desert Area

Israel Proper

Metro Cairo

Gulf Of Suez

Great Bitter Lake

Suez Canal

Locations: Tzeidar, Masrek, Port Tewfiq, Adabiya, Mitla Pass, Notsa Junction, Notsa, Nisan, Suez, Geneifa, Wadi al Jandali, Mitzva, Lituf, Shallufa, Fayid, Mitzva Junction, Botzer, Gidi Pass, Hurva, Deversoir, Kishuf, Matzmed, Chinese Farm, Sarafeum, Khatmia Pass, Purkan, Ismailia, Tasa, Nozel, Hizayon, El Firdan, Abu Suwayr, Central Road, Havraga Junction, Maror, Mifraket, El Balah, As Salihiya, Artillery Road, Maror Junction, Qantara, Qantara West, Katia, Baluza, Yoram, El Fina, Northern Road, Rimani, Lateral Road, Traklin, Budapest, Port Fuad, Port Said, Lateral Road, Artillery Road

October War, 1973

New Unit Cards

T-34/D30 122mm BATTERY

Tank Unit

Courage 4+	Skill 6
Morale 3+	Assault 6
Remount 4+	Counter 4+

Hit on 3+		
Front	Side	Top
2	0	0

Road Dash	Cross
24"	5+

Xcountry Dash	Moving	AT	FP
18"	ARTILLERY	3	3+
	1	9	2+

Terrain Dash	Halted
10"	ARTILLERY
	1

Range	Range
80"	
16"	

Tactical 6"

Weapon
122mm How
Or Direct Fire

Notes
forward firing
brutal, slow firing,
forward firing

Special Rules

Forward Firing – may only target teams fully in front of the shooting team

Slow Firing – +1 to hit if moving

Brutal – infantry, gun and unarmored tank teams must re-roll successful saves

T-34/D30 122mm Battery:

3x T-34/D30 (122mm)   3 pts

BRDM-1/2 AT Company

Tank Unit

Courage 4+	Skill 6
Morale 3+	Assault 6
Remount 4+	Counter 4+

Hit on 3+		
Front	Side	Top
1	0	0

Road Dash	Cross
44"	4+

Xcountry Dash	Moving	AT	FP
18"	-	18	3+

Terrain Dash	Halted
10"	1

Range
16-40"

Tactical 10"

Weapon
AT-3 Sagger

Notes
guided, HEAT

Special Rules

Forward Firing – may only target teams fully in front of the shooting team

BRDM AT Company:

3x BRDM-1 or 2   3 pts
2x BRDM-1 or 2   2 pts

OT-62 Topaz Transport

Tank Attachment * Amphibious * Passengers 4 * Unit Transport

Courage 3+	Skill 6
Morale 3+	Assault 6
Remount 4+	Counter 3+

Hit on 3+

Front	Side	Top
1	1	1

Terrain Dash	Xcountry Dash	Road Dash	Cross
14"	20"	24"	3+

Weapon	Range	Halted	Moving	AT	FP	Notes
14.5mm MG	20"	3	2	5	5+	
7.62mm MG	16"	1	1	2	6	

Tactical 10"

Special Rules

Unit Transport – the unit leader of this attachment must end the movement step within 6" of the unit leader of its passenger unit while it is on the table.

Amphibious – treats impassable water as difficult terrain

Passengers – may carry up to the indicated number of passenger teams

M113 Transport

Tank Attachment * Amphibious * Passengers 3 * Unit Transport

Courage 3+	Skill 6
Morale 3+	Assault 6
Remount 4+	Counter 3+

Hit on 3+

Front	Side	Top
3	2	1

Terrain Dash	Xcountry Dash	Road Dash	Cross
16"	24"	32"	3+

Weapon	Range	Halted	Moving	AT	FP	Notes
.50 cal AAMG	20"	3	2	4	5+	

Tactical 10"

Special Rules

Unit Transport – the unit leader of this attachment must end the movement step within 6" of the unit leader of its passenger unit while it is on the table.

