GENESIS 48

THE FIRST ARAB-ISRAELI WAR

GENESIS 48

48

THE FIRST ARAB-ISRAELI WAR

INTRODUCTION: Welcome to GENESIS 48, the beginning of our exploration into the Arab-Israeli conflicts dating from 1948 to the present. In this module you will find the rules and counters to depict actions from the 1948 War of Independence and the 1956 Sinai conflict, also known as the Suez War. Later additions will cover the 1967 Six Day War, the 1973 Yom Kippur War and subsequent conflicts.

GENESIS 48 is designed specifically for the student of military history wishing to use his existing game system to explore this fascinating and ongoing portion of history, using our new counter presentation, rules and scenarios. If you play WOA (or any of the other modules needed to use this product) as *games only*, the new approach found in GENESIS 48 may not be for you. If your interest lies in the study of history through the simulation metaphor, we trust you will appreciate the depth of research in this creative work and the ease of use of its components with your existing rulebook.

GEN1. NATIONALITIES IN GENESIS 48

GEN1.1 *ISRAELIS:* Despite a disparity in overall citizenry of 30,000,000 Arabs compared to 670,000 Israelis, by the end of 1948 the Israelis deployed twelve brigades to only fourteen of Arab regulars. The slight advantage in overall manpower held by the Arab billigerents was offset by the Israeli command structure, unified in structure and action despite earlier differences between Haganah and extremist groups such as the Irgun and Stern Group.

GEN1.11 *DEPLOYMENT:* Israelis may attempt to self deploy one Good Order squad per Israeli RPh in addition to normal leader led deployment, by passing a NTC to do so. This attempt must be made before all normal deployment attempts. A squad failing to self deploy may not attempt to deploy via a leader in the same RPh. Israelis do *not* require a leader to recombine. At scenario set up, Israelis may freely deploy 20% (FRU) of their squads whether they set up on or off board.

GEN1.12 *MOLOTOV TANK HUNTING (M-T-H) HERO:* In any scenario where the Israelis have MOL capability, they also have the ability to generate M-T-H Heroes. An armed, Good Order, Israeli infantry squad/HS that in *its* MPh, is within eight MF of, or at the start of its APh is ADJACENT to, or during the enemy MPh is able to conduct a CC Reaction Fire attack vs., or at the start of the CCPh is the DEFENDER in the same Location as, an enemy AFV in its LOS may at that time make one attempt to create a M-T-H Hero (EXC: no attempt is allowed if that MMC is marked with a Prep/Bounding/First/Final Fire or Pin/TI counter). It does so by making a final dr of ≤ 3 (not leader modifiable); the only drm is +1 if a HS is making the attempt. A successfully created M-T-H Hero is assumed to have a MOL in his possession and a separate MOL dr is not needed. An original 6 dr pins the MMC making the attempt.

A M-T-H Hero creation attempt is a concealment loss activity. An attempt made in the MMC's MPh cost no MF (and hence, qualifies neither it nor any resulting Hero as a target of Defensive First Fire), but if it is to be made after the MMC has expended MF it must await the resolution of all Defensive First Fire prompted by the MMC's immediately preceding MF expenditure. An attempt made in the CCPh must await the determination of any possible Ambush, and the resolution of all (if any) ATTACKER Ambush attacks, in that location. A stack of MMC may attempt to create M-T-H Heroes "simultaneously", but must make individual die rolls; if this is done during a friendly MPh/APh, those MMC who rolled "simultaneously" can then move/advance in that phase only as a stack. When a M-T-H Hero is created, the AFV that allowed his appearance becomes his designated target. If ≥ 2 such targets qualify, the M-T-H Hero's owner may choose one of them as the designated target, and may choose different ones if >1 M-T-H

created simultaneously by a stack.

In each Player Turn, an allowed MMC can theoretically create two M-T-H Heroes; one each in the MPh and the APh when it is the ATTACKER, or one each in the MPh and CCPh when it is the DEFENDER. However, the total number of M-T-H Heroes created may not exceed 20% of the number of Israeli squads in the OB (FRU) of a scenario or CG Scenario in a campaign game.

GEN1.121 *USE:* A M-T-H Hero has no Hero DRM, may not possess a Gun or a SW other than the MOL generated as part of his creation, may not attempt Recovery or transfer and may not become PRC. When a M-T-H Hero is created, he must immediately:

• make a Banzai Charge (See G1.5 and below) at his Designated Target AFV if it is the Israeli MPh; or

• make a CC Reaction Fire attack vs. that AFV if it is the opponent's MPh; or

• advance into that AFV's location if it is the Israeli APh; or

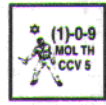• remain in that AFV's location if it is the CCPh.

During the CCPh, the M-T-H Hero must attempt to attack that AFV if in its Location. Assault/Hazardous Movement being employed by the creating MMC does not apply to the M-T-H Hero, nor does that MMC's CX status (if any). A M-T-H Hero created during a friendly MPh by a MMC that has already expended MF has 2 MF deducted from its 8 MF allotment for *each* MF that the MMC has already expended, but conducts his Banzai Charge MPh before that MMC continues its MPh. While he is doing so, that MMC and all other units moving with it as a stack/Impulse are temporarily considered non-moving (EXC: they can still be affected by new Spraying Fire, Fire Lane, and Aerial attacks directed at a M-T-H Hero but also hitting their location, and their current movement status (FFMO/FFNAM, etc.) would still apply). A vehicle may *not* make a motion attempt based on a M-T-H Hero's MF expenditure.

A M-T-H Hero making a Banzai Charge does not have his MORALE LEVEL increased by one, and must move individually (i.e., as part of neither a stack nor a multi-unit impulse). During his charge, he may enter an enemy occupied hex only if it contains his Designated Target or is Adjacent to that target. A M-T-H Hero who is in his Designated Target's Location during his MPh may make a CC attack vs. it at that time, provided he has survived all Defensive First Fire allowed against him by his immediately previous MF expenditure; that Location is then marked with a CC counter.

GEN1.122 *CC AND MOLOTOVS.:* A M-T-H Hero has one FP which is usable only in CC vs. Personnel (hence for rout and interdiction purposes he is unarmed and has no Normal Range) and has a CCV of 5. In addition, possessing the MOL provides a -2 DRM to the CC attack vs. an AFV. A result equal to the final CCV results in an immobilization as per normal CC rules. A M-T-H Hero attacking/defending together with a MMC merely adds one to the MMC's FP or CCV; however, vs. an AFV, his MOL drm can apply to a combined attack.

GEN1.123 *LOSS:* If not eliminated beforehand, a M-T-H Hero is removed from play immediately upon making his CC attack vs. his Designated Target. If he does not make such an attack, he is removed either at the end of the Player Turn in which he was created, or if in Melee at that time, immediately when he is no longer in Melee. If a M-T-H Hero's Designated Target is eliminated before he can reach/attack it, he is immediately eliminated.

GEN1.13 *ISRAELI AFV/ORDNANCE RULES:* Inexperienced in armored warfare, using dated ammunition, and suffering communica-

tion problems among crews which spoke different languages, Israelis had difficulty utilizing armor and ordnance. The following rules apply in all scenarios covered by GENESIS 48 set *before* October 1948.

• All Israeli CT Fully Tracked Vehicles are treated as if they were Radioless AFVs. (D14).

• All Israeli Ordnance (including Guns/SW) use Red To Hit Numbers.

GEN1.14 *IRGUN/LEHI-HAGANAH ANIMOSITY:* Unless in Jerusalem, Irgun/Lehi and Haganah infantry may *never* stack, nor *at any time* may Good Order Irgun/Lehi and Haganah be ADJACENT to each other. If at any time they find themselves ADJACENT, all Good Order infantry units involved must undergo random selection to see which one(s) is (are) broken. This process is repeated until the units no longer violate the above rule.

The Irgun (*Irgun Zvai Leumi*, or National Military Organization) carried out a terrorist campaign during the late 1930's against British occupiers and Arab enemies, action strongly opposed by the Haganah. The Stern Group, or in some quarters the Stern 'gang' (*Lohamei Herut Israel*, or Fighters for Israel's Freedom, also known as *Lehi*) were a group of former Irgunists, led by Abraham Stern, that resisted the Irgun's policy of halting terrorist operations against the British during World War II.

GEN1.15 *THE HAGANAH/ZAHAL:* The Haganah was the standard Israeli army organization in 1948. It operated primarily underground up until the British withdrawal. The Haganah comprised three sections. The Palmach, the HISH and the HIM. Each are described in more detail below. After the first truce, these organizations, along with Irgun and Lehi units, were incorporated into the Zahal, the predecessor to the Israeli Defense Force (IDF).

GEN1.151 *HISH/ZAHAL:* The field force of the Haganah was known as the HISH. These counters are also used to represent the Zahal after June 11, 1948— the first truce (including Lehi, Irgun, and Palmach units which were absorbed into Zahal) (EXC: the Irgun forces in Jerusalem were allowed to operate as a separate entity after the merger, use Irgun counters for scenarios using these forces). After July 18, 1948—the second truce, former Palmach troops are also represented by Zahal counters. The HISH/Zahal, like all Israeli squads/HS, have a broken side morale increased by one. HISH/Zahal Elite and 1st Line are not subject to cowering. HISH/Zahal Elite troops gain one extra MF and have the same Freedom of Movement capabilities as leaders in any scenario set at night. All Palmach, Lehi, and Irgun forces that are incorporated into the Zahal lose their special abilities listed below unless granted to them by a Scenario Rule.

GEN1.152 *THE PALMACH:* The Palmach was the elite mobilized strike force of the Haganah during WW II and after. Its squads usually were predominantly armed with the Sten submachine-gun, hence the Spraying Fire Bonus. (Note they do not have Assault Fire.) The Palmach may use Hand to Hand Combat. The Palmach are stealthy and are not subject to cowering. Their squads/HS have a broken side morale increased by one. In night scenarios, Palmach MMC have the same Freedom of Movement abilities that leaders do and have 6 MF instead of 4. Treat all Palmach as Commandos (H1.24). In scenarios occurring after the second truce (July 18, 1948), use Elite and 1st Line Zahal counters (and rules) to represent Palmach forces within the Zahal.

GEN1.153 *HIM AND IMMIGRANTS:* Israel's leaders made a decision to defend *every* village and kibbutz at the outset of the war. To accomplish this, they organized and relied upon home guard static units (known as the HIM) which

were to defend their villages/kibbutzim. Usually poorly armed, with old rifles and very few automatic weapons, they made up for it with determination. For DYO HIM members defending their homes should be considered Fanatic in most cases. During the war, Israel frequently placed newly arrived immigrants into the HISH/Zahal with little or no formal training and threw them into battle. These immigrants, while sometimes better armed than the HIM, did not perform as well due to the lack of training and the language differences within the HISH/Zahal. Any scenario with an Israeli force consisting of a large percentage of immigrants should give these forces an ELR of 1 or 2. All Conscript Class MMC must pass a PTC in order to Prep Fire *or* to Defensive Fire beyond Normal Range (A1.22). Units manning SW need not take this PTC and may fire beyond Normal Rang normally. All Conscript class MMC take a 1PAATC instead of a PAATC.

GEN1.154 *THE IRGUN AND LEHI:* The Irgun and Lehi are non-elite class units representing the two underground Zionist Revolutionary organizations. Armed primarily with Sten SMGs, they also gain the Spraying Fire bonus. Their broken side morale is increased by 1. Even though they are not given an ELR of 5 normally, they are covered by the same rules for ELR failure as ELR = 5 units (i.e., a Squad that fails a MC by > ELR is replaced by two broken HS). Irgun/Lehi may never form Multi-Location Firegroups nor may they stack more than 2 MMC in the same Location without overstack penalties. Irgun and Lehi forces were exceptional at placing explosives. Any DC *Placed* (A23.3) by an Irgun/Lehi unit is treated as a *Set* DC (A23.7) for all purposes. In scenarios taking place after the first truce (June 11, 1948), the only force that will use Irgun/Lehi counters and rules is the Irgun force in Jerusalem, otherwise use Zahal counters and rules to represent Irgun/Lehi forces that have been incorporated into the Zahal. Irgun/Lehi units may Massacre (A20.4) Arab prisoners.

GEN1.16 *ISRAELI INFANTRY LEADERS:* Israeli Leaders have no Broken (A10.4) side, and cannot break voluntarily. An Israeli Leader (including a wounded leader) who suffers a break result due to any cause is instead Wounded (EXC: A Heroic Wounded leader is eliminated). If he passes his Wound Severity (A17.11) dr is flipped to his wounded side unless already wounded to indicate the effects on his morale, movement, and leadership. All Israeli SMC are immune to Pinning.

GEN1.17 *ISRAELI SURRENDER:* Israeli Surrender (A15.5) is NA to the AAS, ALA, Moslem Brotherhood, or to any Arab force designated as "Irregular" in a scenario OOB or Scenario Rules. They will instead rout away as if No Quarter (A20.3) were in effect. In addition, Israeli personnel will only surrender to the SMC (not MMC) of the following nationalities: Lebanon, Syria, and Iraq (i.e., SMC must be in the same Location as the guards accepting surrender *at the time of surrender*. Once surrendered, this restriction is NA). If otherwise forced to surrender to an MMC of these nationalities, they are treated the same as above and will rout away as if No Quarter is in effect. Israeli's will surrender to Egyptian and Arab Legion forces normally (and any national troops under their command such as Saudi Arabian or Sudanese).

GEN1.2 *THE ARABS:* For the purposes of these rules, Palestinians are considered Arabs as well. All Arab Ordnance uses Red T-H numbers. In addition to any counters provided in GENESIS 48, Arab personnel use the provided counters or the existing counter-mix for larger CG and DYO engagements of either French, British, or Italian as listed in their individual descriptions unless otherwise directed by Scenario Rule. Note the B# for a particular ordnance type on the ORDNANCE LISTING for that nationality before play.

GEN1.21 *SYRIANS AND LEBANESE:* Following Syria's independence in 1946, the Syrians attempted to form a military absent a general staff, avoiding the perceived risk of an armed *coup*. By 1948 only some 8,000 men, formed into a mechanized armored battalion and two brigades was ready for service. The Lebanese, like Syria a former French mandate, deployed 3,500 soldiers and 2,000 police. Use French counters to represent the Syrians and Lebanese forces in GENESIS 48, noting the blue MMC/SMC/SW counters provided in the game for aesthetic purposes. They are treated as French for all purposes except as modified by the GENESIS 48 NATIONAL CAPABILITIES CHART. Green Class MMC must take a 1PAATC in lieu of a normal PAATC. Elite squads can be used to represent small portions of the Syrian 1st Brigade, otherwise, use 1st line and Green squads to represent the majority of Syrian and nearly all of the Lebanese troops. All Syrian/Lebanese ordnance is considered to have a B# of 11 (EXC: ATR/Boys Fusil ATR). Refer to the GENESIS 48 ARAB ORDNANCE CHART and the GENESIS 48 ARAB VEHICLE LISTING for specific details on all weapons and vehicles.
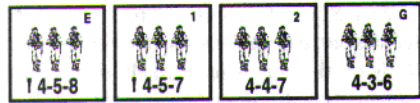
GEN1.22 *IRAQIS, EGYPTIANS, AND THE TRANSJORDANIAN ARAB LEGION:* The *Transjordanian Arab Legion* was the premier Arab fighting force in 1948. Trained by a British officer John Glubb (or *Glubb Pasha* among the Arabs), the Arab Legion defeated pro-Axis Iraqis during World War II and deployed four mechanized battalions, with some added infantry, including a special battalion formed for the fighting in Jerusalem. The post Axis-uprising Iraqi Army deployed four brigades, plus some armor in 1948. In the 1948 war the Egyptians sent an expeditionary force of two brigades, later augmented by another two brigades. Use British counters to represent the Iraqis, Egyptians (including Saudi and Sudanese volunteers) and the Arab Legion (Jordanians and volunteers) in GENESIS 48. Any local Arab militia serving with the Iraqi Army are also included here. Use British counters to represent the Iraqis, Egyptians, and Arab Legion in GENESIS 48, noting the tan-colored MMC/SMC/SW counters provided in the game for aesthetic purposes. They are treated as British for all purposes except as modified by the GENESIS 48 NATIONAL CAPABILITIES CHART. All Iraqi, Egyptian, Arab Legion MMC cower normally. All Green Class MMC must take a 1PAATC in lieu of a normal PAATC. Iraqi HOB drm is +2, all others are +1. Elite squads can be used to represent very small portions of the Iraqi 2nd Brigade, portions of the Arab Legion, and a small portion of the 2nd and 9th Battalions of the Egyptian Army. Most Iraqi Army MMC should be represented by 2nd line squads. Most Egyptian, Arab Legion and Iraqi ordnance is considered to have a B# of 10 or 11. Refer to the GENESIS 48 ARAB ORDNANCE CHART and the GENESIS 48 ARAB VEHICLE LISTING for specific details on all weapons and vehicles.

GEN1.221 *EGYPTIAN AFV MORALE:* The Egyptian armored forces performed very poorly in the 1948 war. Any time an Egyptian AFV is Eliminated or Recalled, all other Egyptian AFVs. in its LOS and within 6 hexes must immediately take a NTC. Failure results in an immediate Stun with all the normal consequences (i.e., Second Stun = Recall).

GEN1.222 *OBA AMMUNITION CONSERVATION:* The UN arms embargo stopped the flow of ammunition into Palestine for the Arab big guns. This forced the Arabs to be more conservative with their ammunition expenditure. Therefore, in scenarios set after 6/48, change the Arab OBA Battery Access chit composition to 7B/3R.
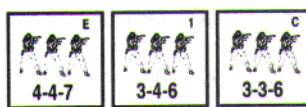
GEN1.23 *ALA, AAS, AND THE MOSLEM BROTHERHOOD:* Various organized militias populated Palestine before the war and throughout. The ALA, AAS and Moslem Brotherhood were the largest and best organized but many smaller, temporary militias served also. Use Italian counters to represent the forces of these irregular troops (and any other scenario designating "irregular" troops), noting the gray counters MMC/SMC/SW provided in the game for aesthetic purposes. However, they can use British SW and Guns without Captured Use penalty. They are treated as Italians for all purposes except as modified by the GENESIS 48 NATIONAL CAPABILITIES CHART. They should be treated as LAX in all night scenarios. They may not form Multi-Location Fire Groups. 1st Line and Conscript Class MMC surrender on a HOB DR ≥ 10. All MMC take a 1PAATC in lieu of the normal PAATC. Most ordnance they use have B#s of 10 or 11. Refer to the GENESIS 48 ARAB ORDNANCE CHART and the GENESIS 48 ARAB VEHICLE LISTING for specific details on all weapons and vehicles. Irregulars may massacre Israeli prisoners, but only if no regular Arab unit (Syrian, Lebanese, Egyptian, Iraqi, or Arab Legion) is within three hexes of the prisoners.

GEN1.231 *LOOTING:* This rule applies in any scenario when the ALA, AAS and Moslem Brotherhood (and any other scenario designated irregulars) is the ATTACKER (A.13). Immediately upon Controlling any building Location initially Controlled by the Israelis, the capturing MMC(s) must each take a NTC unless stacked with a leader. Failure of this NTC causes a TI marker to be placed on them which may not be removed until they pass a NTC at the beginning of the RPh of their next player turn (EXC: MMC within one hex of a friendly leader in their RPh automatically remove Looting TI). Failure of this looting NTC causes concealment loss. However, if the building has multiple Locations, it immediately invokes the effects of Mopping Up (A12.153) for all non-Rooftop (B23.8) Locations of that building (i.e., the No Quarter that exists does not affect this rule). There is a -2 drm to the Mopping Up casualty roll if the Israeli is eligible to make such a roll in this case. Looting TI markers are also removed from any MMC which is in Melee at the end of any CCPh. Looting TI is the same as Normal TI for all other purposes. Use a normal TI counter.

GEN1.24 *ARAB ORDNANCE:* Most of the Arab Ordnance (including MA of AFVs. and SW) had excessive wear of bore and a poor maintenance record. Therefore, most Arab Ordnance has a Breakdown (B#) of 11 or 10. Refer to the ARAB ORDNANCE LISTING (GENESIS 48) and the ARAB VEHICLE LISTING (GENESIS 48) for specific information for each piece of ordnance or vehicle.

GEN2. NEW TERRAIN IN GENESIS 48

GEN2.1 *OLD JERUSALEM MAP:* The Old Jerusalem map consists of 12 levels, marked with yellow numbers. All buildings on the map are Stone. The following rules apply to any CG scenario played on the Old Jerusalem map.

GEN2.1.1 *THE WALL:* Rebuilt by the Turks in the 1500's, the Great Wall that encloses Old Jerusalem played a significant role in the battle for Jerusalem in 1948. The Wall is treated as a Stone Multi-Story Building (B23.23) with the following modifications:

• Unless at a Gate (GEN2.1.1.1) or at the Citadel (GEN2.1.9), the only level accessible in/on the wall is Level 2.

• Level 2 of the wall is considered a Rooftop location (B23.8) (EXC: An inherent stairwell does not exist). However, units on level 2 are treated as being behind a Wall vs. Fire from a higher location and considered in a Stone Building vs. all other fire. Open Ground is NA for

purposes of FFMO, Rout, and Interdiction purposes even from a higher LOS.