Amphibious – treats impassable water as difficult terrain

Passengers – may carry up to the indicated number of passenger teams

T-34/100 Battery

Tank Unit

Courage 4+	**Skill 5+**
Morale 4+	Assault 6
Remount 4+	Counter 5+

Hit on 3+

Front	Side	Top	Cross
4	1	0	5+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Notes
10"	14"	20"	24"	slow firing

Weapon	Range	Halted	Moving	AT	FP
100mm gun	32"	1	1	15	2+

T-34/100 Battery

Special Rules

Slow Firing – +1 to hit if moving

T-34/100 Battery:

4x T-34/100	3 pts
3x T-34/100	2 pts

BTR-152 SP AA Battery

Tank Unit

Courage 4+	**Skill 5+**
Morale 4+	Assault 6
Remount 4+	Counter 5+

Hit on 3+

Front	Side	Top	Cross
1	1	0	4+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Notes
10"	10"	14"	36"	Dedicated AA

Weapon	Range	Halted	Moving	AT	FP
Quad 12.7mm	20"	6	2	4	5+

BTR-152 SP AA Battery

Special Rules

BTR-152 SP AA Battery:

3x BTR-152 SP AA	2 pts

New Unit Cards - Egypt

BRDM-1/2 AT Company

Tank Unit

Courage 4+		Skill 5+	
Morale 4+		Assault 6	
Remount 4+		Counter 5+	

Hit on 3+

Front	Side	Top	Cross
1	0	0	4+

Tactical	Terrain Dash	Xcountry Dash	Road Dash
10"	10"	18"	44"

Weapon	Range	Halted	Moving	AT	FP	Notes
AT-3 Sagger	16-40"	1	-	18	3+	*guided, HEAT*

BRDM-1/2 AT Company

Special Rules

Forward Firing – may only target teams fully in front of the shooting team

BRDM AT Company:

3x BRDM-1 or 2	3 pts
2x BRDM-1 or 2	2 pts

October War, 1973

Special Missions

17.0 Special Missions

Several typical actions from the Yom Kippur War require special missions to reflect their unique circumstances.

Any actions fought in Israeli Hermon or Syrian Hermon on any campaign turn will use the Mount Hermon Assault Mission (17.1)

Any actions fought during the initial campaign turn will use a special mission for that front.

- Actions on the Suez Front will utilize the Bar Lev Line Assault Mission (17.2).
- Actions on the Golan Front will utilize the Purple Line Assault Mission (17.3).

17.1 Mt Hermon Assault Mission –

This mission is used whenever Israeli or Syrian Hermon are under attack.