• Level 2 (Rooftop) units gain/lose Concealment normally. Level 2 (Rooftop) of The Wall provides a -1 Rally Bonus as if it were not a rooftop.

• No 5/8" counter may occupy a level 2 Wall (Rooftop) Location except for a Mortar of ≤ 82mm or an ATG of ≤ 57mm. Only a mortar may be moved up there during play and it must be dm to be portaged up to level 2 (i.e., both mortars and ATGs may be set up there). Both mortars and ATGs may fire from the Level 2 (Rooftop) locations.

• The Wall may not be Breached except at a Gate (GEN2.1.1.1) hex, nor may it be rubbled by any HE attack of < 150mm.

• A non-Gate/Citadel level 2 (Rooftop) Wall Location has a maximum stacking of 1 squad/equivalent and 3 SMC. A maximum of 5PP of support weapons may occupy the same Location.

• Unless entering through a Gate, no vehicle may ever enter a Wall hex unless using VBM.

• Sections of The Wall have exposed stairwells from ground level to the Rooftop (EX: hex EE14). Climbing and descending these stairs are per normal rules except that the units are subject to Hazardous Movement penalties to all fire that can draw a LOS to *any* vertex of that hex which lies *INSIDE* the Old City as long as that fire comes from a unit on a Rooftop location of the Wall *or* in a location *inside* the Old City.

• In hexes that contain both The Wall and a building, units can be in/on either. Place units *on top of* a Wall Advantage marker to denote units on The Wall. If the Wall and the building touch, moving from the Wall to the building and vice-versa costs 1 MF. If they do not touch, treat them as being in separate hexes for MF expenditure purposes *only*.

GEN2.1.1.1 WALL GATES:

GEN2.1.1.11 *JAFFA GATE (Hex V23):* The Jaffa Gate was (and is) the largest gate into the Old City and its primary entrance point. The original gate, dating from the Turk period had been removed for easier access into the Old City but the gate area was barricaded during the war. Treat this hex as having a Roadblock facing V24 and W24. This Roadblock is a level 2 obstacle and provides +3/+2 TEM and may *not* be crossed (Exc. Infantry may cross only after Breaching it). It may be Breached only by using a DC and may never be completely removed.

GEN2.1.1.12 *ZION GATE (Hex FF18-19), NEW GATE (Hex O25-26), DAMASCUS GATE (Hex I18), HEROD'S GATE (Hex E10), ST. STEPHEN'S GATE (Hex K5):* These Gate hexes are treated as a Fortified (B23.23) Stone Multi-Story Building (denoted by a green square on the map) with normal stacking limits (no cellar). A stairwell exists here and units at Level 2 may access the Wall Level 2 (Rooftop). A Gate that straddles two hexes has stairwells in both hexes. These Gates are considered closed to the Israeli player and must be Breached by him in order to enter. A Gate that straddles two hexes may be breached in either hex. Once successfully Breached, a vehicle may enter the hex at a cost of ½ its printed MP. A Gate that straddles two hexes may only be entered by a vehicle using Bypass Movement along the road inside the Gate. Treat the Breached Gate hex as a Bog hex.

GEN2.1.1.13 *OTHER GATES:* All other gate hexes (including those on the wall entering the Temple Mount area) are treated as part of THE WALL and all Wall specific rules apply (GEN2.1.1) (i.e., they are unbreachable, etc.).

GEN2.1.2 *MINARETS:* Old Jerusalem contained many minarets (a larger version of a steeple). These are shown by a white cross-on-box icon (EX: hex Y23). Such a symbol denotes an additional building location, with an inherent stairwell leading to it from the ground level, above what would otherwise be the highest building Location of that hex. Except as stated otherwise, such a location is treated as a normal building location. Each building Location beneath the Minaret location is a normal building Location in all respects.

GEN2.1.2.1 *STACKING:* A Minaret Location has a normal stacking limit (A5.1) of one squad/equivalent and no Gun may be set up in such a Location.

GEN2.1.3 *CELLARS:* All buildings on the Jerusalem Map have a cellar location beneath the ground level Location of the hex accessible only via an inherent stairwell from that ground level Location and any ADJACENT, non-building hex. Units in these cellar Locations are considered at building Level -1 and have *no* LOS to any other Location except to the ground level Location directly above it and any ADJACENT, *non-building* hex. All cellar Locations are always considered Fortified and can be breached only from the location directly above it. Normal stacking limits (A5.1) apply.

GEN2.1.4 *NARROW STREETS:* Old Jerusalem is combed with numerous narrow streets and alleys, many of them dead-ending. Such a street is depicted on the Jerusalem map as a road overprinting ≥ 1 hexside. All Narrow Streets on the Jerusalem map are Paved (B3.1).

GEN2.1.41 *MOVEMENT:* A Narrow Street in Jerusalem is always one-lane (i.e., the restrictions of B6.43-4.31 apply as if the 'road' were a one-lane bridge). A unit Bypassing along a Narrow Street hexside is always assumed to be on the road within its hex and, if that hexside is also a Crest Line hexside, in the *lower* of those two hexes. VBM along a Narrow Street is allowed regardless of the hexside-to-obstacle clearance (D2.3), and costs *normal* Bypass MP expenditure (EXC: VCA changes cost 2 MP instead of 1 MP). The only fully tracked vehicles allowed on a Jerusalem Narrow Street are those of size small or very small. Infantry/Cavalry Bypassing along a Narrow Street pay normal Bypass MF costs, but can still qualify for the MF road bonus (as could a Wagon) (B3.4). Contrary to the B3.4 example, a unit moving along/across a Narrow Street hexside cannot enter an obstacle at the road MF rate. Dashing (A4.63) across/along, as well as routing along, a Narrow Street is NA. SMOKE in *either/both* of the two ground-level Locations common to a Narrow Street hexside adds an extra MF/MP to the cost of using Bypass along that hexside (EXC: if the hexside is also a Crest Line hexside, only SMOKE in the *lower* hex can do so).

GEN2.1.4.2 *MOVEMENT RESTRICTIONS:* The following movement related restrictions apply on all Jerusalem Narrow Streets.

GEN2.1.4.21 *TCA:* A turreted vehicle with a MA Caliber Size of ≥ 50mm *and* a Barrel Length of other than "*" or 'D' may *never* have a TCA that does not coincide with its VCA or 'rear' VCA.

GEN2.1.4.22 *VCA CHANGE:* A motorcycle may expend ¼, while a very small (D1.75) vehicle may expend ½, of its MP allotment to change its VCA 180° while on a Narrow Street in Jerusalem. No other vehicle of any type may change its VCA other than to follow in Bypass along the next hexspine connecting its CAFP vertex, and must make a Bog Check DR (+1 DRM) for every VCA change if BU.

GEN2.1.4.23 *TOWING:* No vehicle other than a Jeep may tow a Gun (only of size small or smaller) using VBM along Jerusalem's Narrow Streets. However, such a Gun cannot be unhooked while in bypass during play.

GEN2.1.4.24 *(UN)LOADING:* PRC may (un)load [and their possessed 76-107mm MTR (C10.1) may be (un)hooked] from/onto a vehicle on a Jerusalem Narrow Street into/from either/both of the ground level Locations forming that hexside.

GEN2.1.4.25 *RUBBLE/BLAZE/WRECK:* All Bypass along a Jerusalem Narrow Street hexside is NA if either/both of the *hexes* forming that hexside contain(s) another vehicle/wreck in Bypass along that hexside, a Blaze counter (EXC: burning wreck along *another* hexside), and/or a Rubble counter. No wreck (or Immobile vehicle) on a Jerusalem Narrow Street may be removed as per D10.4.

GEN2.1.4.3 *ATTACK EFFECTS:* The following special cases apply to attacks by/vs. a firer/target in Bypass on a Jerusalem Narrow Street (see also D5.141-.142).

GEN2.1.4.31 *SMOKE/RESIDUAL FP:* SMOKE/Residual FP in *either* of the two ground level Locations common to a Jerusalem Narrow Street hexside can affect a unit in Bypass along that hexside. However, if *each* such Location contains SMOKE/Residual FP of a different strength from that in the other Location, only the *higher* amount applies (EXC to both: If that hexside is also a Crest Line hexside, the SMOKE/Residual FP in the lower Base Level hex applies).

GEN2.1.4.32 *CC:* A Vehicle on a Jerusalem Narrow Street is subject to Street Fighting (A11.8) when attacked in CC (including CC Reaction Fire) if its attacker occupies the ground level of a building in one of the two hexes common to that Narrow Street hexside. A +1 DRM applies to all CC CMG attacks by a vehicle currently in CC/Melee on a Jerusalem Narrow Street. The attacker that qualifies for Street Fighting on a Jerusalem Narrow Street gains an additional -1 DRM in addition to the standard -1 DRM given for Street Fighting.

GEN2.1.4.4 *LOS EFFECTS:* If a Jerusalem Narrow Street hexside has building hexes on both sides of it, no LOS exist along that hexspine at any level.

GEN2.1.4.5 *FORTIFICATIONS:* Fortifications not normally allowed in a paved road hex may be placed in a hex with ≥ one paved Narrow Street hexside unless prohibited by other terrain in the hex.

GEN2.1.4.51 *ROADBLOCK:* A roadblock may be placed "across" a Jerusalem Narrow Street by setting up the counter so that it straddles, with its arrow pointing to a vertex of, that hexside. For LOS and movement purposes, the roadblock is considered to extend from center dot to center dot of the two hexes formed by that hexside. A Jerusalem Narrow Street roadblock cannot convey Wall Advantage, provides *no* TEM vs. Indirect Fire or Residual FP, and prohibits VBM along the straddled hexside. As a non-Bypassing unit crosses a hexside straddled by a Narrow Street roadblock, it must declare a vertex of that hexside in order to establish, vs. any ensuing Snap Shot, which side of the roadblock it is on (thus determining whether it will be able to claim the roadblock's protective benefits vs. that attack).

GEN2.1.4..511 *REMOVAL:* Clearance attempts vs. a Narrow Street roadblock can be made from any of the four ground level Locations that touch the straddled hexside. A unit wishing to use a DC to eliminate a Narrow Street roadblock must occupy one of the three hexes that form a vertex of the straddled hexside, and must declare the attempt to eliminate it. The DC is then Placed/Thrown/Set vs. that vertex, and can affect nothing but the roadblock when it detonates. Direct Fire ordnance can eliminate a Jerusalem Narrow Street roadblock only if the firer has a LOS to the entire straddled hexside and declares the roadblock as its sole target prior to firing; the attack can affect nothing but the roadblock. Indirect Fire HE eliminates a Jerusalem Narrow Street roadblock with the proper result vs. either of the two ground level Locations that form the straddled hexside. B29.5 applies otherwise unchanged.

GEN2.1.4.52 *MINES:* All mines set up in a hex that contains ≥ 1 Jerusalem Narrow Street hexside must be placed on map revealed (i.e., with the type and strength of that minefield displayed) unless all the Narrow Street hexsides of that hex are also Crest Line hexsides formed by lower Base Level hexes. The removal of such revealed mines as per B28.53 is NA. Mines in either of the two hexes common to a Jerusalem Narrow Street hexside (or in both such hexes, if one contains A-P mines and the other A-T mines) can possibly affect a unit using Bypass along that hexside; however, if each such hex contains mines of the same type but a different strength from that in the other Location, only the higher strength can be used to attack the Bypassing unit (EXC to both: If that hexside is also a Crest Line hexside, only the mines in the lower Base level hex are used).

GEN2.1.4.6 *RUBBLE:* Placing a Rubble counter in a Jerusalem hex that contains a Narrow Street hexside eliminates any roadblock across that hexside, affects all units/SW/Gun/Vehicle currently in Bypass (in either/both hexes) along that hexside as if they were hit by falling rubble (i.e., as per B24.121), and eliminates all mines along that hexside (in both hexes).

GEN2.1.5 *ENCIRCLEMENT:* Encirclement on the Jerusalem map is treated as in A7.7 with the following exceptions:

• Encircled units pay normal MF in their first location entered;

• Upper Level Encirclement is NA.

GEN2.1.6 *ROOFTOPS:* Soldiers from both sides frequently fought from rooftops in the Old City. Most rooftops in the city had parapets built on them which gave cover to the men/women fighting. All buildings within Jerusalem map are considered to have a rooftop unless that hex contains a Minaret or a Dome. All rooftops are treated as in B23.8 with the following exceptions:

• Units may *not* directly enter a connected rooftop in another hex from a rooftop location (EXC: Arches GEN2.1.8).

• Units receive a +1 TEM which *is* cumulative with Height Advantage.

• Units can lose/gain concealment normally on these rooftops.

GEN2.1.7 *DOMES:* The following hexes on the Jerusalem map contain a domed house of worship: I120, R8, and Q19. These hexes are a 3.5 level obstacle but do not have a Level 3 location nor a rooftop location (i.e., the highest level occupiable by units is level 2) (EXC: The Church of the Dormition (hex I120) is a 4.5 level obstacle and has a Level 3 location occupiable by units; and the Dome of the Rock's (hex R8) highest occupiable level is Level 1). Indirect Fire is treated as if a 3rd level (or 4th in the case of the Dormition Church) exists (EX: A unit at Level 2 gains +1 TEM (or +2 TEM) vs. Indirect Fire).

GEN2.18 *ARCHES:* Many streets in Old Jerusalem travel under arches spread between two buildings (EX: hex P22) or are part of the same building (EX: S16/17-T15/16-U16). These arches are treated as a Marketplace (B23.73) with the following exceptions:

• Upper levels of the building are not reachable from the ground level location of the same hex. It is only reachable from the adjoining buildings' upper level locations. If *all* adjoining buildings have Level 2 Locations, then the Arch between them also has a Level 2 Location.

• Arches have rooftop (GEN2.1.6) locations accessible *only* from the adjoining building(s) rooftop Location.

GEN2.1.9 *THE CITADEL:* The Citadel lies on the south side of the Jaffa Gate and encompasses a large area. It is located in hexes W21, W23, X21-22, and Y22-23. All Building Locations of the Citadel are considered Fortified as signified by a green dot in each hex.

GEN2.1.10 *JERUSALEM CEMETERIES (EX: OO15):* Many of the burials tombs were large structures, above ground, and set upon pedestals. To reflect this, treat all Graveyard (B18) hexes as a Graveyard except that they provide a +2 TEM, and the entire hex is considered a

double Hindrance (+2) (EXC: Fire traced along a hexside with a Narrow Street depiction on it is *not* hindered by the Graveyard in that hex).

GEN2.1.11 *POOL OF HAMAKIAH:* Hexes U20-21, and T20 represent the Pool of Hamakiah. This was a shallow pool totally surrounded by buildings butting up nearly to the edge of the pool. Units may cross the hexside from U20 to U21 at a cost of 2 MF (not including the 2 MF to enter the building) and are considered to be using Hazardous Movement. Advancing across this hexside is treated as Advancing versus Difficult Terrain (A4.72). No support weapon of ≥ 4PP may be portaged across without being dismantled first. All other rules for Water Obstacles (B21) apply normally as if the pool is a shallow, fordable (B21.41) Pond (B21.13).

GEN2.1.12 *HARAM ESH SHARIF:* The area upon which the entire Dome of the Rock building sits is treated as having a crestline like a normal hill, following the building outline, with the following exceptions:

• Personnel units (only) may cross this crestline at a steps symbol (EX: S7). MF cost is normal for going uphill/downhill.

• Any fire which touches a steps symbol has a +1 hindrance DRM applied (This represents the arches at the top of the steps).

GEN2.2 *KIBBUTZ (OVERLAY KIB-1):* The following rules apply to any scenario played using this overlay:

GEN2.2.1 *NARROW STREETS:* All Jerusalem Narrow Street Rules (GEN2.1.4) apply to the Narrow Streets on this overlay except where noted below.

• Units *do not* receive an additional -1 DRM for Street Fighting (GEN2.1.4.32)

• Buildings on both sides of a Narrow Street *do not* block LOS along the Narrow Street Hexspine (GEN2.1.4.4).

RULES FOR SINAI 1956 VARIANT

INTRODUCTION: The rules that follow are for play of any scenario/campaign covering battles in the time-frame of the Sinai Campaign (1950-1956). For rules covering earlier battles (1947-1950), please refer to the rules for GENESIS 48. Rules sections GEN1.1-2.21 apply normally unless stated otherwise below.

SIN1. NATIONALITIES IN SINAI 1956

SIN1.1 *ISRAELIS*

SIN1.11 *DEPLOYMENT:* Israelis may attempt to self deploy one Good Order squad per Israeli RPh in addition to normal leader led deployment, by passing a NTC to do so. This attempt must be made before all normal deployment attempts. A squad failing to self deploy many not attempt to deploy via a leader in the same RPh. Israelis do *not* require a leader to recombine.

At scenario set up, Israelis may freely deploy 20% (FRU) of their squads whether they set up on or off board.

SIN1.12 *TANK CREWS:* Unless otherwise forced to be BU due to specific rules (EX: Stun), or Scenario Rule, all Israeli Tank Crews *must* remain CE at all times.

SIN1.13 *IDF:* The Israeli standing army shrunk to three active Brigades after the War of Independence but was soon expanded in the mid 1950's to counter the growing infiltration problems along its borders. Most active duty infantry units will consist of Elite and 1st line squads while reserve and national guard formations will consist of mainly 2nd line and Conscript squads. All IDF squads/

HS have their broken morale increased by 1. Elite and 1st line squads do not Cower. Elite IDF squads/HS have their MF increased by 1 MF at night. Conscripts must take a 1PAATC in lieu of the normal PAATC.

SIN1.14 *PARATROOPERS:* The IDF raised one Parachute Brigade (202nd) in early 1954. It was created from a mix of elite counter-insurgency units (Unit 101) and other special forces. They are represented by 6-3-8 squads which represent the equivalent of 12 men, (which is equal to 2 real life Paratroop squads of 6 men each). Therefore, Good Order Paratroop squads may freely deploy/recombine (i.e., no Task Check needed) in the RPh with or without a leader stacked with them. There is no limit to the number of squads that may deploy or recombine in the turn. All Paratroop squads/HS have their broke morale increased by 1. Paratroop Squads do not Cower. They are Stealthy and may declare H-t-H Close Combat. Paratroop squads/HS have their MF increased by 1 MF at night and have the same Freedom of Movement capabilities as Leaders.

SIN1.15 *ISRAELI INFANTRY LEADERS:* Israeli Infantry Leaders are treated as per GEN1.16.

SIN1.16 *ISRAELI SURRENDER:* Israeli personnel will never Surrender to Palestinian Irregulars or any Arab force not under the direct control of an Arab nation (as noted in the Scenario Rules). They will instead Rout away as if No Quarter (A20.3) were in effect. In addition, Israeli personnel will only surrender to the SMC (and not to their MMC) of the following nationalities; Syria and Iraq (i.e., an SMC must be present in the same Location as the guards that are about to accept the surrender. Once surrendered, this restriction is NA). If otherwise forced to surrender to an MMC of these nationalities, they are treated the same as above and will rout away as if No Quarter were in effect.

SIN1.2 *THE ARABS:* All Arab Ordnance uses Red T-H numbers. In addition to any counters provided in SINAI 56, Arab forces use existing counter-mix of either French, British, Soviet, or Italian as listed in their individual descriptions in GENESIS 48, noting additional MMC/SMC/SW counters provided for aesthetic purposes.
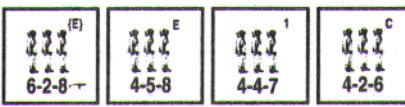
SIN1.21 *EGYPTIANS:* Use Russian counters to represent the Egyptians forces in SINAI 56, noting the brown MMC/SMC/SW counters provided for aesthetic purposes. Palestinian forces serving in the Egyptian Army are also included here. They are treated as Soviet for all purposes except as modified by the SINAI 1956 NATIONAL CAPABILITIES CHART. Egyptian Conscripts must take a 1PAATC in lieu of the normal PAATC. Refer to the SINAI 1956 ARAB ORDNANCE CHART and the SINAI 1956 ARAB VEHICLE CHART for specific details on all weapons and vehicles. Use Soviet Guards units to represent Egyptian mechanized infantry units in the 1st Armored Brigade. Elite rifle squads can be used to represent portions of the 4th Armored Brigade and some of the Mobile Reserves. Most National Guard, Border Patrol, and Palestinian forces (FAYADEEN) in the Egyptian Army should be represented by 1st line and Conscripts. Egyptian tank crews are always considered to be Inexperienced (D3.45) unless specified as *not* by Scenario Rule.

SIN1.22 *POST 1948 JORDANIANS:* The Jordanians will be covered in the Volume 2 of the Arab-Israeli War Module, *Lighting Out Of Israel*.

SIN1.23 *POST 1948 SYRIANS:* The Syrians will be covered in Volume 2 of the Arab-Israeli War Module, *Lighting Out Of Israel*.