The mission is fought out as No Retreat, with the following adjustments:
- The mission uses the High Ground rules (see below)
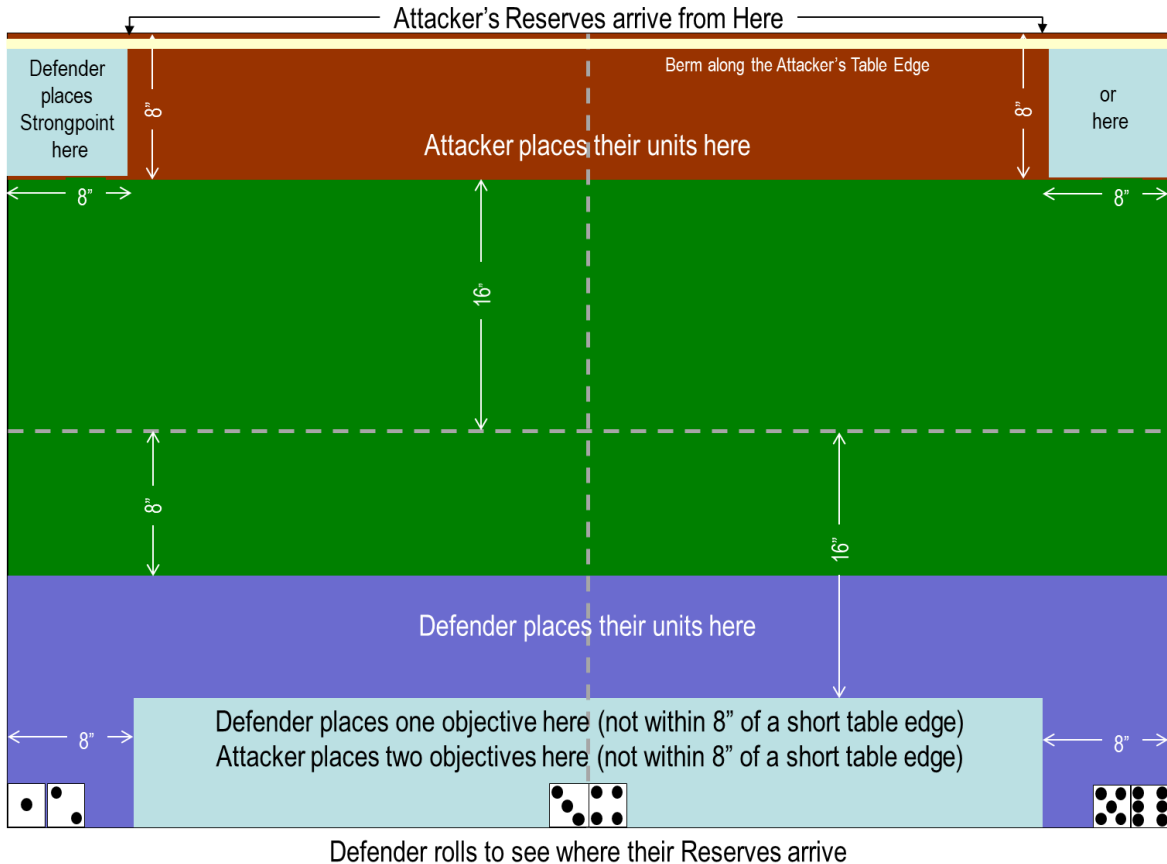
High Ground
The terrain on Mount Hermon significantly favored the defender, but both sides utilized heliborne and cliff infiltration assaults to turn the advantage of the higher ground in their favor.

One side will have the high ground advantage for the mission. Units of the side with the high ground advantage receive +1 to hit in shooting.

The high ground advantage is assigned as follows:
- A side executing a heliborne or cliff infiltration assault receives the high ground advantage
- If no side is executing a heliborne assault, the defender receives the high ground advantage

17.2 Bar-Lev Line Assault Mission

Defender places Strongpoint here

Berm along the Attacker's Table Edge

or here

8"

Attacker places their units here

8"

8"

16"

8"

16"

Defender places their units here

Defender places one objective here (not within 8" of a short table edge)
Attacker places two objectives here (not within 8" of a short table edge)

8"

8"

Defender rolls to see where their Reserves arrive

SPECIAL RULES
• Immediate Reserves (Attacker)
• Scattered Delayed Reserves (Defender)

SETTING UP
1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2. The Defender places an objective in their own table half, at least 16" from the center line and 8" from either short table edge
3. The Attacker now places two objectives in the Defender's table half, at least 16" from the center line and 8" from either short table edge.

DEPLOYMENT
1. The Attacker selects up to 60% of their points to deploy and holds the rest in Immediate Reserve. The Reserves will arrive from the Attacker's long table edge as indicated.
2. The Defender selects up to 60% of their force to deploy and holds the rest in Scattered Delayed Reserve. The player will dice to see where each unit arrives.
3. The Defender then places a Berm 2" wide along the attacker's table edge.
4. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

4. The Defender then places one Israeli strongpoint in either of the two indicated deployment zones. The Defender places an objective in its center.
5. They then place their deployed units within their table half, at least 8" from the center line.
6. The Attacker then places their units in their table half, at least 16" from the center line and 8" from either short table edge.
7. Lastly, the Attacker removes one of the Objectives they placed.
8. All of the Defender's Infantry and Gun Teams start the game in foxholes.

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
• The Attacker wins if they start their turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no Defending Tank, Infantry, or Gun teams within 4"/10cm of that Objective.
• The Defender wins if they end a turn on or after the sixth turn with a Tank, Infantry or Gun team within 8"/20cm of the Objective in the Israeli strongpoint.