ISRAELI ORDNANCE LISTING (GENESIS 1948)

#	Name	Type	CSize	ROF(IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
3	2" Mortar	MTR	51C	2		2-11	-	-	1/48+	4PP, s6	-	-	1
3	2" Mortar (H)	MTR	51C	1	11	2-10			1/48+	4PP, s5			1
2	3" Mortar	MTR	76D	2		3-63	11	+1	1/48+	NT, QSU, s6	21	1.4	2
2	3" Mortar (H)	MTR	76D	1	11	3-54	11	+1	1/48+	NT, QSU, s5	20	1.4	2
1	120mm MTR	MTR	120D	2		12-151	9	+1	6/48+	NT, QSU, s7	24	1.5	3
1	120mm MTR (H)	MTR	120D	1	11	12-135	9	+1	6/48+	NT, QSU, s6	23	1.6	3
1	160mm MTR	MTR	160D		11	19-129	6	0	8/48	NT, no IF	15	1.6	4
2	Parosh	MTR	60D%	1	10%	2-10	11	0	4/48+	NT, no IF	16	1.5	5
2	Davidka	MTR	76D%	1	10%	4-20	9	0	4/48+	NT, no IF	18	1.5	5
2	6 Pounder	AT	57B	3		225	10	+1	6/48+	NT, QSU, HE7	31	1.6	6
4	Boys ATR	ATR	-	-		12	-	-	1/48+	1PP	-	-	7
2	Napoleon	INF	65D	2	11	162	10	+1	5/48+	NT, QSU, No Gunshld	22	1.5	8
2	Krup	ART	75C	1	11	235	8	-	6/48+	NT, QSU, s6, AP6, h-d	28	1.5	9
1	18 Pounder	ART	84D	1	11	213	7	0	10/48+	NT, QSU	32	1.6	10
2	25 Pounder	ART	88C	1		335	8	0	10/48+	ST, s8,LF(NT 0 ROF)	40	1.6	11
1	French 1897	ART	75C	1	11	277	8	0	5/48+	NT, QSU, s6	30	1.5	12
2	Hispano-Suiza	AA	20B	3(6)		114	12	+1	6/48+	T, AP6%	26	1.6	13
2	Hotchkiss	AA	12.7C	3(12)		65	6	+1	6/48+	T, 2 TK DR, No Tow	28	1.6	14
2	30mm AA	AA	30B	3(8)		175	9	0	7/48+	ST	28	1.6	15
2	2 Pounder	AA	40B	3(8)		247	8	0	9/48+	T, LF (2 ROF)	40	1.6	16

ISRAELI ORDNANCE LISTING (SINAI 1956)

| #	Name	Type	CSize	ROF(IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
3	2" Mortar	MTR	51C	2		2-11	-	-	1/48+	4PP, s6	-	-	1
2	3" Mortar	MTR	76D	2		3-63	11	+1	1/48+	NT, QSU, s6	21	1.4	2
2	M1 81mm Mortar	MTR	81D	3		3-75	11	+1	6/50+	NT, QSU, s8	28	1.3	3
2	120mm MTR	MTR	120D	2	11	12-151	9	+1	6/48+	NT, QSU, s8	26	1.5	4
2	6 Pounder	AT	57B	2		225	10	+1	10/48+	NT, QSU, HE5	31	1.5	5
2	M40A1 106mm RR	RCL	106C	1		68	8		10/56+	T, QSU, s6,	45	1.5	6
2	25 Pounder	ART	88C	-		335	8	0	10/48+	ST, s8,LF(NT, 0ROF)	40	1.6	7
2	M1950 105mm Hz	ART	105C	1		355	7	0	10/56+	NT, H5, S5	31	1.6	8
2	Hispano-Suiza	AA	20B	3(6)		114	12	+1	6/48+	T, AP5%	26	1.5	9
2	2 Pounder	AA	40B	3(8)		247	8	0	9/48+	T, LF(40, 2 ROF)	40	1.5	10

Notes:
1. Bold type in MA = No AP.
2. Bold B# = Low Ammunition.
3. 'H' indicated Home-made version of weapon.
4. A '%' denotes a special rule or usage in the Note for that unit.

ISRAELI ORDNANCE NOTES GENESIS 48
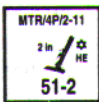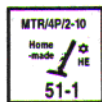
1. *2-in. Mortar:* The Jews had two versions of the 2" mortar. One was the standard British WWII OML 2-in. mortar, the other was home-made copies of the same thing. Domestic Factories produced hundreds of these but the ammunition was not always reliable. The homemade version could be found in all of the units, including garrisons, while the British version was usually given to Palmach and Haganah forces.
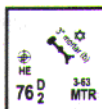
2. *3-in Mortar:* The same situation existed with the 3" mortars. Usually organized in the Support Companies in the Palmach and Haganah, the homemade version sometimes appeared in the garrison units.

• These mortars may be Animal Packed

3. *120mm Mortar:* Purchased from Czechoslovakia and France and arrived after hostilities broke out, they were attached on temporary basis to whichever unit needed them the most, usually units going into offensive action against a prepared defense. Stats and performance are similar to the German WWII GrW42 mortar. There is also evidence of the existence of a prototype homemade version of this mortar but its appearance would have been very rare.
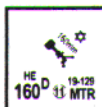
4. *160mm Mortar:* The Israelis possessed a couple of these monsters which were versions of the Soviet WWII PM obr. 43 mortar. Purchased in Czechoslovakia, they were rarely if ever used due to a lack of ammunition and parts.
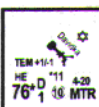
5. *Parosh & Davidka Mortars:* Desperate for any ordnance, small Jewish home factories produced some crude mortars, invented by David Leibovitz, and made from whatever metal they could get their hands on at the time. With their names meaning Little David (Davidka), and Flea (Parosh), these mortars did not have a standard bore size or shell. The explosive charge of the shell actually sat outside the barrel. The game pieces represent the variety of tubes that appeared. They were primarily used in the defense of population centers by the inhabitants. Some were used to shell the Arabs in Old Jerusalem in support of the trapped Jews there.

• Due to the 'soft' metals and scrap used in many of the homemade shells which made it harder to penetrate hard defenses but made the shrapnel much more deadly when in the open, the target's TEM is increased by one if in the following locations; Stone Building, Wood Building, Stone Rubble, Wood Rubble, or Pillbox and the target's TEM is decreased by one (down to -1 minimum) if occupying Open Ground, Runway, Brush, or Grain.

• The Davidka had a notorious habit of exploding on firing. This was obviously very traumatic to the crew. On any unmodified DR of 11 or 12, if the red die is a 6, then the mortar explodes. Remove the mortar from the game and personnel in the location receives a K/1 result. Use Random Selection to determine which unit(s) are affected but add +1 to the manning crew's Random Selection dr.

• The incredible sound that these shells made when they hit terrified those not expecting it, especially citizens and irregular troops. Therefore, the first time the Davidka or Parosh scores a hit in any scenario, this hit causes a NMC to any *non-Egyptian/Arab Legion* Arab personnel in the target location and all adjacent hexes (resolved after the normal hit is resolved). On subsequent hits, this NMC is changed to a PTC.

• Having no real base plates or aiming mechanisms, these mortars may never gain acquisition, and receive a +1 DRM to their To Hit DR.

6. *6 Pounder ATG:* The Israelis captured a couple of these guns from the Egyptians and Arab Legion. Never having much ammunition for them reduced their effectiveness in the war. They were sometimes used as artillery due to the general shortage of Israeli artillery. One was mounted on a halftrack as a mobile anti-tank gun.

7. *Boys Anti-Tank Rifle:* The Jews were able to acquire a few of these by various means including theft and capture. Most were placed in the 7th and 8th Brigades and mounted on halftracks or Jeeps. A small number could be found in infantry formations however.

8. *Napoleon Infantry Gun:* Four of these WW I-era mountain guns were initially delivered in late May 1948 and represented the only field artillery the Jews had through most of the early period. They were rushed from one critical battle to another and their initial use shocked the Arabs who had no idea the Jews had any heavy weapons. Additional shipments arrived in early and mid June and these infamous guns were used frequently as the Israeli artillery arm until gradually replaced by the 75mm Krup Guns. At least one of these infantry Guns was placed on a ship in the fledgling Israeli Navy.

• This gun may be Animal Packed

9. *Krup 7.5 cm:* In Late June, the Israelis received a delivery of ten of these WWII German artillery pieces from France. Never having enough ammunition for them, they did not see much action until later in the war of 1948. Early and middle July saw larger deliveries of these guns and towards the end of the war, they supplemented and eventually began replacing the 65mm Infantry Guns in the Israeli artillery arm.

10. *18 Pounder:* The Israelis captured four of these antique British WW I/WW II artillery pieces from the Egyptians. It is not known if they were ever used by the Israelis in the war.
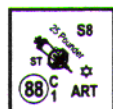
11. *25 Pounder:* The Israelis captured a few of these British WWII artillery pieces from the Egyptians. They were used sparingly early-on due to ammunition shortages but they did see action in the battles of Latrun and later in the Negev.

12. *Hispano-Suiza:* In May and June, the Israelis were able to get a couple of these WWII era AA guns. It is the same gun used in some British AA units in WWII. Armor Piercing ammunition was scarce at best for this weapon early in the war which severely limited its use in an anti-tank role. It was primarily used in the Negev versus the Egyptian army. Some were mounted on halftracks to use in an anti-tank role.

• In any scenario set after 8/48, the AP depletion increases to AP10.
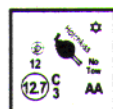
13. *Hotchkiss:* The Israelis obtained a couple of these twin barreled French 13.2mm AA Guns. Deployed mostly in air defense batteries, some saw action in ground combat as an infantry support weapon.

• This Gun cannot be towed. However, it may be carried on a vehicle in the same manner as a 76-107mm MTR. It is (un)loaded using the normal (un)hooking procedure, and reduces the PP capacity by 8 PP while loaded.

14. *30mm AA:* The Israelis had four of these ex-German aircraft cannons that were converted to ground mounted AA guns. They were single barreled, mounted on a four outrigger style mount that had two wheels. One of these guns shot down an Egyptian Spitfire over Tel Aviv. It is believed that at least one of these was used in a ground support role.

15. *2 Pounder AA:* The Israelis captured many of these in their fall and winter offensives in the Negev. Primarily used in AA role at fixed sites and headquarters, some also saw action in the ground role as well. Captured with these were stockpiles of ammunition for the weapons.

ISRAELI ORDNANCE NOTES SINAI 56

1. *2-in. Mortar:* The Israelis still used the 2" Mortar in reserve and border infantry units. By the Sinai Campaign, the homemade version was no longer made or used.

2. *3-in. Mortar:* The Israelis still possessed a large number of these WWII British pieces but they were quickly being replaced by the American M1 81mm Mortar in most frontline units. This mortar may be Animal Packed.

3. *M1 81mm Mortar:* Just as in the War of Independence, the Israelis continued purchasing excess American WWII ordnance from various European and American sources. They used the M1 as the standard battalion mortar, also mounting it on the M3 Halftrack to provide light support to mechanized forces.

4. *120mm Mortar:* The Israelis continued to rely on the 120mm mortars obtained from France for their primary medium artillery throughout the 1950s. One such battery was usually assigned to every front line battalion.

5. *6 Pounder AT:* The Israelis captured many of these WWII AT Guns from the Egyptians in the War of Independence and still had them in service in the 1950s. Assigned in battery strength to the Infantry battalions, they were sometimes used as poor man's artillery in conjunction with the mortars.

6. *M40A1 RR:* The Israelis purchased a few of these American Recoilless Guns to augment their weak Anti Tank ability. Use more for localized artillery support in the Sinai campaign, the Recoilless Guns would earn their wings in the 6 Day War of 1967. The penetration of their HEAT rounds could stop most tanks of the time.

7. *25 Pounder:* Israel captured a number of these from the Egyptians in the War of Independence, and purchased more from various European sources after the war. It served as the primary artillery arm for the brigades of the IDF with normally one platoon of 3 batteries assigned to each brigade.

8. *M1950:* This was the standard French light howitzer in the 1950s and 1960s. In addition to the guns mounted on the AMX-105, the Israelis purchased a small number of the field pieces for test.

9. *Hispano-Suiza:* The Israelis still possessed many of these 20mm AA Guns which they began purchasing in the War of Independence. Unlike the War of Independence however, they were primarily used for AA defense in the Sinai War and not in a ground support role.

10. *2 Pounder AA:* The Israelis captured many of these British WWII AA guns from the Egyptians in the fall and winter Negev campaigns. They were primarily used for site AA defense during the Sinai War. See British Ordnance Note C.

VARIANT INFANTRY COUNTER KEY

A color version of this key is found appended to the Jerusalem historical map. You may wish to trim the color version out along the gray/black line and use it as a play aid.
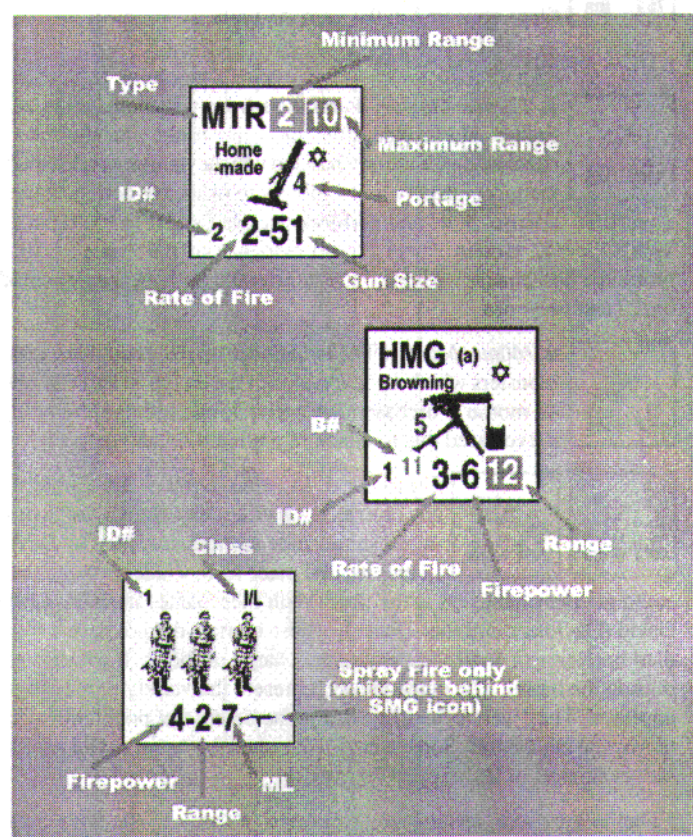
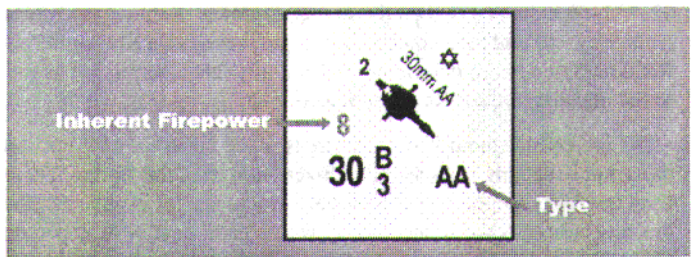## VARIANT GUN COUNTER KEY

A color version of this key is found appended to the Jerusalem historical map. You may wish to trim the color version out along the gray/black line and use it as a play aid.

ISRAELI VEHICLE LISTING (GENESIS 1948)

#	Name and Type	R	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	PP/T#	Notes
1	R35 (f)LT	+	10	25	1.6	6/48+	+1	4	AFSR		2	8	L	IMT	T37D		11			2	%					1
1	R35(L)(f)LT	+	10	26	1.6	6/48+	+1	4	AFSR		2	8	L	IMT	T37C		11			2	%					2
4	H39(L)(f)LT	+	10.5	27	1.5	6/48+	+1	4	AFSR		2	12		IMT	T37C		11			2	%					3
1	Cromwell III(b)MT		27.5	58	1.6	5/48+	0	6/4	AFSR		5	18		T	T57B		11		2	4			HE9	SD6 SM6		4
1	Cromwell IV (b)MT		28	72	1.6	5/48+	0	6/4	AFSR		5	18		T	T75C		11		2	4				SD6 SM6		4
2	M4a2(a)MT		31	68	1.6	8/48+	-1	8/4	ASR		5	14		T	T75C		11		2	4				SM5		5
1	M4a1-K(a)MT		31	66	1.6	9/48+	-1	11/4	VF/ASR		5	13		T	T75D		11		2	4	4			SM5		6
1	M4-105(a)MT		31.5	71	1.6	8/48+	-1	11/4	VF/ASR		6	13		ST	T105C		10	+	2	4				SM6		7
2	Daimler (b)SC		3	29	1.6	5/48+	+2	4/1	VF	+	2	37	L		BMG	1	11		2							8
2	White (a)SC		6	41	1.6	5/48+	+1	1/1	AF	+	4	26t	H	RST	CMG	1	11		2	4					6PP/T-8	9
2	Otter (b)SC		4.5	25	1.6	5/48+	0	0	AF	+	3	29t		RST	CMG	1				2%						10
1	Marm-Herr IV(b)AC		5.5	36	1.6	5/48+	0	1/0	ASR	+	4	26t		ST	T40B	1	11			4			HE7			11
1	Marm-HerrIVa(b)AC		5.5	35	1.6	5/48+	0	1/0	ASR	+	4	26t		ST	T37C		11			4						11
2	Daimler (b) AC		7.5	42	1.6	5/48+	+1	2/1	AFSR		3	33		ST	T40B	1	11			4			HE7	SD5		12
1	AMD50 AM (f)AC		6.5	23	1.6	6/48+	0	0	-		4	20t		RST	T37D		11			r4						13
2	Homemade-1 AC	+	5	19	1.4	1/48+	+1	0*	-		3	18t		IMT	CMG	1	11		2	4						14
1	Homemade-2 AC	+	5	20	1.4	1/48+	+1	0*	-		3	18t		IMT	TATR	1	11		2							14
1	Homemade-3 AC	+	5	20	1.4	1/48+	+1	0*	-		3	18t		IMT	T15C	1	11		2							14
9	M3 (a) ht		8	34	1.4	5/48+	+1	0	AF	+	5	20			AAMG	1	11		2	4					15PP/T6	15
1	M3(C)MTR (a) ht		8	37	1.5	5/48+	+1	0	AF	+	5	20		NT	R76D		11		2					S6		16
2	M3FT (a) ht		8	40	1.5	5/48+	+1	0	AF	+	5	20		NT	BF24		X9			4						17
2	M3ATR (a) ht		8	35	1.5	5/48+	+1	0	AF	+	5	20		NT	BATR	1	11		2	4						18
1	M32lb (a) ht		8	50	1.6	5/48+	+1	0	AF	+	5	20		NT	B40B	1	11		2				HE7			19
1	M36lb (a) ht		8	54	1.6	5/48+	+1	0	AF	+	5	20		NT	B57B	1	11		2				HE6			20
2	M3 AAG (a) ht		8	47	1.5	5/48+	+1	0	AF	+	5	20		NT	B20B	1(4)	11		2	4					10PP	21
4	Sandwich Car APC		4	15	1.4	1/48+	+1	0*			4	12t												13PP/T6	22
2	Carrier A (b) APC		4	21	1.5	5/48+	+2	0		+	3	16			BMG	1	11		2					4PP/T10	23
2	Carrier B (b) APC		4	23	1.6	5/48+	+2	0		+	3	16			BATR	1	11			2				4PP/T10	23
2	Jeep (a) tr		1.5	14	1.4	5/48+	+2	*			2	37t	L		AAMG	1	11			2				9PP/T10	24
2	JeepMMG(a) tr		1.5	15	1.4	5/48+	+2	*			2	37t	L		AAMG	1	11		2	4				9PP/T10	24
2	JeepHMG (a) tr		1.5	17	1.5	5/48+	+2	*			2	37t	L		AAMG	2	11		2	6				9PP/T10	24
2	JeepATR (a) tr		1.5	15	1.5	5/48+	+2	*		+	2	37t	L		BATR		11			4				9PP/T10	24
2	¾-Ton (f) tr		3.5	13	1.4	1/48+	+1	*			4	32t												10PP/T9	25
2	1½-Ton (b) tr		5.5	16	1.5	5/48+	0	*			6	28t												21PP/T7	25
2	2½-Ton (f) tr		7.5	20	1.6	5/48+	0	*			7	28t												29PP/T5	25
3	1½-Ton Arm tr		6	18	1.5	1/48+	0	0*			7	20t												21PP/T8	26

Notes:
1. Bold type in MP = Red MP.
2. Letter 't' after MP = Truck MP.
3. Bold type in MA = No AP.
4. Bold B# = Low Ammunition.

ISRAELI VEHICLE LISTING (SINAI 56)

#	Name and Type	R	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	PP/T#	Notes
2	M4a2 (a)*MT*		31	69	1.4	8/48+	-1	8/4	SR		5	14		T	T75C				2	4	4			SM5		1
1	M4a1-K (a)*MT*		31	66	1.4	9/48+	-1	11/4	F7 SR		5	13		T	T75D		11		2	4	4			SM5		2
1	M4a3 (a)*MT*		31	70	1.4	3/49+	-1	8/4	SR		6	15		T	T75C				2	4	4			SM5		3
1	M4(105) (a)*MT*		31.5	72	1.6	8/48+	-1	11/4	F7 SR		6	13		ST	**T105C**		11	+	2	4				SM6		4
3	AMX13 (f)*MBT*		16.5	79	1.4	10/56+	+1	4/2	FSR		6	20	L	T	T75A	2	10#			4				SD7		5
3	Sherman M1 (a) *MBT*		32	76	1.2	10/56+	-1	11/4	F7 SR		6	15		T	T76B	1			2	4	4			SD6 SM7		6
3	Sherman M50(a) *MBT*		32	82	1.3	10/56+	-1	11/4	F7 SR		6	13		T	T75A				2	4				SD7 SM7		7
2	AMX105 (f)*SPA*		16.5	50	1.4	10/56+	+1	2/2	SR		7	18		NT	**B105C**	1			2		2	H5		S5		8
3	White (a)*SC*		6	41	1.6	5/48+	+1	1/1	AF	+	4	**26t**	H	RST	CMG	1			2	4					6PP/T-8	9
2	M3 (a)*ht*		8	34	1.4	5/48+	+1	0	AF	+	5	20			AAMG	1				4					15PP/T6	10
2	M3B(a)*ht*		8	56	1.5	5/48+	+1	0	AF	+	5	20			AAMG	2				6			S6		15PP/T6	11
2	M21 MC(a)*ht*		8.5	49	1.5	5/48+	+1	0	AF	+	4	20		NT	**B81D**	3				4			WP8			12
2	Jeep *tr*		1.5	14	1.4	5/48+	+2	*		+	2	**35t**	L		AAMG					2					9PP/T10	13
2	Jeep MMG *tr*		1.5	15	1.4	5/48+	+2	*		+	2	**35t**	L		AAMG	1	11		2	4					9PP/T10	13
2	Jeep HMG *tr*		1.5	17	1.5	5/48+	+2	*		+	2	**35t**	L		AAMG	2	11		2	6					9PP/T10	13
2	¾-Ton (f) *tr*		3.5	13	1.4	1/48+	+1	*			4	**32t**													10PP/T9	14
2	1½-Ton (f) *tr*		5.5	16	1.3	1/48+	0	*			6	**28t**													21PP/T7	14
2	2½-Ton (f) *tr*		7.5	20	1.6	5/48+	0	*			7	**28t**													29PP/T5	14

Notes:
1. Bold type in MP = Red MP.
2. Letter 't' after MP = Truck MP.
3. Bold type in MA = No AP.
4. Bold B# = Low Ammunition.

ISRAELI VEHICLE NOTES GENESIS 48:

1. R35 (f): One of these WWII French tanks were captured from the Syrians in their failed assault on the Degania's kibbutzim. It was placed in the 8th Brigade and saw some action with the 82nd Tank Battalion. See French Vehicle Notes A & C.

2. R35(L) (f): The other Syrian tank captured at Degania was an R35(L) with the longer barreled 37mm Gun. It also served in the 82nd Tank Battalion. See French Vehicle Notes A & C.

3. H39(L) (f): Israel purchased 10 WWII French Hotchkiss tanks in June 1948. They were placed in the "Russian Company" of the 82nd Tank Battalion and saw action in the in the Latrun and Negev areas where they did not do well due to poor communication and training of the crews. See French Vehicle Notes A & C.
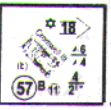
4. Cromwell III and IV (b): As the British were pulling out of Palestine in late April, two English soldiers deserted to the Jewish cause and helped steal 2 Cromwells from the British tank park in Haifa. One was a rare early model with a 6-pdr Gun. These tanks were the first tanks of the Israeli Army. They were assigned to the "English Company" of the 82nd Battalion. 75mm ammunition for the Cromwell IV was a problem early in the war (pre 9/48) and any scenario featuring them during this time should have the Cromwells suffering from Low Ammunition.

• Crew may attempt either an sD or sM placement in a Player Turn. Player must announce which before rolling DR.

5. M4a2(a): The Israelis obtained old WWII Shermans from 2 sources. About 30 were purchased in Italy in various stages of disrepair, and a couple were put together from scrap parts found in and around Haifa at old WWII armor junk yards. One working model was made available by May 1948 although its MA was unusable until June. Most of the Shermans would not be available until later in the year and 1949. The Shermans served in the "English Company" of the 82nd Battalion. These Shermans have the same Low Ammunition restrictions as the Cromwells in Note 4.

6. M4a1-K(a): Some of the older more severely demilitarized Shermans had their normal guns replaced with some WW I vintage Krupp M1911 75mm howitzer tubes.

7. Sherman 1B (a): One of the refurbished Shermans that the Israelis got their hands on was a close support version with the 105mm howitzer. One main problem was that it had no breech block. It was still put into service while the Jewish factories worked to build a breech block that would work. It wasn't till 1949 that they finally were able to accomplish this. The MA should be considered disabled in any scenario set before 2/49 (Recall NA). From then on, it is considered to have Low Ammunition.
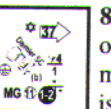
8. Daimler(b) SC: The Israelis were able to obtain a couple of these British WWII vehicles early in the war. They mainly served as staff cars and on recon missions. See British Vehicle Note M.
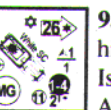
9. White (a) SC: A few of these old American WWII vehicles (M3A1s) were converted to armored car use by the Israelis mostly for firepower support during recon actions. A small turreted MG was added to the vehicle along with a co-driver MG cab window. Armor Plating was added for better protec-

tion. Unlike the WWII version, there is no inherent HS as a crew. Instead, a normal vehicle crew is used. Also unlike the WWII version, the crew cannot remove either MG when exiting the vehicle.

10. Otter (b): The Israelis 'acquired' six of these Palestinian Police Cars. They were modified to add a small turret to house the MG armament. Lacking armored vehicles, they were pressed into service as armored cars.

• One of them was modified to carry a 20mm Hispano-Suiza AA Gun (20L) instead of the Bren CMG.
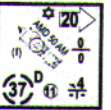
• Reverse movement with this vehicle costs 3 X (normal MP).
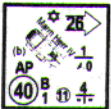
11. Marm-Herr IV (b): Two of these were captured from the Arab Legion during the war. One retained its 2 pdr gun while the other had a 37mm gun from a destroyed Syrian R35(L) mounted instead. See the description in the Arab Vehicle Listing for more information.

12. Daimler (b): The Israelis also captured two of these armored cars. One was captured from the Egyptians and the other was stolen from the British before they left Palestine.

13. AMD 50 AM (f): One of these were captured from the Syrians after their failed attempt to capture the Deganias.

• Reverse movement with this vehicle costs 2 X normal

14. Homemade AC1, 2, 3: The Israelis produced many crude armored cars to support the Jerusalem convoys. They converted 4 x 4 trucks (White/GMC) by welding pieces of metal around the body and placing a small turret atop with various weaponry mounted therein. Many of these were lost in the convoy raids and many were captured, but they served their purpose.

• The "armor" was barely enough to stop a 30 caliber bullet. Therefore, even while BU, the crew can be affected by small arms fire. The BU crew receives a TEM of +3 for being BU.
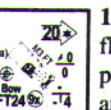
• The 15mm MA of version 3 of the AC is most likely captured 15mm gun from an Egyptian MK VI tankette.

15. M3 (a): The Israelis started the war with 6 halftracks and purchased and fielded nearly 100 more as the war progressed. They used them to form mobile strike commando units and to provide firepower support to the infantry brigades. These vehicles, along with the Jeeps, were the most reliable and most effectively used vehicles in the war for the Israelis. They added a MG in the driver slit on most of the versions. While most of the initial HT purchases were actually the International Harvester M2 and M5, later purchases were of the M3 model and for simplicity sake, all are represented as M3 versions here.

16. M3 MTR (a): The Israelis mounted 3" mortars on some of the M3's for artillery support purposes. Use the mortar statistics for a British 3" mortar (i.e., not the homemade version).

17. M3 FT (a): The Israelis also mounted homemade flamethrowers on a couple halftracks for close assault support. These were generally a failure due to their unreliability and the situations they were put in (assaulting fortresses).

13

18. *M3 ATR(a):* This was one of the most common anti-tank version of the halftrack that the Israelis fielded. The ATR is the same Boys ATR that the British fielded in WWII.

19. *M3 2 lb (a):* Upon capturing damaged Arab armored cars, the Israelis mounted a couple of the 2 pdr Guns onto halftracks. They were sparingly used due to a lack of ammunition but their use has been recorded in some battles.

20. *M3 6lb (a):* A couple of halftracks were mounted with a captured Egyptian 6 pdr ATG and used against the Egyptians. The Israelis were able to import some ammunition for this piece later in the war. Until then, they relied on captured stocks.

21. *M3 AAG (a):* Another of the more common versions had the 20MM AA Gun mounted on the roof in an antitank role. This was also a successful conversion as it could be used both against infantry and the light skinned Arab armored vehicles.

22. *Sandwich Car APC:* Another of the Israeli ways of handling the dangers of the Jerusalem Convoys. This generic counter represents the hundreds of variations to cars, trucks, buses, which were modified with thin plates of armor with port holes and/or top openings from which the passengers could fire from. Certain vehicles were outfitted with triangular shaped steel in the front of the vehicle for use to bulldoze roadblocks. For Sandwich Cars given this ability via Scenario Rule, see B24.7-.71 on their use.

• The thin plates of armor could barely stop 30 caliber bullets. Crews and Passengers can be affected by small arms fire even while BU. The TEM of being BU is +3.

• Passengers may fire out of the vehicle even if BU as mounted fire.

• Two of these were modified to carry a homemade flamethrower in the co-driver seat. They are treated as BF24 with a X10 and only a 1 hex range (note also the reduced PP).

23. *Carrier A, B (b):* A few Egyptian Carriers were captured by Israel throughout the war and used against their former owners. See D6.8-.84 for rules pertaining to Carriers.

24. *Jeep (a):* Israel obtained many Jeeps from sellers around the world. Most commando units operated with Jeeps as they found them the best mode of transportation for the fast lightning attacks that they favored. Weapon mountings varied and the counters here show some of the most common versions used in the war. See American Vehicle Note L.

25. *Trucks:* Israel used trucks of all sizes from whatever source they could get to fill the convoys and send supplies to besieged areas. A variety of trucks were bought/found and used and the counters give a representation of some French-supplied models.

26. *Armored Truck:* These counters represent the large armored bus/trucks that the Israelis would use on occasion to move troops into a danger area before disembarking the infantry in an assault. A variety of trucks and buses were used in this role. This counter represents a typical version seen in 1948.

• The thin plates of armor could barely stop 30 caliber bullets. Crews and Passengers can be affected by small arms fire even while BU. The TEM of being BU is +3.

ISRAELI VEHICLE NOTES FOR SINAI 56:

1. *M4a2 MT:* The Israelis still had a few companies of these WWII tanks in service in 1956. Purchased to fight in the 1948 war and no longer able to take on the Egyptian tanks, they were yet still in the active ranks, serving in the 7th Armored Brigade and in the 37th Mechanized Brigade.

2. *M4a1-K MT:* A small contingent of these leftovers from the 1948 war were still in service in the IDF. Primarily used for reserve and training functions. A small number were fitted for active duty in the Sinai War.

3. *M4a3 MT:* Like the M4a2 above, these served with in the 7th Armored Brigade and the 37th Mechanized Brigade with individual companies being loaned out to the infantry brigades for support..

4. *M4-105 MT:* Another veteran of the 1948 war, these few relics were not used on the Sinai front in the 1956 war but were held in reserve.

5. *AMX-13 MBT:* Shortly before the breakout of the 1956 war, Israel purchased 120 of these French light tanks and placed them in light tank battalions of the 7th and 27th Armored Brigades as well as the 37th Mechanized Brigade and the 202nd Parachute Brigade. Very fast and sleek, lightly armored, the A model with the 75mm High Velocity Gun had a strange ammunition storage and loading system. The MA magazine held 12 rounds in a honeycomb box right behind the gun for rapid fast automatic reloading. However, once that stock of 12 was fired, the crew had to get out of the vehicle to move another stock of 12 rounds into the box. The turret was set on a special grunion that would have the whole turret rise or lower with the gun. This was a very flexible and fast system but did limit the gun's depression angle. The tank also had filter problems which caused headaches in desert warfare. While a great light tank for France in Europe, pressing the tank into a Main Battle Tank role in the desert exposed many of its weaknesses. After 1956, the Israel used the chassis to hold 105mm howitzers.

• The high breakdown of the MA represents the unusual ammunition loading system it had. When a malfunction is rolled, if the DR is 10 or 11, then the tank's MA magazine is out of rounds. To reload (and automatically fix this), the tank must be stopped for 1 game turn (from the time of malfunction). While not having to go CE first, the crew is considered to be CE at this time and may be fired upon as if CE. In addition to the CE DRM, the crew suffers a -2 hazardous movement DRM while reloading. Once reloaded, the hazardous movement is NA and the tank may be operate normally. Optionally, players may wish instead to roll a dr before the scenario set up for every tank in their OB. Add 6 to this total to give each tank a range of 7-12 rounds in the magazine to start. Subtract one from this total for every round fired. When it reaches 0, the magazine is empty and must be reloaded. The B# is changed to 12 if using this option

6. *Sherman M1 MBT:* Anxious to get their hands on any armor they could in order to offset the Egyptian arms deal with Czechoslovakia, the French-Israeli deal also included 40 of these M4a3e8 tanks of WWII vintage. Renamed the Sherman M1 by the Israelis, they added smoke dispensers and smoke

mortars. These tanks also served in the 7th Armored and 37th Mechanized Brigades. See British Vehicle Note Z.

7. *Sherman M50 MBT*: This was a version of the Sherman tank with the same gun as used in the AMX-13s (without the infamous automatic loading system). Modified to deal specifically against the Egyptian threat, this was a good tank against the Soviet vintage WWII armor that the Egyptians deployed in 1956. The Israelis purchased 50 such converted Shermans. They served in 27th Armored Brigade as well as the 37th Mechanized Brigade. Later on, as the Israeli's imported Centurions and M-48s, the Sherman chassis were converted over for Self Propelled Artillery use. See British Vehicle Note Z.
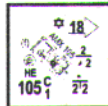
8. *AMX 105 SPA*: The Israelis purchased 60 of these French Self Propelled Guns. They were AMX-13 chassis with a compartment for a French M-1950 105mm Howitzer in place of the normal turret. They were used in the mechanized artillery batteries in the 27th Armored Brigade and the 37th Mechanized Brigade. See the Israeli Ordnance listing for details on the Gun.

9. *White SC*: A few of these old American WWII vehicles (M3A1s) were converted to armored car use by the Israelis mostly for firepower support during recon actions. A small turreted MG was added to the vehicle along with a co-driver MG cab window. Armor Plating was added for better protection. Unlike the WWII version, there is no inherent HS as a crew. Instead, a normal vehicle crew is used. Also unlike the WWII version, the crew cannot remove either MG when exiting the vehicle.

10. *M3 ht*: By 1956, Israel had hundreds of M2s, M3s, M5s, and M9s in their inventory as it was still the armor of choice for the quick-strike deep-raid minded IDF staff. This basic configuration was renamed the M3-A by the Israelis. Just as in 1948, most had the MG mounted in the passenger side slit of the cabin.
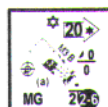
11. *M3a1 (M3 B) ht*: Some of the HTs carried a .50 cal. AAMG in place of the normal .30 cal. Renamed the M3-B by the Israelis, it was used as a command vehicle in their mechanized infantry companies.
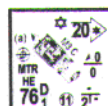
12. *M21 MC (M3 C) ht*: In search of medium artillery support for their mechanized infantry, the Israelis used modified M3s designed to carry and fire the U.S. M1 Mortar. They were designated as M3-C by the IDF. Obtained from France, which obtained them in WWII from the U.S. for the Free French forces, they proved of little help. Eventually in the 1960's, the Israelis would swap out this mortar and place their 120mm Soltam mortar in halftrack mounts.
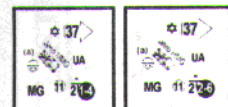
13. *Jeep tr*: Israel obtained many Jeeps from sellers around the world. Most reconnaissance units operated with Jeeps as they found them the best mode of transportation for the fast probes that they favored. Weapon mountings varied and the counters here show some of the most common versions used in the war.
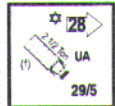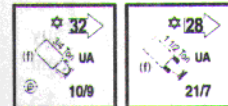
14. *Trucks tr*: While initially short of trucks, France supplied the Israelis with hundreds of the 1 ½ Ton 6x6 trucks shortly before the Sinai Campaign. Most were assigned to the 202nd Parachute Brigade on their push through Central Sinai.

VARIANT VEHICLE COUNTER KEY

A color version of this key is found appended to the Jerusalem historical map. You may wish to trim the color version out along the gray/black line and use it as a play aid.

15

ARAB ORDNANCE LISTING (GENESIS 1948)

Who	Name	Type	CSize	ROF(IFE)	B#	Range	M#	TSize	Dates	Special	BPV	RF	Notes
ELIA	2" Mortar	MTR	51C	2	11	2-11	-	-	1/48+	4PP, s6	-	-	1
ELIA	3" Mortar	MTR	76D	2	11	3-63	11	+1	1/48+	NT, QSU, s6	21	1.4	2
EL	4.2" Mortar	MTR	107D	2	11	24-98	10	+1	5/48+	NT, s6, Towed	24	1.6	3
SBA	60mm Mortar	MTR	60D	3	11	3-42	-	-	1/48+	5PP	-	-	4
SBA	81mm Mortar	MTR	81D	3	11	3-71	11	+1	5/48+	NT, QSU, s6	25	1.6	5
ELI	2 Pounder	AT	40B	3	11	183	10	+1	5/48+	T, LF(NT, 2ROF, B10)	28	1.5	6
ELIA	6 Pounder	AT	57B	3	11	225	10	+1	5/48+	NT, QSU, HE8	31	1.5	7
I	17 Pounder	AT	76A	2	11	263	6	0	5/48+	NT, HE8,	38	1.6	8
S	25mm ATG	AT	25A	3	11	45	12	+1	5/48+	NT, QSU	23	1.6	9
ELIA	Boys ATR	ATR	-	-		12	-	-	1/48+	1PP	-	-	10
SBA	Fusil Boys ATR	ATR	-	-		12	-	-	1/48+	1PP	-	-	10
S	37 mm INF	INF	37D	2	11	60	-	-	5/48+	5PP (3PP dm) crewed	22	1.6	11
S	65 mm INF	INF	65D	2	10	162	10	+1	5/48+	NT, QSU, No Gnshld, h-d	12	1.6	12
EI	18 Pounder	ART	84D	1	10	213	7	0	5/48+	NT, QSU	30	1.6	13
ELI	25 Pounder	ART	88C	1		335	8	0	5/48+	ST, s7, LF[NT,0-ROF]	40	1.5	14
EI	3.7" How	ART	94D	1	10	137	10	0	5/48+	NT, QSU, s7	31	1.6	15
EI	4.5" How	ART	114D	1	10	151	7	0	5/48+	NT, s7	30	1.6	16
EI	6" How	ART	152D		11	260	4	-1	5/48+	NT	38	1.6	17
SBA	75mm 1897	ART	75C	1	11	277	8	0	1/48+	NT, QSU, s7	31	1.6	18
SA	105mm 13 S	ART	105C		11	330	5	-1	5/48+	NT	26	1.6	19
ELI	20mm AA	AA	20B	3(6)	11	114	12	+1	5/48+	T	28	1.6	20
ELI	40mm AA	AA	40B	3(8)	11	247	8	0	5/48+	T, LF (2 ROF)	38	1.6	21
I	3.7" AA	AA	94D	1	11	470	1	-1	5/48+	T	28	1.6	22
SBA	13.2 CAJ mle30	AA	12.7C	3(12)	11	-	6	+1	5/48+	T, 2 TK DR, No Tow	26	1.6	23
S	20 CA mle 39 0	AA	20B	3(4)	11	125	12	+1	5/48+	T, LF (NT 20 2ROF B10)	27	1.6	24

Notes:
1. Bold type in MA = No AP.
2. Bold B# = Low Ammunition.
3. 'H' indicated Home-made version of weapon.

ARAB ORDNANCE LISTING (SINAI 1956)

Who	Name	Type	CSize	ROF(IFE)	B#	Range	M#	Tsize	Dates	Special	BPV	RF	Notes
E	2" Mortar	MTR	51C	2	11	2-11	-	-	1/48+	4PP, s6	-	-	1
E	3" Mortar	MTR	76D	2	11	3-63	11	+1	5/48+	NT, QSU, s6	21	1.4	2
E	82mm BM obr 37	MTR	82D	3		3-78	11	+1	9/56+	NT, QSU, s8, IR	28	1.5	3
E	120mm PM obr 38	MTR	120D	2		12-151	9	+1	9/56+	NT, QSU, s8	24	1.5	4
E	57mm PTP obr43	AT	57A	3		210	10	+1	9/56+	NT, QSU	36	1.5	5
E	6 Pounder	AT	57B	3	11	225	10	+1	5/48+	NT, QSU, HE8	31	1.5	6
E	17 Pounder	AT	76A	2	11	263	6	0	9/49+	NT, HE8	38	1.6	7
E	100mm PTP obr44	AT	100B	1		525	4	0	9/56+	NT	43	1.6	8
E	Boys ATR	ATR	-	-		12	-	-	1/48+	1PP	-	-	9
E	82mm B10	RCL	82C	1	11	12*	11	+1	9/56+	T	22	1.6	10
E	25 Pounder	ART	88C	1		335	8	0	5/48+	ST, s7, LF[NT,0-ROF]	40	1.5	11
E	122mm G obr 38	ART	122C	1		303	6	0	9/56+	NT, s8	34	1.6	12
E	122mm P obr 31	ART	122B	1		522	2	-1	9/56+	NT, s8	44	1.6	13
E	6" How	ART	152D		11	260	4	-1	5/48+	NT	38	1.6	14
E	152mm GP obr 37	ART	152C			432	2	-1	9/56+	NT	44	1.6	15
E	M1918M1 155mm	ART	155C		11	425	-1	-1	6/55+	NT, No IF	35	1.6	16
E	20mm AA	AA	20B	3(6)		114	12	+1	5/48+	T	28	1.6	16
E	30mm HS-83/84	AA	30B	3(8)		187	10	+1	9/49+	T	29	1.6	17
E	37mm ZP obr 39	AA	37B	3(8)		200	8		9/56+	T	30	1.6	18
E	40mm AA	AA	40B	3(8)		247	8	0	5/48+	T, LF (40, 2 ROF)	38	1.6	19
E	85mm ZP obr 44	AA	85A	2		391	5	-1	9/56+	T	48	1.6	20
E	3.7" AA	AA	94D	1	11	470	1	-1	5/48+	T	28	1.6	21

Notes:
1. Bold type in MA = No AP.
2. Bold B# = Low Ammunition.
3. 'H' indicated Home-made version of weapon.