17.2 Bar-Lev Line Assault Mission – Special Rules

IMMEDIATE RESERVES (ATTACKER)

The Attacker may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Attacker's first turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the Attacker's long table edge at the start of their Movement Step. At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Attacker's Reserves.

THE BERM

The Bar-Lev Line consisted of isolated strongpoints linked by a tall sand berm along the banks of the Suez Canal. During the assault, Egyptian forces created gaps in the berm using high pressure water hoses to allow vehicle crossings.

The berm is treated as tall terrain, offering concealment to infantry and gun teams. It is impassable to vehicles, except in gaps. The Attacker may place up to 3 6" gaps* in the berm within their deployment zone as they are deploying their forces. (*) In a clay area only 2 gaps may be placed.

ISRAELI STRONGPOINT

An Israeli Strongpoint is represented by a minimum strength Israeli Paratrooper Platoon. It is deployed within one of the deployment zones specified on the scenario map, with all teams in command.

Strongpoint teams are in heavy cover, which is treated like foxholes but requires teams to re-roll successful firepower rolls to destroy them.

Strongpoint teams may not move, but may fire. Enemy teams cannot move within 2" of them, or assault them, as they are surrounded by barriers and mines that cannot be cleared in the duration of the fight.

SCATTERED DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.
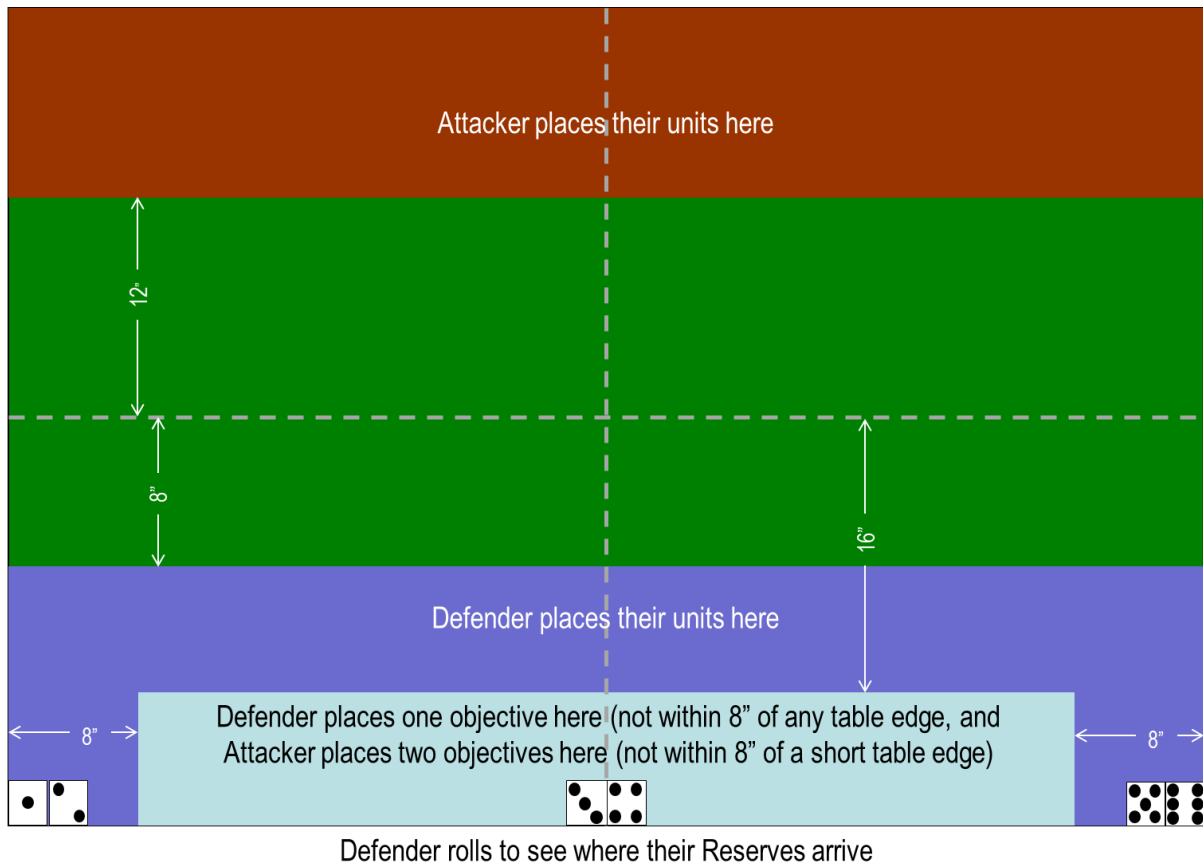
ROLL FOR RESERVES