General Notes:

1. The "Who" column shows which Arab Nation used this piece of ordnance: E: Egypt, L: Arab Legion, , S: Syria, B: Lebanon, I: Iraq, A: ALA/AAS/Moslem Brotherhood

ARAB ORDNANCE NOTES FOR GENESIS 48

All Arab Ordnance for GENESIS 48 is provided in the existing countermix. Notes are provided here for informational purposes.

1. *2-in. Mortar:* This British WWII light mortar was prevalent in most Arab armies of the period. Usually assigned to support companies as it was in the British Army.

2. *3-in Mortar:* This British mortar was available in numbers to the Egyptians, Arab Legion, and Iraqis. The ALA possessed a couple also. Usually assigned to infantry units at the Battalion level and was more often than not, their main source of artillery support.

3. *4.2-in Mortar:* Both the Egyptian Army and the Arab Legion had at least one battery of these British Mortars. They appear in Sir Glubb's ammunition status reports but there are no records of them used in any particular battle. This mortar was usually towed by carrier, halftrack or truck and not portaged on a vehicle (See C10.1).

4. *60mm Mortar:* The French Mortier de 60 mle 35 was used by the Syrians, Lebanese and ALA but was not present in great numbers and was thus assigned to infantry units at the battalion level in mixed mortar/howitzer support units.

• This mortar may be Animal Packed

5. *81mm Mortar:* There were many of these mortars left over from the Vichy forces in Syria during WWII and they found their way into the hands of the Syrian and Lebanese Armies as well as ALA forces. The Mortier de 81 mle 27/31 was assigned to artillery support units at the battalion level. Once the UN embargo went into effect, obtaining ammunition for these mortars was nearly impossible and their use dropped significantly.

• This mortar may be Animal Packed

6. *2-pdr ATG:* The British 2-pdr ATG was still used in the primary Arab armies at this time. They were usually assigned in batteries of 4 attached to infantry regiments and brigades. They were also used as spare guns for the 2-pdrs mounted in most Arab armored cars. By 1948, a more stable HE round had been developed and the Arabs had some in their stocks. See British Ordnance Note C.

7. *6-pdr ATG:* The British 6-pdr ATG was available in most Arab arsenals for the war. The Egyptians possessed around 16 of them in various condition and assigned them individually to the infantry brigades. The Iraqis, while possessing nearly the same amount, sent very few to the war area. The Arab Legion possessed 24 of them, assigned in batteries of 4 to infantry regiments. The Moslem Brotherhood had obtained 4 of these from Egypt.

8. *17-pdr ATG:* Iraq possessed over a dozen of these British ATGs and assigned them to the Artillery Corps. Lacking heavier transportation for most of their artillery, little of it made the trip to Palestine. One or two of these may have made the trip and used as artillery support for the infantry brigades.

9. *25mm-ATG:* The French Canon Antichar de 25 SA-L mle 34 was present in small numbers in the Syrian Army. Only 3-4 were available and were dispersed among the infantry battalions.

10. *Boys ATR:* This British WWII Anti-Tank Rifle was still being used by most of the armies in the Middle East. The Syrians, Lebanese, and their allies used the French version of this rifle. Quite obsolete by WWII standards, it was still able to deal with most of the light armor used in this war. The Israelis mounted captured ATRs in some halftracks and jeeps, making them mobile anti-tank vehicles.

11. *37mm INF:* This weapon is the French Canon de 37 mle 16 TR which dates back to 1916. A small number of these remained in Syria and were incorporated into the Syrian Army. They were assigned in sections of 3-4 to each infantry brigade.

• This gun may be Animal Packed

• This gun must be crewed to avoid the penalties of A21.11-.13

12. *65mm INF:* This ancient weapon was still found in the Syrian army. Some of the Canon de 75 M mle 28 were placed on the Lorraine 38L supply vehicle and used as Self Propelled Artillery.

• This gun may be Animal Packed, otherwise, it is horse-drawn

13. *18 Pdr:* The Egyptian Army possessed 10-12 of these old British artillery pieces. They were in poor shape with excessive bore wear. They were organized in batteries of 3-4 and assigned to some of the later reinforcements to enter the war in June 1948. The Iraqi Army also possessed nearly a dozen of these pieces, but there are no definitive reports of their being used in Palestine.

14. *25 Pdr:* The British WWII 25-Pounder piece was the standard artillery piece in the Arab arsenal of 1948-1949. The Iraqi Army brought a battalion of 25-Pdrs to Palestine. They were used in the failed attacks on Gesher in May 1948. These were newer pieces and were in mostly good shape. A limited supply of ammunition hindered their use after the first truce. The Egyptian Army possessed 30 of these guns, of which 24 were relatively new and in good shape. Most of these entered into Palestine in the initial fighting in May. They comprised the Artillery Brigade and supported most of the early assaults on the kibbutzim. Like the Iraqis, ammunition shortages later in the war limited the Egyptian use of this weapon even though they stole a shipment intended for the Arab Legion. The Arab Legion entered the war with 2 batteries of 25 Pounders, each comprising of 4 guns. A third battery was forming with another 4 guns. The Legion only had a day supply of ammunition for these guns and when the Egyptians confiscated a cargo of ammunition bound for Amman, the Glubb's Legion was nearly without artillery support for the rest of the war.

15. *3.7" HOW:* The Iraqi Army possessed nearly a dozen of these WWII artillery pieces but all were in poor shape and their ammunition was old and unreliable. There is no record of their having been used in Palestine. The Egyptians also possessed some, and they too were in poor condition. They were not sent to the front until after the first truce and then, were rarely used.

• This gun may be Animal Packed

16. *4.5" HOW:* Both the Iraqi and Egyptian armies possessed a few of these. They were poor condition and the ammunition was old and unreliable. Egypt eventually sent a couple of them to Palestine after the first truce but there is no record of the Iraqi Army in Palestine using this Howitzer.

17. *6" HOW:* Iraq had 2 batteries (8 guns) of 6" howitzers of which most never left Iraq during the war. They were in poor condition and the ammunition stocks were old. Two of the guns were loaned to the Arab Legion and were used to shell Jerusalem. The Egyptians possessed 6 such howitzers and they were even in worse condition. They assigned them to support the Moslem Brotherhood units in and around

Beersheeba after the first truce.

18. *75mm 1897:* This standard French light field piece of WWII was the standard artillery arm of the Syrian and Lebanese Armies as well as the ALA. Syria possessed 14-16 such pieces which were organized in batteries to support the infantry battalions of the 1st Brigade. The Lebanese Army had 2 such batteries attached to its Brigade size force that entered Palestine. The ALA obtained 4 of these guns, most likely from Syria to support their operations in Northern Galilee. Due to insufficient transport in all of the above forces, most of these had to be broken down for mule/horse transport.

19. *105mm 13 S:* This widely exported French artillery piece was present in the Syrian Army and a couple were given to the ALA in support of their activities. Syrian possessed 6 of these guns, in relatively poor condition and organized them in 2 reserve artillery batteries. Two were given to the ALA but little is known of their use. Beyond their initial stocks, ammunition was very hard to come by for these pieces. There is no record of this gun in the Lebanese Army of 1948/1949.

20. *20mm AA:* The Arab armies used various types of 20mm AA guns, represented in this module by the British 20mm which itself represents Oerlikon, Hispano-Suiza, and Polsten guns. With insufficient artillery and anti-tank weaponry, these were frequently turned into anti-tank and artillery guns during the war. The Iraqi Army in Palestine possessed 6-8 of these guns which were usually attached to the HQs of their Infantry Battalions. The Egyptian Army and the Arab Legion followed similar practice with their few 20mm guns although the Legion did send a battery of them into Old Jerusalem to assist in the siege.

21. *40mm AA:* The Bofors AA Gun of WWII was available in small numbers to the Arab armies. The Iraqis possessed 2 batteries comprising 8 guns but only 1 battery was reported to be used in Palestine. The Egyptians had a small number, attached in reserve to the Brigade HQ in Gaza and the Arab Legion's few Bofors were also kept mostly in reserve AA roles. See British Ordnance Note C.

22. *3.7 in. AA:* The Iraqi Army possessed 2 or 3 of these large AA guns but they were in very poor condition. There is no record of them being used in Palestine in 1948.

23. *13.2 CAJ mle30:* The Syrian Army obtained 3-4 of these twin barreled Hotchkiss AA guns from the occupying French forces in WWII. They were assigned to the HQ of the Brigades but as heavier weapons were needed in the battlefield, they were stripped and taken apart and used individually as HMGs in support of the infantry. The Lebanese and the ALA also possessed 1 or 2 of these but they were used more for fire support for the infantry than in an AA role.

24. *20 CA mle 39 0:* The Syrian Army had a few of these French 20mm AA guns. They were used in various roles including the mounting of them on the back of Ford trucks in a ground support role.

ARAB ORDNANCE NOTES SINAI 56

1. The "Who" column shows which Arab Nation used this piece of ordnance: E: Egypt; J: Jordan; S: Syria; and I: Iraq.

1. *2-in. Mortar:* Obsolete by 1956, the Egyptians still used the 2-in. Mortar in most reserve and national guard infantry formations.

2. *3-in Mortar:* Even after the major arms purchase of Soviet equipment by the Egyptians, they still had many infantry brigades equipped and organized along British lines. The 3-in. Mortar still served as battalion level fire support in the National Guard units and some regular infantry battalions. They

were completely phased out over the late 1950's and early 1960s. This mortar may be Animal Packed. See British Ordnance Note 2.

3. *82mm BM obr 37 Mortar:* Among the many weapons the Egyptians received from the Czechs were copies of the Soviet WWII 82mm Mortar. Issued to the "Soviet Style" Infantry and Mechanized Brigades as battalion artillery support, many were captured in the Sinai fighting. See Russian Ordnance Note 2.

4. *120mm PM obr 38 Mortar:* The "Soviet Style" Brigades were issued these Soviet WWII heavy mortars for brigade artillery support. Some were assigned to the 21st and 19th Heavy Mortar Squadrons in the Sinai. Several were captured by the Israelis in the Abu-Agheila fighting. See Russian Ordnance Note 4.

5. *57mm PTP obr 43 ATG:* This excellent WWII Soviet ATG was still a threat to Israeli Armor in 1956. It was delivered in quantities (near 200 total) to the Egyptians to augment their 6-pdr and 100mm anti tank guns. Soon after 1956, these became obsolete as the Israelis obtained more modern AFVs. See Russian Ordnance Note 9.
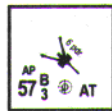
6. *6-pdr ATG:* The British 6-pdr ATG was still used in static defensive positions in the Gaza area and northern Sinai by the Egyptians. It was still a threat to the Israeli AFVs of the 1956 war. Soon after 1956, however, they were relegated to reserve units only. See British Ordnance Note 6.

7. *17-pdr ATG:* The Egyptians still had a small number of 17-pdr ATGs in their arsenal in 1956. The 94th AT Squadron which was in the General reserve was equipped with these. It was still a formidable weapon against Israeli AFVs. in 1956. See British Ordnance Note 8.

8. *100mm PTP obr 44 ATG:* The Czechs also supplied the Egyptians with a large number of these Soviet WWII ATGs. A platoon of these were assigned to every company in the "Soviet Style" infantry and mechanized brigades. See Russian Ordnance Note 10.

9. *Boys ATR:* Although obsolete even in WWII, the Egyptian National Guard and Border units still possessed and used these ATRs. Hundreds were captured by the Israelis in the war. Use a Russian ATR counter to represent this piece.

10. *82mm B10 RCL:* The B10 was developed in the Soviet Union shortly after WWII and copies were produced by the Czechs. It can be fired with our without its wheels, using a tripod if the wheels are removed. Three men can move it with relative ease. Hundreds of these were given to the Egyptians which then outfitted the infantry units of the Sinai with them.

• The range listed is for firing HEAT. When firing HE, the range is 110 hexes.

11. *25-Pdr ART:* Even though the Egyptians had received numerous 122mm and 152mm artillery pieces from Czechoslovakia, most of their British style infantry brigades still used the 25-Pdr for battalion level artillery support. Mostly used in the front lines, many were therefore captured by the Israelis in 1956 and put into their use. See British Ordnance Note 12.

12. *122mm G obr 38:* Over 80 of these guns were obtained by Egypt in the massive arms deal with the Czechs. They were assigned mainly to the Soviet style mechanized brigades and in separate batteries along the canal. Most crews were still in training when the war broke out. A good, reliable piece, that the Egyptians were still using in the 1967 war. See Russian Ordnance Note 20.

13. *122mm P obr 31:* Over 3 dozen of the newly arrived Czech artillery pieces were these long barreled Soviet WWII guns. Their long

range and excellent anti-tank ability caused great concern in Israel. They were placed in independent units assigned to the canal area and Cairo. The Israelis would not have to deal with these things until after the 1956 war. See Russian Ordnance Note 21.

14. *6" HOW:* The Egyptians still had a battery of these British WWII guns, in very poor condition, in positions down near the Gulf of Aqaba. A couple were captured by the Israelis late in the campaign. See British Ordnance Note 17.

15. *152mm GP obr 37:* Among the artillery obtained from the Czechs were 20 of these Soviet WWII heavy guns. They were primarily positioned west of the Suez Canal, in and around Cairo (61st Medium Artillery Squadron) and Port Said. These were to be used in the skirmishes and wars through the 1960s. See Russian Ordnance Note 23.

16. *M1918 M1 155mm:* The Egyptians obtained a battery of these WWII vintage guns before the Czech deal. They were stationed in, and around Cairo. See US Ordnance Note 17.

17. *20mm AA:* Egypt possessed and used a variety of 20mm AA Guns, including Oerlikon, Hispano-Suiza, and others. This entry represents all models used by the Egyptians in the war. They were usually attached to the brigade HQs. See British Ordnance Note 20.

18. *30mm HS-83/84:* There was reported use of these AA guns by the Egyptians though it is undetermined which unit(s) were outfitted with these. (Israeli piece illustrated).

19. *37mm ZP obr39:* Some of the AA Guns received from the Czechs were Soviet WWII derivations of the Bofors guns. It was a successful design, and was sold and used worldwide well after WWII. Most were assigned to static defense such as at the Gulf of Aqaba and along the Canal in the 5th Light AA Battalion and the 17th Light AA Battalion. See Russian Ordnance Note 25.

20. *40mm AA:* The Egyptians still used the venerable "Bofors" AA gun. They were usually assigned to AA support at the brigade level. Some were captured by the Israelis in Gaza and other front line areas. See British Ordnance Note 21 and C.

21. *85mm ZP obr44:* The Egyptians received 34 of these from the Czechs before the 1956 war. An fine gun, it was assigned to Canal area units and in and around Cairo. See Russian Ordnance Note 27.

22. *3.7 in. AA:* The Egyptians obtained a few of these older British WWII AA Guns and placed them in reserve batteries along the canal. Designed solely for AA use, their direct fire support potential was poor. See British Ordnance Note 23.

Contents

Your copy of GENESIS 48 should include the following:
1 x Old Jerusalem 22" x 34" historical map
1 x KIB-1 6" x 9" color card-stock overlay
15 scenarios on eight 2-sided 8.5" x 11" card-stock
3 x Color Play Aids
2 x 280 1/2" die-cut counters (2 sheets)
1 x 176 5/8" die-cut counters (1 sheet)
1 x Storage Folder
1 x 32 page rulebook

If you are missing (or received defective copies of) any of the above we apologize and will send free replacements as soon as we hear from you. No need to return any extra items received. Please phone Critical Hit at 845-278-9125 or drop by our web site at www.Criticalhit.com or send an E-mail to Info@Criticalhit.com.

ARAB VEHICLE LISTING (GENESIS 1948)

Who	Name and Type	R	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	PP/T#	Notes
I	L3/35 (I) Tt	+	3.5	20	1.5	6/48+	+2	1/0			2	13	L		BMG	1	10		4							1
E	Mark VIB (b) Tt		5.5	35	1.4	5/48+	+1	1			3	18	L	ST	CMG	1	11			10						2
E	Locust (b) LT		7	43	1.5	8/48+	+1	3/1	SR		3	19	L	ST	T37LL	1	11			4						3
S	R35 (f) LT		10	30	1.5	5/48+	+1	4	FSR		2	8	L	1MT	T37D		11			2						4
S	R35(L) (f) LT		10	31	1.6	5/48+	+1	4	FSR		2	8	L	1MT	T37C		11			2						4
E	Sherman IIIA(a) MT		31	68	1.6	5/48+	-1	8/4	SR		5	14		T	T75C		11		2	4			SD5			5
E	Matilda II (b) HT		27	42	1.6	5/48+	0	11/8	F		5	9	H	T	T40B	1	11			4	2		SD5			6
E	Valentine V (b) HT		45	39	1.6	5/48+	+1	6	F		4	10		T	T40B	1	11			4			SM6			7
ELI	Daimler (b) SC		3	29	1.6	5/48+	+2	4/1	F	+	2	37	L		BMG				2							8
E	Lynx (b) SC		45	27	1.6	5/48+	+1	4/1	F	+	2	31t			BMG				2							9
ELI	Humber III L (b) SC		3.5	26	1.6	5/48+	+1	0	F	+	3	31t		NT	BATR	1			ATR		2					10
ELSBI	Otter (b) SC		45	25	1.6	1/48+	0	0	F	+	3	29t			AAMG	1					2					11
SBA	AM Dodge(a) SC		6	25	1.6	5/48+	0	-*	FSR	+	6	25t	H	T	T37D	1	11		2							12
I	Morris CS9 (b) AC		45	24	1.6	5/48+	0	0		+	4	23t		ST	TATR		11			2						13
I	Rolls Royce (b) AC		4	24	1.6	5/48+	+1	0		+	3	24t	H	ST	TATR		11			2						14
I	Marm-Herr III (b) AC		5	27	1.6	5/48+	0	1/0	SR		4	26t		ST	TATR		11			2	4					15
ELSI	Marm-Herr IV (b) AC		5.5	36	1.4	5/48+	0	1/0	SR		4	26t		ST	T40B	1	11			4				HE7		16
ELI	Humber III (b) AC		7	38	1.5	5/48+	0	2/1	F		4	28		T	T15C	1(6)	11			4						17
ELI	Humber IV (b) AC		7	45	1.4	5/48+	0	2/1	F		3	28		ST	T37A		11			4						18
LI	Daimler (b) AC		7.5	42	1.5	5/48+	+1	2/1	SR		3	33		ST	T40B	1	11			4			SD5			19
SBA	AMD20cv TOE (f) AC	9	65	24	1.6	5/48+	0	0			4	23t		ST	T37D		11			4						20
AB	AMD 50 AM (f) AC	+	65	23	1.6	5/48+	0	0			4	20t		RST	T37D		11			r4						21
AB	AMD 35 (f) AC		85	26	1.6	5/48+	0	2/1	SR		4	28		ST	T25A	1	11			4						22
LA	Jewish AC	+	5	19	1.6	4/48+	+1	0*	-		3	18t		1MT	CMG	1	11		2	4						23
ELSIA	Staghound I(a) AC		14	54	1.6	5/48+	-1	4/2	FSR		5	33t		T	T37A	2			2	4			SM6			24
E	M9(a) ht		85	27	1.5	5/48+	+1	0	F	+	4	19			AAMG	1					4				13PP/T6	25
E	M9al (a) ht		85	28	1.6	5/48+	+1	0	F	+	4	19			AAMG	2					4				13PP/T6	25
E	M9 FT (a) ht		85	37	1.5	5/48+	+1	00	F	+	5	19		NT	BF24		X10				4				13PP/T6	26
LA	Sandwich Car APC		4	15	1.6	4/48+	+1	0*			4	14t													15PP/T6	27
ELS	Carrier A (b) APC		4	21	1.4	5/48+	+2	0		+	3	16	L		BMG	1	11		2						4PP/T10	28
ELS	Carrier B (b) APC		4	23	1.5	5/48+	+2	0		+	3	16	L		BATR		11				2				4PP/T10	28
EL	Carrier C (b) APC		4	26	1.6	5/48+	+2	0		+	3	16	L		BPIAT		X10				2				4PP/T10	28
EL	Carrier 2-in mtr(b) APC		4	28	1.6	5/48+	+2	0		+	3	16	L	NT	B51D		11				2				4PP/T10	29
EL	Carrier 3-in mtr (b) APC		4	31	1.6	5/48+	+2	0		+	4	16	L		AAMG	1	11				2				1PP	30
ELSBI	White SC (a) APC		5.5	24	1.4	5/48+	+1	0	F	+	4	28t	H		AAMG	1	11				4				13PP/T8	31
EL	Loyd Carrier (b) APC		45	13	1.5	5/48+	+2	0		+	5	16	L												11PP/T9	32
S	Carrier AC(b) APC		45	28	1.6	5/48+	+2	0		+	3	15	L	NT	B25A	1	11									33
ELIA	¾ Ton Truck (a) tr		3.5	13	1.4	1/48+	+2	-			4	32t													10PP/T9	34
ELIA	1½ Ton Truck (a) tr		5.5	16	1.4	1/48+	0	-			6	28t													21PP/T7	34
ELSBI A	Jeep(a) tr		15	15	1.4	1/48+	+2	-			2	37t	L		AAMG	1					2				9PP/T10	34
SBA	Peugeot 202 (f) tr		15	10	1.5	1/48+	+2	-			2	33t													8PP	34
SBA	Citroen 23 (f) tr		3.5	12	1.5	1/48+	+1	-			5	23t													14PP/T9	34
S	Loraine 38/65 (f) SPA		5	25	1.6	5/48+	+1	1/0		+	4	13		NT	B65D	1	10		2							35
E	sIGII (g) SPA		11	52	1.6	5/48+	+1	3/1	F7 SR	+	4	13		NT	B150D		10									36

Notes:

ARAB VEHICLE LISTING (SINAI 1956)

Who	Name and Type	R	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	ROF	B#	IF	BMG	CMG	AAMG	SA	Am	s#	PP/T#	Notes
E	Sherman IIIA (a) *MT*		31	68	1.6	5/48+	-1	8/4	SR		5	14		T	T75C		11		2	4				SD5		1
E	Sherman FL10(a)*MT*		32	75	1.6	6/55+	-1	8/4	FSR		5	14		T	T75A	2	10*		2	4				SD5		2
E	T34/85 (r) *MT*		32	76	1.4	9/56+	0	11/6	SR		6	16		T	T85B	1			2	4				SD6		3
E	ISIII (r) *HT*		46	90	1.6	9/56+	0	26/11	SR		6	13		ST	T122B		11	+		4	4			SD6		4
E	AMX13 (f) *MBT*		16.5	79	1.6	6/55+	+1	4/2	FSR		6	20	L	T	T75A	2	10*			4				SD7		5
E	Centurion III (b) *MBT*		51	92	1.5	6/55+	-1	18/8	F		8	12	H	T	T83A	1				4				SD6		6
E	Archer (b)*TD*		16.5	60	1.4	6/50+	+1	6/4	FSR	+	5	12	L	NT	R76A	2							HE6	SD7		7
E	SU100 (r) *TD*		31.5	59	1.5	9/56+	0	11/6			5	15		NT	B100B		11						HE7			8
E	Daimler (b).*SC*		3	29	1.6	5/48+	+2	4/1	F	+	2	37	L		BMG					2						9
E	Lynx (b) *SC*		4.5	27	1.6	5/48+	+1	4/1	F	+	2	31			BMG					2						9
E	Otter (b) *SC*		4.5	25	1.6	1/48+	0	0	F	+	3	29t			AAMG	1					2					9
E	Marm-Herr IV (b)*AC*		5.5	36	1.4	5/48+	0	1/0	SR		4	26		ST	T40B	1	11			4			HE7			10
E	Humber IV (b) *AC*		7	45	1.4	5/48+	0	2/1	F		3	28		ST	T37A		11			4						11
E	Staghound I (a) *AC*		14	54	1.6	5/48+	-1	4/2	FSR		5	33t		T	T37A	2				2	4					12
E	M9(a) *hr*		8.5	27	1.5	5/48+	+1	0	F	+	4	19			AAMG	1					4				13PP/T6	13
E	M9a1 (a) *hr*		8.5	28	1.6	5/48+	+1	0	F	+	4	19			AAMG	2					4				13PP/T6	13
E	Carrier A (b) *APC*		4	21	1.4	5/48+	+2	0		+	3	16	L		BMG	1	11		2						4PP/T10	14
E	Carrier B (b)*APC*		4	23	1.5	5/48+	+2	0		+	3	16	L		BATR		11				2				4PP/T10	14
E	Carrier C (b)*APC*		4	26	1.6	5/48+	+2	0		+	3	16	L		BPIAT		X10				2				4PP/T10	14
E	Carr.2-in mtr(b) *APC*		4	28	1.6	5/48+	+2	0		+	3	16	L	NT	B51D		11				2				4PP/T10	14
E	Carr. 3-in mtr(b)*APC*		4	31	1.6	5/48+	+2	0		+	4	16	L		AAMG	1	11				2				1PP	14
E	White(a)SC *APC*		5.5	24	1.4	5/48+	+1	0	F	+	4	28t	H		AAMG	1	11				4				13PP/T8	15
E	Loyd Carrier (b) *APC*		4.5	13	1.5	5/48+	+2	-			5	16	L												11PP/T9	14
E	BTR-152 (r) *APC*		9	25	1.4	9/56+	+1	1/1		+	5	26t	L		AAMG	2					4				15PP/T6	16
E	¾ Ton Truck (a) *tr*		3.5	13	1.4	1/48+	+2	-			4	32t													10PP/T9	17
E	1½ Ton Truck (a) *tr*		5.5	16	1.4	1/48+	0	-			6	28t													21PP/T7	17
E	GAZ—67B (r) *tr*		1.5	13	1.4	9/56+	+2	-			2	33t	L												9PP/T10	17
E	GAZ-MM (r) *tr*		3	15	1.4	9/56+	+1	-			6	25t													21PP/T8	17
E	ZIS-5 (r)*tr*		6	17	1.4	9/56+	0	-			7	21lt	H												29PPT4	17
E	Jeep(a) *tr*		1.5	15	1.4	1/48+	+2	-			2	37t	L		AAMG	1					2				9PP/T10	17

Notes:
1. Bold type in MP = Red MP.
2. Letter 't' after MP = Truck MP.
3. Bold type in MA = No AP.
4. Bold B# = Low Ammunition.

General Notes:

1. The "Who" column shows which Arab army possessed this particular vehicle: E: Egypt; L: Arab Legion; S: Syria; B: Lebanon; I: Iraq and A: AAS/AL.

2. Highlighted MA values indicate the gun has no AP ammunition.

ARAB VEHICLE NOTES FOR GENESIS 48:

1. *L3/35 (i):* The Iraqi army acquired a dozen of these ancient Italian tankettes and eventually sent a platoon of them to Palestine in June with a newly formed Brigade Group. See Italian Vehicle Notes A, B, &E.

2. *Mark VIB (b):* Egypt's invasion of Palestine was supported by nearly 2 dozen of these obsolete tanks. They were assigned in platoon strength to the infantry battalions in the initial thrust. Obsolete as they were, they were still formidable foes for Israeli defenders armed only with machine guns and Molotov Cocktails. Many of these tanks were eliminated or captured by the Israelis in the fighting in the Negev and around Gaza.

3. *Locust (a):* Egypt "acquired" nearly 30 of these obsolete air-drop-able tanks in decadent condition. They set out to refurbish them when the war started and were in the midst of the program when they were forced to commit them into battle. Many were barely battle worthy when set into the field and most were destroyed, captured or abandoned only to be captured by the Israelis. By this time in the war, 37mm ammo was scarce also. They were used in the late 1948 battles to try and stem the Israeli effort to surround the Faluja pocket.

4. *R35 and R35(L) (f):* The Syrian Army possessed about 40 of these WWII French tanks. They were deployed into separate companies and attached to the infantry brigades. They were used early in the war in Northern Galilee to little effect due mainly to poor coordination with accompanying infantry. Two were captured nearly intact at Degania and used by the Israelis. See French Vehicle Notes A & C.

5. *Sherman IIIA(a):* The Egyptians were in possession of a few WWII Shermans in various stages of disrepair. At the time of the commencement of the invasion of Palestine, two of were in operational condition. Ammunition for their guns were old and somewhat unreliable. Egypt purchased nearly 50 more Shermans from a scrap yard in Italy but these were not put into operational condition until after the armistice.

6. *Maltilda II (b):* Two of these ancient Infantry Tanks participated in the Egyptian drive into Palestine. Maintenance problems plagued them throughout the war and they saw little of the fighting. Many other non-usable Maltildas in the Egyptian repair shops never did see action in the war.

7. *Valentine V (b):* The Egyptians possessed about a company's worth of these but only 2 were considered "runners". They didn't get any of the others serviceable until after the war. They were all soon converted into training tanks, having their turrets and armament removed.

8. *Daimler(b):* More famously known as the "Dingo", this small, fast scout car was still in use in most Arab armies of the time. See British Vehicle Note M.

9. *Lynx (b):* Larger cousin of the Daimler SC, the Lynx was used in the Egyptian Army in small numbers. No records indicate its presence in either the Arab Legion or Iraqi Armies. See British Vehicle Notes L & M.

10. *Humber III LRC(b):* Many of these more simple recon vehicles were in possession of the various Arab armies at the time. Most of them had the Anti Tank Rifle mounted in a fixed position in the forward compartment. They were useful against the Jewish homemade armored vehicles but were easily overmatched by the armored cars and tanks used in the war. See British Vehicle Notes L & Q.

11. *Otter (b):* The Syrians and Lebanese possessed a small number of these vehicles as well as the Egypt and the Arab Legion. Forced to be used in a combat role at times which they were not well suited for. See British Vehicle Note L.

12. *AM Dodge (a):* The Syrians had a few of these oddities left over from captured Vichy equipment in WWII. The Lebanese army obtained 4-6 of them and assigned them to support the infantry. The small ALA armored car force also had 3-4 of these. See French Vehicle Note 15.

13. *Morris CS9 (b):* Iraq possessed a couple of these armored cars and at least one was used in the war in Palestine. See British Vehicle Notes Q, T & X.

14. *Rolls Royce (b):* This vintage WWI design was still used by the Iraqi Army in Palestine. Again, obsolete by most standards, still useful against infantry with little or no anti-tank capability. See British Vehicle Notes Q, T & X.

15. *Marmon-Herr III (b):* This represents the ME version of this vehicle of which Iraq possessed a few. It was replaced with the model IV in most Arab armies by 1948. See British Vehicle Notes L, Q & T.

16. *Marmon-Herr IV (b):* In addition to the numerous Marmon-Herrington III's produced by South Africa in WWII, this model was also produced in large numbers beginning in late 1941. It was assigned to various Commonwealth Mid-East units and never saw action against the Germans. Many were left in Egypt, Palestine, and Trans-Jordan after the war and were absorbed into the various Arab armies. It was a copy of the Mk III version with a heavier turret housing a 2-pdr. Gun. Two other versions were prototypes with a 6-pdr Gun but were never produced. See British Vehicle Note L.

17. *Humber III (b):* Many Humbers were left in the Middle East after WWII. Most were incorporated into the various Arab armies. The Humber III, while not as prominent as the later Humber IV, still saw service in the war in Palestine. See British Vehicle Note L.

18. *Humber IV (b):* This was the primary AC of the Egyptian Army but was also present in the forces of the Arab Legion and Iraq. It became more difficult later in the war for Egypt to obtain the 37mm ammunition for the main gun. See British Vehicle Note L.

19. *Daimler(b):* Another AC seen in some numbers in the Arab Legion with a couple in the Iraqi Army. A couple were stolen from the British by the Israelis and put to use. Hard on maintenance but otherwise well liked by their owners. See British Vehicle Note 52.

20. *AMD 20 cv TOE (f):* There were still a couple of these old Panhards around in the Syrian, Lebanese, and ALA's inventories in 1948. Used without much success in the battles in Northern Galilee in May-June of 1948. See French Vehicle Notes D & R.

21. *AMD 50 AM (f):* Both Syria and Lebanon retained a few of these 1930's armored cars. They were also used in the N. Galilee battles but did not perform well. See French Vehicle Notes D & R.

22. *AMD 35 (f):* Syria and Lebanon did possess a decent armored car by the standards of the time. They used these Panhards as command vehicles in their armored platoons, hence the addition of radios.

23. *Jewish AC*: A few of these Jewish homemade armored cars were captured by the Arab Legion, ALA, and AAS. They were used against their former owners in the battles in and around Jerusalem. See the Israeli Vehicle Listing for more information. Use this counter to also represent the Arab Legion's locally built armored cars of which there were a few in service still.

24. *Staghound I (a)*: The Staghound was found in very small numbers in most of the Arab armies. Obtaining large amounts of ammunition for the 37mm gun was a constant problem for the Arabs. This was easily one of the best armored cars in their inventories. The ALA possessed 2, of which both were knocked out in the Israeli 10 day offensive in Northern Galilee. See British Vehicle Note X.

25. *M9(a), M9a1 (a)*: The Egyptian Army possessed a few of these American Lend Lease Halftracks. A shipment of 30 destined for Israel was confiscated by Egypt and placed into use. They later purchased M3 models but they arrived too late to participate in this war. See British Vehicle Note I.
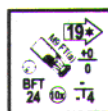
26. *M9 FT (a)*: The Egyptians experimented with placing a flamethrower in a HT for use against the Jews. While slightly more successful than the Jewish version, the experiment failed since it was nearly impossible to get the HT close enough to use its weapon without getting the vehicle damaged or destroyed.

27. *Sandwich Car*: The ALA, AAS and Arab Legion captured some of these from the Jews and used them against their former owners. See the Israeli Vehicle Listing for more information.

28. *Carrier A,B,C (b)*: The Egyptian Army possessed hundreds of Carriers left over from the British after WWII. Used by the Egyptians, Syrians and Arab Legion during the war, many were captured by the Israelis in their offensives in late 1948. See rule section D6.8+. The inherent HS of these Carriers are 2-4-7s unless otherwise specified by SCENARIO RULE. Note that the MA of the Carrier C is a PIAT. See British Vehicle Notes 64 and 65.

29. *Carrier 2-in. MTR (b)*: Both the Egyptians and Arab Legion possessed a few of these. Most of the time, the mortar was unloaded before use. See British Vehicle Note 66.

30. *Carrier 3-in MTR (b)*: The Egyptians and Arab Legion had a small number of these modified carriers to port their 3" mortars. See British Vehicle Notes H & BB. See British Vehicle Note 66.

31. *White SC (a)*: The Ubiquitous White (the US M3a1 Scout Car) was present in all of the Middle East armies of the era (as well as most of Europe). They were mainly used as staff cars, recon cars, and forward observers. See British Vehicle Note 28 (and US Vehicle Note 39).

32. *Loyd Carrier (b)*: This unarmored APC was used by the Egyptians and the Arab Legion for towing their small ATGs and MTRs. Many Egyptian models were captured by the Israelis in the December 1948 fighting. See British Vehicle Note 79.

33. *Carrier AC(b)*: There were reports of Israelis encountering Syrian Carriers that had mounted 25mm ATGs on the bow. Some of these were left in Syria by the Free French after the war and incorporated into the Syrian Army. See French Vehicle Note 31 and M.

34. *Trucks*: These are representative of the types of trucks the Arabs used. The various Arab armies did not have a large supply of trucks which limited their advances due to problems with supplies keeping up. Many weapons had to be mule packed for the front. Scenarios will provide a *smorgasbord* of trucks of various nationalities for use.

35. *Lorraine 38/65 (f)*: The Syrians placed a few of their old 65mm Infantry Guns on the Lorraine 38L chassis. The mobility would hopefully offset the relative short range of these Guns. They saw limited use in operations in Northern Galilee. This vehicle may not use Bounding Fire with the MA as noted on its back, "BF NA".
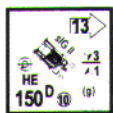
36. *sIG II (g)*: Some of the strangest armored vehicles possessed by the combatants were three WWII German Self Propelled Howitzer left behind by the Afrika Korps. A photograph snapped on June 11, 1948 shows an Egyptian sIG II, "used by Egyptian Army which surrounded Majdal" [Israeli Government Press Office, #034997].

OTHER GERMAN AFV IN ARAB SERVICE: A variety of German AFV were obtained for service by Arab armies. Syria obtained 28 StuG III SPG from junk dealers in France, too late to see action in the 1948 war. Syria also obtained about two dozen Pzkw III and IV tanks and a handful of Jagdpanzer IV (Hummel) from their French and Czechoslovakian dealers. A well-known photo shows a late-mark Syrian Pzkw IV "in a fortified position at Hirbet Batin above Ha'on on the Sea of Galilee". [Israeli Government Press Office, #051423].

ARAB VEHICLE NOTES FOR SINAI 56:
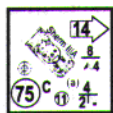
1. *Sherman IIIA(a)*: Even though Egypt had received an infusion of numerous T34/85 tanks, they still fielded many of the 75mm Shermans that they had reconditioned immediately following the 1948 war. The 3rd Armored Battalion's Shermans were parceled out among the infantry brigades in the El Arish area and many were destroyed and/or captured by the Israelis.

2. *Sherman FL10(a)*: This interesting creature was the marriage of a Sherman III with the full turret of the early AMX13s with the automatic loader. It was an attempt by the Egyptians to merge the hard hitting power of the French 75mm gun and the quick ROF of the FL10 turret with the more heavily armored Sherman. As odd as it was, it had to be taken seriously by the Israelis. Like the Sherman IIIs, they were part of the 3rd Armored Battalion at El Arish. Nearly a dozen were captured by the Israelis, having been abandoned by Egyptian crews as a result of air strikes.

• The high breakdown of the MA represents the unusual ammunition loading system it had. When a malfunction is rolled, if the DR is 10 or 11, then the tank's MA magazine is out of rounds. When this occurs, there is a -1 drm to the repair dr (which means the MA cannot be disabled on this roll).

• Optionally, players may wish instead to roll a dr before the scenario set up for every tank in their OB. Add 6 to this total to give each tank a range of 7-12 rounds in the magazine to start. Subtract one from this total for every round fired. When it reaches 0, the magazine is empty and must be reloaded. The B# is changed to 12 if using this option

3. *T34/85 (r)*: It was the purchase of 170 of these Czech produced T34s that drove Israeli fears to the limit. Up till that time, no Middle Eastern Army had acquired any tank this powerful in large numbers. Most were placed in the 1st Armored Brigade which was in reserve near the canal. Others were placed in the 85th Med. Tank Battalion assigned to the Western Cairo sector. Unfortunately for the Egyptians, they lost many T34's to air strikes as they approached the front lines and they never got to use them en masse as they had hoped. However, these losses were replaced and more, as the T34 would still be a major part of the Egyptian armor into the 1960s. See Russian Vehicle Note J.

4. *ISIII (r):* The Egyptians received 60 of these heavy tanks as well. They were placed in the 11th Armored Battalion which was assigned to the Western Cairo sector. Once the Centurions and Pattons of the British and French were landed, Nasser did not commit the Stalin tanks against them. Nearly all of them survived to fight in the 1967 war. See Russian Vehicle Note J.
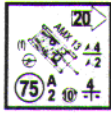
 5. *AMX13 (f):* The Egyptians obtained a small number of the French AMX13 and were able to outfit a company of them (13th Armored Co). They were also assigned to the Western Cairo district and did not see any direct action in the fighting.

• The high breakdown of the MA represents the unusual ammunition loading system it had. When a malfunction is rolled, if the DR is 10 or 11, then the tank's MA magazine is out of rounds. When this occurs, there is a -1 drm to the repair dr (which means the MA cannot be disabled on this roll).

• Optionally, players may wish instead to roll a dr before the scenario set up for every tank in their OB. Add 6 to this total to give each tank a range of 7-12 rounds in the magazine to start. Subtract one from this total for every round fired. When it reaches 0, the magazine is empty and must be reloaded. The B# is changed to 12 if using this option

 6. *Centurion III (b):* Egypt received 41 of these from the British in the early 1950s. Easily the best tank in the Middle East at the time. They were organized into the 9th Armored Battalion which was based in the West Cairo sector. They did not get involved in any direct fighting.
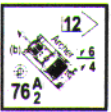
 7. *Archer (b):* During the 1950s, England provided Egypt with nearly 200 Archer TDs. These were placed in independent anti-tank squadrons and assigned each to an infantry battalion. In the static defense roll, they took a toll on the lightly armored halftracks of the IDF. Over 40 were destroyed/captured in the tough fighting around Abu Agheila.

8. *SU100 (r):* The nearly 100 SU100s that the Egyptians received in the Czech deal were parceled out in different units and areas. Some made up the 18th Field Battalion stationed in Alexandria, some were assigned to a support company of the 1st Armored Brigade, while others were held in general reserve. Some saw action as both Israeli and British (Paratroopers) reported encountering them in battle. A few were destroyed by air-strikes as they deployed.