At the start of the Defender's third turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves. If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference. If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

17.3 Purple Line Assault Mission

Attacker places their units here

12"

8"

16"

Defender places their units here

Defender places one objective here (not within 8" of any table edge, and Attacker places two objectives here (not within 8" of a short table edge)

8"

8"

Defender rolls to see where their Reserves arrive

SPECIAL RULES
• Ambush (Defender)
• Surprised Scattered Delayed Reserves (Defender)

SETTING UP
1.The Defender picks a long table edge to defend. The Attacker attacks from the opposite edge of the table.
2.The Defender places an objective in their own table half, at least 16" from the center line and 8" from any table edge
3.The Attacker now places two objectives in the Defender's table half, at least 16" from the center line and 8" from either short table edge.

DEPLOYMENT
1.The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserve. The player will dice to see where each unit arrives.
2.Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3.The Defender then places an Anti-Tank ditch in the Attackers' table half, outside their deployment area.

4. The Defender then places up to 6 tank ramps, anywhere on their table half.
5. The Defender may hold one of their deployed units in Ambush.
6. They then place their deployed units within their table half, at least 8" from the center line.
7. The Attacker then places their units in their table half, at least 12" from the center line.
8. Lastly, the Attacker removes one of the Objectives they placed.
9. All of the Defender's Infantry and Gun Teams start the game in foxholes.

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
• The Attacker wins if they start their turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no Defending Tank, Infantry, or Gun teams within 4"/10cm of that Objective.
• The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives

17.3 Purple Line Assault Mission – Special Rules

AMBUSH (DEFENDER)
The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE
Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES
At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm. The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is: • at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and • at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES
When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

TANK RAMPS
Israeli constructed a network of tank ramps along the Purple Line in optimal firing positions. They made Israeli tanks very difficult for the attacking Syrians to see and hit.

A tank team in a tank ramp is concealed. When attacking a team in a tank ramp the attacker must re-roll successful hits. Arab units gain no benefit from tank ramps.
.
ANTI-TANK DITCH
The Purple Line was protected by a significant anti-tank ditch along most of its length, which created problems for Syrian forces in getting vehicles across. The ditch was lined with sporadic minefields.

The Defender will place an anti-tank ditch. It extends in a straight line, perpendicular to and extending between the short table edges. The AT Ditch is impassable to vehicles and gun teams, unless it is breached. Infantry teams may cross it, requiring a 4+ cross check. It is only an obstacle, and provides no cover.

BREACHING THE ANTI-TANK DITCH

An Attacking tank unit may attempt to breach the ditch if it starts its move in contact with it, and passes a breach check on a 4+. Subtract 1 from the unit's die roll for each vehicle it has lost (destroyed or bailed out). The entire unit may not move or fire when attempting a breach check

AT DITCH BREACHES

A unit succeeding on a breach check creates a 6" area of the ditch that may be crossed by passing a normal cross test. The breach area should be centered between the unit's teams in contact with the AT Ditch.

SURPRISED SCATTERED DELAYED RESERVES (DEFENDER)
The Defender may not deploy more than 60% of the agreed points total for the game on the table. No more than three Tank Units with Front armor of 3 or more, Support Artillery Units or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES
At the start of the Defender's third turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves. If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE
When each Unit arrives from Reserve, the Defender player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference. If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.