 9. *Daimler (b), Lynx (b), Otter (b):* The Egyptians still had a handful of WWII vintage British scout cars scattered in the various HQ units, police units, and some of the recon platoons. See British Vehicle Note L for the Lynx and Otter. See British Vehicle Note M for the Lynx and Daimler.
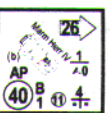
 10. *Marm-Herr IV (b):* The Marmon Herrington was still in use in various duties including national guard and police units. They were replaced by the Staghound in the first line armored car companies. See British Vehicle Note L.

11. *Humber IV (b):* Not unlike the Marm-Herrington, the very few remaining Humbers were also delegated to policing and other internal activities. See British Vehicle Note L.

 12. *Staghound I (a):* The Egyptians purchased a dozen Staghounds shortly after the 1948 war. They were assigned to the Central Cairo area and were to be used against lightly armed British and French paratroops should the opportu-

nity arise. See British Vehicle Note X.

13. *m9 (a), m9A1 (a):* The Egyptians still possessed halftracks from the 1948 war and those purchased shortly thereafter. They were used in some of the HQ and support companies of the infantry and national guard brigades.
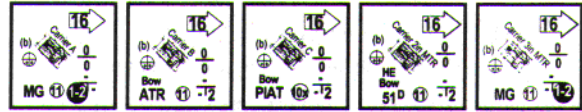
 14. *Carriers (b):* Even though the BTR152 was being incorporated into the Egyptian Army, they still possessed, and used, numerous Universal Carriers from WWII. They were deployed in the infantry brigades, including the Palestinian Division, and in numerous border units. Over 200 were destroyed or captured by the Israelis. See D6.8-.84 for use of Carriers. The Egyptian inherent HS is a 2-4-7. See British Vehicle Notes 64-67 and BB for the Carrier 3" MTR.
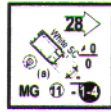
 15. *White (a) SC:* The White was still in service in many nations in the world, including Egypt, as a staff car and recon car. The few remaining Whites in the Egyptian Army were spread among the HQ elements of units deployed in the Cairo sector.
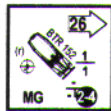
 16. *BTR-152 (r):* The Egyptians received over 200 of these post WWII Soviet APCs. Based on the chassis of a 6x6 ZIL truck, the BTR-152 has had a long service life in the Warsaw Pact and other countries. The Egyptians did modify some of their BTR-152s to use Quad Czech 12.7 mm machine guns but it is believed these modifications began after the 1956 war. Most of the Egyptian BTRs saw service in the mechanized infantry components of the armored brigades and in the 1st Infantry division. Some still saw service in the war in Palestine.
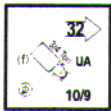
 17. *Trucks:* The Egyptians received over 500 trucks and other unarmored vehicles in the Czech deal. Combined with the existing trucks of British and American origin, they still did not have enough to motorize the whole army. The pieces provided here are a variety French trucks used by Egypt in 1956. Scenarios will provide a *smorgasbord* of trucks of various nationalities for use.

VAR1. THE VARIANT COUNTERS

INTRODUCTION: The tables provided should be referred to for any questions regarding the information on the VARIANT counters. Note a large color Play Aid is appended to the Jerusalem historical map. It can be trimmed off and placed in a convenient spot while players familiarize themselves with the information presentation.

VAR1.1 *INFANTRY/SW:* The presentation of infantry/SW counters will be familiar to past CH module customers with a few updates.

VAR1.11 *FIREPOWER/RANGE/MORALE:* The front of the MMC counter presents three identical figures. Below them, Firepower, Range and Morale are arrayed in that order in a large type (EX: The Israeli 4-2-7 squad has FP of '4', Range of '2' and Morale of '7').

VAR 1.12 *ASSAULT/SPRAY FIRE:* The availability of Assault Fire + Spray Fire is denoted by a SMG icon to the right of the FP/Range/ML info. If there is a SMG icon, that squad has both Assault and Spray Fire capability. A SMG icon over a white circle indicates *only* Spray Fire is available (EX: The Israeli 4-2-7 squad has *only* Spray Fire capability).

VAR1.13 SPECIAL MORALE CAPABILITIES: 'Underlined' morale on the front of a MMC counter is indicated by an asterisk after the morale factor. On the back, an asterisk indicated self-rally for MMC/SMC.

VAR1.14 *RANGE:* On SW, maximum Range is indicated in a red box. If there is a minimum Range, it is indicated in a Green box (EX: The 2" Israeli Homemade mortar has a minimum Range of '2' and a maximum Range of '10'). Green = minimum 'GO' for Range; Red = 'STOP'.

VAR1.15 *RATE OF FIRE/FIREPOWER:* ROF and FP are indicated on SW under the image of that weapon in a large type in the order [ROF] - [RANGE]. The same presentation is used for ordnance SW, in this case indicating [ROF] - [GUN SIZE]. It should be noted the same presentation is used for vehicle machine-guns that have ROF. (EX: The Israeli Browning HMG (a) has a ROF of '3', a FP of '6' and a maximum Range of '12').

VAR1.16 *CLASS:* MMC Class is indicated in the upper right-hand corner of the front of the counter in a small type (EX: The Israeli 4-2-7 squad/HS is 'Irgun/Lehi' as denoted by an "I/L" notation on the front of the counter).

VAR1.17 *UNRELIABLE WEAPONRY:* Any Unreliability (B#) number is found on the front of the counter in red letters on in a white circle.

VAR1.18 *PORTAGE:* The Portage number is found on the front of the counter in a Blue type (EX: The Israeli Homemade 2" MTR has a Portage number of '4').

VAR1.19 *TYPE:* The Type of weapon is indicated by standard abbreviations such as ATR for Anti-Tank Rifle, MTR for Mortar, etc.

VAR2.1 *AFV/VEHICLES:* The presentation of Vehicles/AFV is new to the CH VARIANT system.

VAR2.11 *GUN CALIBER CLASS:* Four classes of Gun Caliber are presented, rated from A-D (best to worst). An 'A' rated gun is the equivalent of an "LL" gun; a 'B' to an 'L', and so on. The gun size in millimeters is found on the counter in a large type. The Gun Caliber Class can be found to the right of the gun size, as superscript.

VAR2.12 *RATE OF FIRE:* The Rate of Fire can be found to the right of the gun size, as subscript.

VAR2.13 *TURRET TYPE:* Turret Types range from 'fast' to small, one-man turrets. A thin black circle around the gun size denotes the most effective type, a fast turret; a thin white circle a slow turret, with a thick white circle and dashed thick white circle denoting restricted and one-man slow turrets.

VAR2.14 *RELATIVE TARGET SIZE:* On targets that are rated 'smaller' or 'larger' than others, an aiming sight is found on the counter. If the aiming sight has a small white center with a '-' sign in its left-bottom quadrant, the target is 'small'; a large white circle and two '-' signs (in the bottom two quadrants) is small x 2. The same goes for large targets, substituting a red center in the aiming sight.

VAR2.15 *MACHINE GUNS:* Machine guns on a vehicle are denoted by the use of a 'T' in the lower right of the counter. The 'top' of the 'T' is any Coaxial machine-guns; bottom left is any Bow machine-guns and bottom right is any antiaircraft machine guns. If any of these MG are a Main Armament, they will be printed in white inside a Green circle. Any Rate of Fire for such MG is denoted in the same fashion as on a SW counter (i.e., [ROF] - [FP]).

VAR2.16 *ARMOR FACTORS:* Armor Factors are presented on the top and bottom of a horizontal line as follows: [FRONT AF] / [SIDE-REAR AF]. Any vehicle that is un-armored is indicated with "UA" on the counter. Increased or decreased armor protection for a particular facing is denoted by the use of an ⋏ icon for increased armor and ⋎ for decreased.

VAR2.17 *MOVEMENT POINTS:* Movement points for a vehicle are found inside a large arrow on the front of the counter. A red '✱' inside the arrow indicates an unreliable MP vehicle.

VAR2.18 *OPEN/CLOSED TOP AFV:* A gray movement arrow = Close Topped; a white movement arrow = Open Topped.

VAR2.19 *PORTAGE AND TOWING:* The ratings for these capabilities are found on the front or back of the vehicle counter in a large Blue type, presented in the following manner: [Portage] - [Tow].

VAR2.20 *NO HE/AP:* Any gun lacking a particular ammunition type (or suffering from a limit on that type) has 'HE' or 'AP' noted at about 12 o'clock over the gun size.

VAR2.21 *INHERENT FIRE CAPABILITIES:* Are noted above the gun size in a large Red type.

VAR2.22 UNRELIABILTY OF GUN: Denoted in the same manner as a SW. A Blue number indicated Low Ammunition. A lower case 'x' after the number indicates it is an elimination number instead.

VAR2.23 NATIONALITY OF MANUFACTURE: A small 'a', 'b', 'f' or 'r' found somewhere on the front of the counter indicates the country of manufacture.

VAR3.1 *GUNS:* The presentation of GUNS is new to the CH VARIANT system.

VAR3.2 *PREVIOUS RULES APPLY:* The above-listed rules (VAR1.-3.1) apply to GUNS with the following additions.

VAR3.3 MANHANDLE: This factor is found on the back of the GUN in large Green type.

O JERUSALEM!

JERUSALEM, 16-28 May 1948: The Old City of Jerusalem was rocked by riots and gunfire following the United Nations Resolution vote of November 1947, which declared a deadline date of May 15, 1948 for the creation of the new State of Israel. The British Army, the 'protectors' of the former Palestine Mandate, began pulling out prior to the proscribed date, despite ongoing violence in Jerusalem and throughout the region. The power vacuum left by the receding colonialists led to a scramble for key positions in and around Jerusalem. Arab and Palestinian irregular troops swept into the Old City and occupied the Armenian Quarter and took positions on the Great Wall. The Jews in the Old City were cut off from the outside world, kept alive only by dint of convoys run from Tel-Aviv to Jerusalem. The city was soon awash with rumors that the Jordanian Army's Arab Legion would soon join battle against the trapped Jews. On May 16 fighting broke out as Arab Irregulars struck out against numerous points along the Jewish defense line. The Arab onslaught did not prevail in equal part due to its un-coordinated nature and in part due to Jewish tenacity in the face of bullets, mortar bombs and explosives. Further, Arab efforts to eliminate the Jewish stronghold in the Old City were hampered by constant looting and the burning of captured Jewish property. The Jews struck back on the morning of May 18 when a Palmach platoon captured Mount Zion, the historical launch-point of many a past invasion of Jerusalem. The next night, a combined Israeli assault at the Jaffa and Zion Gates penetrated the defenses of the latter, breaking through to the isolated Jews within the walled city. However, when promised reinforcements failed to materialize, the small, battered Palmach force withdrew back to positions on Mount Zion. The Palmach success spurred Glubb Pasha to send an Arab Legion battalion into the Old City on the morning of May 20, initially to take over positions on the wall. Glubb's better-organized Legion soon stepped up the pressure against the Jews in the form of a series of well-coordinated attacks. One-by-one the Jewish landmarks— now key military positions—fell to Glubb's men. The Jews were forced into an ever-shrinking perimeter. Outside the city, Palmach and Haganah commanders formulated a plan for another relief effort. Before a new Israeli effort commenced, the trapped Jews capitulated, ending the siege. Later in 1948, new Israeli efforts against Arab positions on the wall would also end in failure and the city ended the war in Jordanian hands. Israelis would not re-capture Jerusalem until the Six-Day War of 1967, nineteen long years later.

CG Objectives: The Arabs win at the end of any CG scenario if they Control all Locations of the Tiferet Yisrael Synagogue (hex Y14) or if the Israeli Surrender is triggered at the end of any CG scenario (see CGSR C13). Place the Israeli Flag counter in hex Y14 as long as the Israelis have not surrendered or been defeated. When the Israeli flag no longer 'flies' in Y14, an Arab victory has been achieved.

Initial Scenario Objectives: None.

CG Balance: ✡ Subtract one from every Ammunition Shortage Roll (see CGSR #5).

🌙 Arab SAN can never go below 4.

Initial CG Scenario: Arab Attack, Israeli Idle (i.e., no Attack Option may be purchased by either side, Arabs automatically Attacker).

Terrain Configuration: Refer to GEN2.-2.2.1, the rules covering the Old Jerusalem historical map.

Map Configuration: The entire Old Jerusalem historical map is in play.
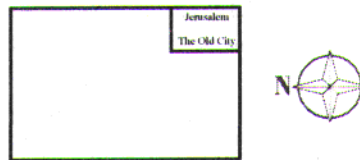
INITIAL ISRAELI OB:

Mixed units of Haganah, HISH and Irgun (ELR: 3) set up inside THE WALL in the Israeli set up area (see CGSR C3. {SAN: 4}   (EXC: Purchased RGs may set up/enter as per their applicable RG notes) (provided RG in at-start OB not deducted from totals on CG table):

RG: 2 x Irregular Pltn. (I2)	18 CP
RG: 1 x Irgun Pltn. (I1)	30FP

INITIAL ARAB OB:

Mixed units of the ALA, Arab Legion Independent Companies and Palestinian Irregulars (ELR:2) set up in the Arab set up Areas (see CG CGSR C3) {SAN: 5} (provided RG in at-start OB not deducted from totals on CG table):

RG: 2 x ALA Irregular Inf Pltn. (I1)	RG: 1 x ALA MG Sect. (I4)
RG: 2 x ALA Youth Pltn. (I2)	19CP

IDLE SIDE Sets Up First	**1**	**2**	**3**	**4**①	**5**③	**6**⑤	**7**⑥
ATTACKING SIDE Moves First						

RG ID	(ALA, Arab/Palestinian Irregulars), Arab Legion	#	Units/Equipment	CP	Scen. Max	CG Max	Notes
I1	ALA Irregular Inf. Platoon	3	3-4-6 MMC	4	3	6	l,r2,w
I2	ALA Youth Inf. Platoon	3	3-3-6 MMC	3	3	6	l,r2,w
I3	ALA Mtr Section	2	2" MTR	2	2	4	c,r2
I4	ALA MG Section	1	MMG, HMG, ATR	5	2	4	c,r2
I5	Legion Elite Inf. Platoon	3	4-5-8 MMC	8	2	6	l,r1,d,w
I6	Legion Inf. Platoon	3	4-5-7 MMC	6	3	10	l,r1,d,w
I7	Legion Hvy. Weapon Platoon	1	2" MTR, PIAT, ATR	3	2	4	c,d,r1
I8	Legion MG Section	1	MMG, HMG	5	2	4	c,d,r1
A1	AC Section	1	2 x Marmon Herrington IV, Daimler SC	11	2	4	d,r1
G1	ATG Section	2	6 Pdr. ATG	6	1	3	c,d,r1
G2	ART Section	2	25 Pdr ART	9	1	2	c,d,r1
G3	AA Section	2	OQF 20mm AA	5	1	3	c,d,r1
O1	ALA Artillery Battery		75mm INF OBA (HE)	5	1	4	P
O2	ALA Battalion Mortar Bty.		3" Battalion Mortar OBA (HE)	6	1	4	P
O2	Legion Battalion Mortar Bty.		3" Battalion Mortar OBA (HE)	6	1	6	o,p
O3	Legion Artillery Battery		88mm ART OBA (HE)	7	1	4	o,p
M1	Fortifications		15 FP	1	3	13	a2
M2	Sniper		SAN +1	1	2	12	
M3	Attack Option			6	1	8	z

RG ID	Israeli Haganah, Palmach, Irgun, and Irregulars	#	Units/Equipment	CP	Scen. Max	CG Max	Notes
I1	Irgun Platoon	3	4-2-7 MMC	6	3	7	l,r1,w
I2	Irregular Platoon	3	4-3-6 MMC	5	3	9	l,r2,w
I3	Haganah Regular Platoon	3	4-5-7 MMC	6	3	6	l,r3,w
I4	Haganah Elite Platoon	3	5-5-8 MMC	8	2	4	l,r3,w
I5	Palmach Platoon	3	6-3-8 MMC	9	2	4	l,r3,w
I6	Heavy Weapons Platoon	1	PIAT, MMG (Brit), ATR, 2" MTR (Brit)	6	2	4	c,r3
I7	MTR Section	2	2" MTR (Homemade)	4	2	4	c,r3,x
A1	AC Section	1	Daimler, Homemade-1	8	1	3	r3
G1	ATG Section	2	20mm Hispano-Suiza AA	4	1	3	a1,c, r3
O1	Napoleon Artillery Battery		65mm ART OBA (HE)	4	1	5	o,p
M1	Fortifications		15 FP	1	4	35	a2
M2	Sniper		SAN +1	1	1	8	
M3	Attack Option			10	1	4	z
M4	Ammunition			2	1	4	y

Consolidated RG Notes:

a1 Available for on-map setup (outside the old city walls) on CG scenario of RePh purchase.

a2 Available for on-map setup (any setup area) on CG scenario of RePh purchase.

c Each ALA 2" MTR/MMG/HMG/ATR is manned by a 1-3-6 HS Each Arab Legion 2" MTR/MMG/HMG/ATR/PIAT is manned by a 2-4-7 HS. Each Israeli PIAT/MMG/2"MTR/ATR is manned by a 2-4-7 HS. Each Arab Legion AT, AA, ART Gun is manned by a 2-2-8 crew. Each Israeli AA Gun is manned by a 1-2-8 crew. Each Israeli Davidka MTR is manned by a 1-2-8 crew.

d Not available until May 20th (EXC: Available on May 19th if an additional +2 CP paid for purchase).

l Determine leaders (SMC) as per Platoon Leader 2.5 rules section 2.36-2.361.

o Increase cost by one CP for Offboard Observer, treated as an Aerial Observer (E7.6) in all cases.

p Increase cost by one CP per Pre-Registered Hex (C1.73) purchased with module (no module may have >2 Pre-Registered Hexes). Each Pre-Registered Hex is Retained as long as the module assigned to it is Retained (PL 2.5 CG7).

r1 Must enter from off map as reinforcements if entered on the CG scenario of purchase (EXC: PL 2.5 2.32). The RG is available for on-map setup if purchased on any CG day prior to that of the scenario as per 2.32.

r2 Same as r1 except that if set up on map, the RG *must* be set up inside the THE WALL.

r3 Same as r1 except that if set up on map, RG *must* be set up outside the THE WALL.

x On a DR of 6 or less, the Israeli player may substitute a 76mm Davidka mortar for one of the Homemade 2" mortars in this RG.

w These Platoons arrive with a LMG. In addition, Irgun and Palmach Platoons also receive 1 x DC (German counter) in addition to their LMG. The LMG type is a British Bren LMG in *all* cases (EXC: If the Israeli player, at the time of purchase, makes a dr ≤ 2, he may substitute a German LMG for that platoon). The MMG type is British Vickers MMG in *all* case (EXC: If the Israeli player, at the time of purchase, makes a dr ≤ 2, he may substitute a German MMG for that platoon). Arab Legion Elite Platoons (only) also receive 1 x DC (British counter) in addition to their LMG.

y At the end of any CG scenario where the Israelis purchase ammunition, and the Israeli forces within THE WALL in Old Jerusalem are not Isolated, then their ammunition shortage condition lessons by one level (See CGSR #C5).

z CP cost for the Attack Option is reduced by one for every consecutive CG scenario directly preceding the current CG scenario in which that side did not purchase and use an Attack Option.

HISTORICAL CG DATES

CG Scenario	Date	Historical Attacker	Weather	EC	Wind	Moon	Historical DRM
1	AM 5/16	Arab	Clear	Dry	None	N/A	0
2	AM 5/17	Arab	Clear	Dry	F11.5	N/A	0
3	Night 5/18	Israeli	Clear	Dry	F11.5	Half	0
4	Night 5/19	Israeli	Clear	Dry	F11.5	Half	0
5	AM 5/22	Arab	Clear	Dry	F11.5	N/A	0
6	PM 5/27	Arab	Clear	Dry	F11.5	N/A	0

CG DRM:	ALA	Arab Legion	Israeli
Leader	+2	0	-1
Battle Hardening	+1	0	-1
Artillery OBA	+1	0	0
CP Replenishment	NA*	+4*	+4
Intensity Level	LOW	LOW	LOW

* ALA and Arab Legion units are purchased from the same CP pool. *Do not* make two CP DR (one for ALA and one for Arab Legion) on the CP Replenishment Table (PL 2.5 2.12).

Fortifications Available for purchase:		
Foxhole°	Roadblock	Booby Traps
Trench°	Wire	Set DC[I]
A-T Ditch°	Fortified Bldg.	A-P Mine
A-T Mine	HIP	"?"

° May only be placed outside Old City Walls
[I] Israeli only

O Jerusalem! Campaign Special Rules (CGSR):

C1. Weather, EC, Wind, Visibility determined as per E3 and B25.63 if players opt not to use the Historical CG Dates table provided.

C2. No Quarter (A20.3) exists between Israeli and ALA (including Arab and Palestinian Irregulars) units. Hand-to-Hand CC (J2.31) may be used by all units of both sides.

C3. Israeli Irregular (RG I2) MMC are always considered Fanatic. Initial Israeli set up areas are as follows: Inside THE WALL—the area enclosed by (and including) EE18-DD17-BB18-AA18-Z18-Y19-Y20-X20-W20-W17-W14-X13-X11-Y12-Z11-AA12-AA13-DD14-DD16-EE17; Outside THE WALL—every hex south of hexrow V in hexes numbered ≥ 25. Initial Arab set up areas are as follows: Inside THE WALL—every hex outside of the Initial Israeli inside THE WALL set up area; Outside THE WALL—any hex numbered ≤ 23.

C4. Israeli Entry Area (FME) is any hex along the west edge. Arab Entry Area (FME) is any north edge hex numbered ≤ 20 and any east edge hex.

C5. At the end of every CG scenario, if the Israeli forces inside the Wall are Isolated, the Israeli player must make a DR on the table below to determine if the Isolated forces suffer Ammunition Shortage (A19.131) for the duration of the next CG scenario. This is in addition to the automatic one level decrease as per RG note y.

DR	RESULT
2	decrease 1 level
3	decrease 1 level
4	-
5	-
6	-
7	increase 1 level
8	increase 1 level
9	increase 1 level
10	increase 1 level
11	increase 1 level
12	increase 2 levels

DRMs: +1 for every consecutive CG Date (non-scenario date included) that group was isolated at the end of that CG date.

-1 If group became non-isolated at any time during last GG scenario.

-1 For every Arab squad equivalent eliminated in CC/Melee Inside the Wall in the last CG scenario.

All DRMs are cumulative

AMMUNITION SHORTAGE LEVELS

There are 4 levels of Ammunition Shortage that apply to the isolated units inside the Wall only.

These Levels are 0-3. The Level may never decrease below 0 nor increase above 3.

LEVEL 0: All isolated units inside the Wall do not suffer from Ammunition Shortage (A19.131)

LEVEL 1: All isolated units inside the Wall suffer Ammunition Shortage as per A19.131.

LEVEL 2: All isolated units inside the Wall suffer Ammunition Shortage with the modification

that Unit replacement occurs on an original DR of 11-12 and all B# for SW/Ordnance are decrease by TWO.

LEVEL 3: All isolated units inside the Wall suffer Ammunition Shortage with the modification that Unit replacement occurs on an original DR of 10-12 and all B# for SW/Ordnance are decreased by THREE.

Note: DC and FT are exempt from all levels of Ammunition Shortage.

C6. Each day (CG scenario) of the game is a Campaign Date. If neither player purchases an Attack Option, no CG scenario is played for that Date. The Israeli player must decide at the time of the purchase of an Attack Option as to whether it will be a daylight attack or a night attack. The Arab player may not choose a night attack when purchasing an Attack Option. If both players purchase an Attack Chit, they both make a DR and the higher roll gets to choose day or night for the upcoming Dual Attack (PL 2.5 2.41). The Israeli player gets to choose in the case of a tie. Weather, attacker, etc. are listed in the Historical CG Dates table as a reference for players who want to recreate the historical assaults as per PL 2.5 rule 2.4.

C7. The Arab player must keep no less than 10 squads/equivalents on THE WALL or within one hex *inside* THE WALL at all times during all CG scenarios whenever this is possible (i.e., if the Israelis Control all hexes of THE WALL—highly unlikely). This is the Wall Garrison. If the total number of Arab squads/equivalents falls below 10, then *all* Arab MMC must abide by this restriction.

C8. Units on either side that are Isolated and totally within the THE WALL may not attempt to Redeploy (PL 2.5 3.21) in the Reinforcement Phase.

C9. Israeli and ALA units have MOL (A22.6) capability.

C10. All infantry units setting up in concealment terrain may set up concealed regardless of enemy LOS. Otherwise, A12.12 applies normally.

C11. In Each RePh, the Israeli player may replace a portion of eliminated MMCs of *any isolated group within a Controlled Terrain Hex Cluster (CTHC—see PL 2.5 definitions on page 3, column 1) whose set up area is wholly inside THE WALL*. During play, for each Israeli MMC inside THE WALL that is removed due to anything other than a KIA result, an unarmed MMC counter is immediately placed in the Cellar of any of the following hexes if within the Isolated Location: Z15, AA15, Z17, and Y17. If none of the Cellar locations are Controlled by the Israelis, the MMC is eliminated normally. If the Cellar Location is still Controlled by the Israelis when the CG scenario ends, they can exchange half of the unarmed MMCs [FRU] for equivalent Conscript (4-3-6) squads/HS in that Isolated CTHC. This is done after the Redeployment step (PL 2.5 3.214-3.241) and before step 3.22 (Removal of Prisoners). The 4-3-6 squads (and their 2-2-6 HS) are treated in all respects as Israeli Conscript Units at that point. The remaining unarmed units remain unarmed and must start the next CG scenario in the Cellar of the Synagogue where they ended the previous CG scenario.

C12. Israeli infantry RG that are allowed to set up inside THE WALL may set up in an Isolated Location.

C13. Israeli CG Surrender: If at the end of any CG scenario, the Israeli player has ≤ 2 squads/equivalents (not counting unarmed MMC) *inside* THE WALL, the Israelis have surrendered and the Arabs automatically win.

C14. Fortified building locations and Wire cost ½ normal FP [FRD] for both sides.

C15. Immediately after step 3.15 (Marker/Counter Removal) in the RePh, for each building *hex* the Arab Controls in the initial campaign Israeli set up area *inside* THE WALL, the Arab player must make a DR to see if it gets rubbled/burned before the RePh continues. On a DR of ≤ 6 all building levels of the hex are rubbled. Check for falling rubble normally. On a DR of 6-8 all building levels of the hex are considered gutted (i.e., no rooftop remains and the building may not kindle). Place a Red Barricades 'Gutted' marker or make a side note of such hexes. A DR ≥ 9 is no effect.

C16. The Jaffa Gate is considered Strategic Terrain.

C17. Use concealment counters of a nationality not in play as control markers when determining the MLR (PL 2.5 3.19).

GENESIS 48 RG PURCHASE RECORD CHART
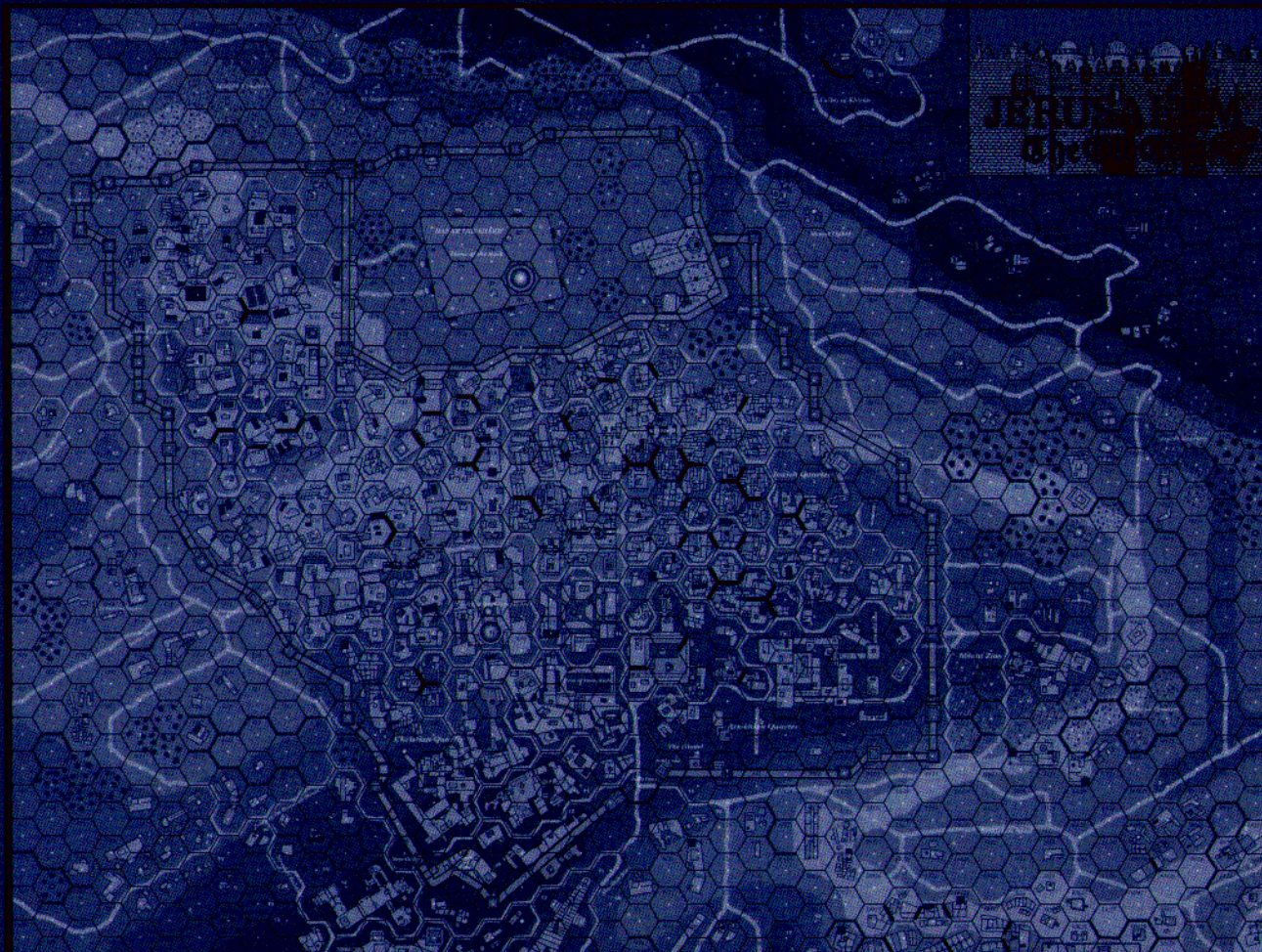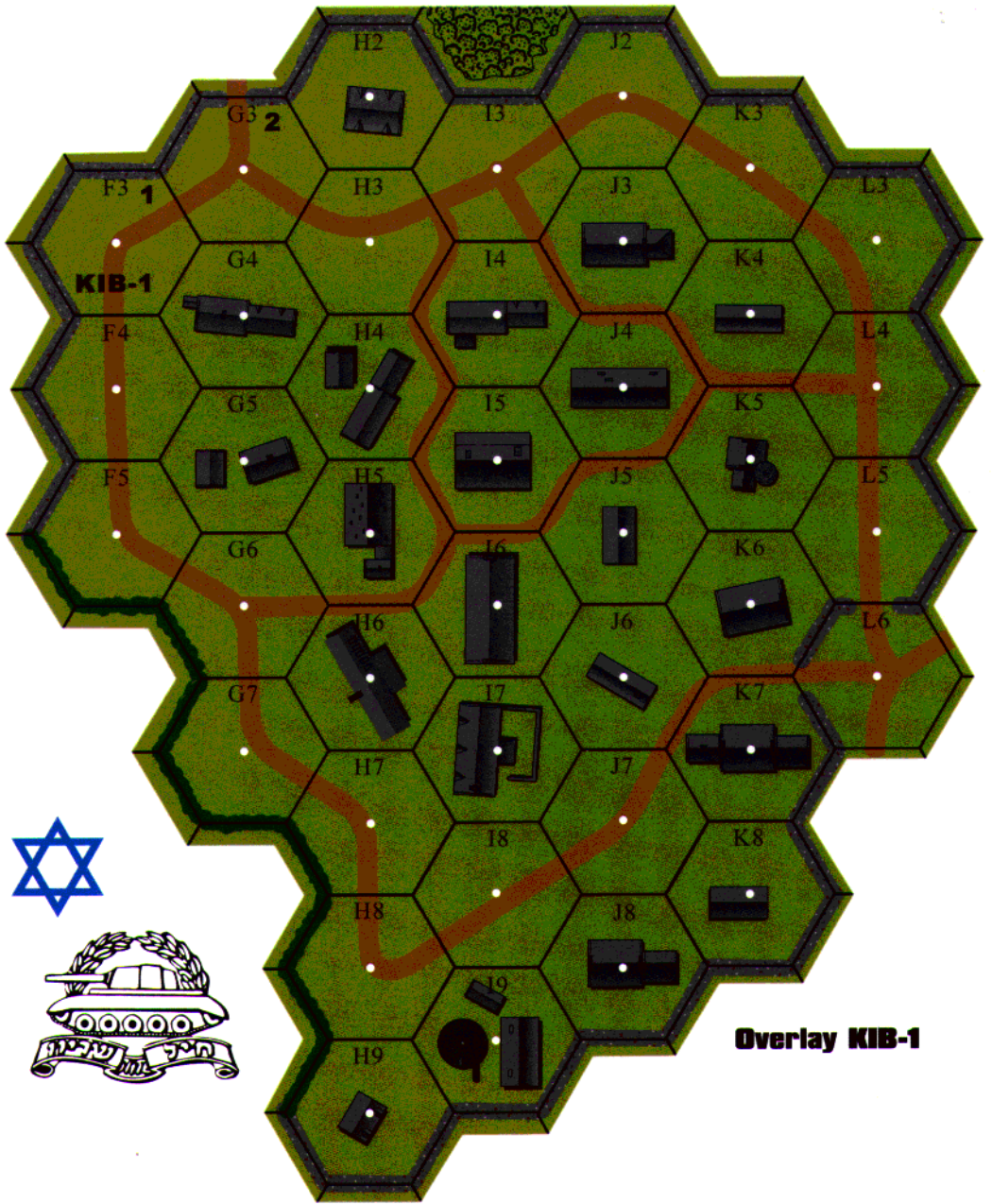
CG Date	RG ID	Group Type	#P	#R	.50	HMG	MMG	LMG	MTR	LATW	FT	DC	PLT/ Section Ldr	HIP Hex	Setup Entry ID

GENESIS 48 EXPANDED CP ROSTER & RECORD CHART

CG	Date/Turn	DR Mod	RG Purchased (RG ID/CPP Cost)	CP/FP Start	CP Repl	CP/FP Spent	CP Left FP Left	SAN	Win/Loss	Casualties

Date: Side:

Overlay KIB-1

KIB-1

SYRIANS & LEBANESE

- Treat as French (EXC: see below)
- B# is -1 (min. 11) for all Ordnance
- Green MMC = 1PAATC
- Use French SW & Ordnance
- Use French AFV & Vehicles

1948

ISRAELI

- May Self-Deploy 1 x MMC per RPh
- May create MOL TH Heroes
- All CT Fully Tracked AFV treated as Radioless in 1948
- 1948 Ordnance uses Red TH # s
- No Irgun/Lehi/Haganah ADJACENT
- Palmach Spray Fire, not Assault Fire
- Palmach NIGHT Freedom of Movement as if Leader and 6 MF
- HIM usually Fanatic, pass NTC to Prep/Defensive Fire beyond range
- Leaders no Broken side
- Irgun Spray Fire and Placed DC = Set DC
- Israeli Surrender NA to AAS, ALA and Moslem Brotherhood (GEN1.17)
- 1956 Elite & 1st Line No Cower
- 1956 6-3-8 freely Deploy, Stealthy and may use H-t-H CC

1948-1956

- FAST
- SLOW
- RESTRICTED SLOW
- ONE MAN

IRAQIS, EGYPTIANS, & THE ARAB LEGION*

- Treat as British (EXC: see below)
- Cower Normally
- Green MMC = 1PAATC
- Use British SW & Ordnance
- Use British AFV & Vehicles
- Iraqi HoB +2; all others +1
- B# is -1 (min. 11) for all Ordnance
- Elite & 1st Line smoke exp. 1

*includes Saudi and Sudanese volunteers

1948

ALA, AAS & THE MOSLEM BROTHERHOOD

- Treat as Italian (EXC: see below)
- No Multi-Location Firegroups
- Use British SW & Ordnance without Captured Use Penalties
- 1st Line and Conscript Surrender on HoB DR ≥ 10
- All MMC take 1PAATC
- B# is -1 (min. 11) for all Ordnance
- No smoke for 4-4-7 squads
- May Massacre Israelis if no Regular Arab unit within three hexes
- Looting TC upon new Control of Israeli-held building Location

1948

EGYPTIANS*

- Treat as Russian (EXC: see below)
- Tank Crews are Inexperienced
- Conscript MMC = 1PAATC
- Use Russian SW & Ordnance
- Use Russian AFV & Vehicles
- Use British SW & Guns with no Captured Use Penalty
- Use Red TH Numbers
- 6-2-8 Assault & Spray Fire

*includes Palestinians serving in the Egyptian Army

1956

AMMUNITION SHORTAGE LEVELS

There are 4 levels of Ammunition Shortage that apply to isolated Israeli units inside THE WALL (GEN2.1.1). These Levels are 0-3. Place a marker in the appropriate box as a reminder of the Ammunition Shortage Level in effect for a particular CG scenario. The Level may never decrease below 0 nor increase above 3.
Note: DC and FT are exempt from all levels of Ammunition Shortage.

LEVEL 0
All isolated units inside THE WALL do not suffer from Ammunition Shortage (A19.131).

LEVEL 1
All isolated units inside THE WALL suffer Ammunition Shortage as per A19.131.

LEVEL 2
All isolated units inside THE WALL suffer Ammunition Shortage with the modification that Unit replacement occurs on an original DR of 11-12 and all B# for SW/Ordnance are decreased by TWO.

LEVEL 3
All isolated units inside THE WALL suffer Ammunition Shortage with the modification that Unit replacement occurs on an original DR of 10-12 and all B# for SW/Ordnance are decreased by THREE.

VARIANT HEAT TO KILL TABLE (vs Armored)

GUN SIZE:	105C	3.5 Baz	82RCL	106RCL
BASIC TK#	15	20	26	35

VARIANT AP TO KILL TABLE (vs Armored)

GUN SIZE:	75A	83A
BASIC TK#:	24	27

GUN SIZE EQUIVALENT TABLE

GUN SIZE:	A	B	C	D
EQUIVALENT:	LL	L	-	*

3.5 BAZ TH TABLE

RANGE:	0-1	2	3	4	5
TH #:	11	9	8	7	5

GENESIS 1948 NATIONAL CAPABILITIES CHART

NATIONALITY CREW (BPV)	L G	CLASS	SQUAD	BPV	HS	BPV	ORDNANCE TH# OBA ACCESS	HoB DRM	SMOKE GRENADES	MISCELLANEOUS
ISRAELI	4	(E)	6^1-3-8^9	14	3-2-8^8	6	Red 7B/3R	-1	Smoke	See Note #1
		E	5^1-5-8^9	13	2-4-8^8	5				
1-2-8^8 (8)		1	4-5-7^8	9	2-4-7^7	4				
1-2-7^7 (7)		2	4-4-7^8	8	2-3-7^7	3				
		C	4-3-6^7	6	2-2-6^6	3				
		{IL}	4-2-7^8	8	2-2-7^7	4				
SYRIAN/LEB.	6	E	4^1-5-8^7	12	2-4-8^6	5	Red 6B/3R	+2	Smoke	G 1PAATC(1.21)
2-2-8^8 (8)		1	4-5-7^6	8	2-4-7^5	3				
1-2-7^7 (7)		G	4-3-7^6	6	2-2-7^5	2				
IRAQ/EGYPT/ ARAB LEGION	5	E	4^1-5-8^8	12	2-4-8^7	5	Red	+1	Smoke	Includes Saudi and Sudanese volunteers(1.22)
		1	4^1-5-7^7	9	2-4-7^6	4	8B/3R			G 1PAATC(1.22), Normal Cower(1.22)
2-2-8^8 (8)		2	4-4-7^7	7	2-3-7^6	3	7B/3R 6/48			EXC: Iraqi +2 HOB(1.22)
1-2-7^7 (7)		G	4-3-6^6	5	2-2-6^5	2				6/48+ OBA changes to 7B/3R(1.222)
ALA/AAS/ MOS. BROTH.	7	E	4-4-7^7	8	2-4-7^6	3	Red 7B/4R	+2	Smoke	1 and C surrender on HOB Final DR >=10 [ECX: not verse Lehi/Irgun/Palmach](1.23)
		1	3-4-6^5	5	1-3-6^4	2				Deploying NA(1.23), Looting(1.23),
2-2-7^7 (6)		C	3-3-6^5	3	1-2-6^4	1				1PAATC(1.23), LAX at night(1.23)
1-2-6^5 (5)										

Notes:
1. MOL-T-H Heroes(1.12), Extra Self Deploy(1.11), Self Recombine(1.11), Irgun/Lehi may Massacre(1.154), Palmach Stealthy(1.152), Palmach Hand to Hand CC(1.152), Palmach/Haganah/Zahal Elite Night bonus(1.152,1.151), Irgun/Lehi DC usage(1.154), Irgun/Lehi stacking/FG restricted(1.154), Irgun/Lehi-Haganah/Zahal animosity(1.14), C 1PAATC(1.153), Palmach/Haganah/Zahal Elite & 1st Line no cower(1.152,1.151), Special Surrender(1.17), Conscript fire reluctance(1.153), SMC PTC/Pin/Break NA(1.16).

SINAI 1956 NATIONAL CAPABILITIES CHART

NATIONALITY CREW (BPV)	L G	CLASS	SQUAD	BPV	HS	BPV	ORDNANCE TH# OBA ACCESS	HoB DRM	SMOKE GRENADES	MISCELLANEOUS
ISRAELI	4	(E)	6^1-3-8^9	14	3-2-8^8	6	Black 7B/3R	-1	Smoke	See Note #1
		E	5^1-5-8^9	13	2-4-8^8	5				
1-2-8^8 (8)		1	4-5-7^8	9	2-4-7^7	4				
1-2-7^7 (7)		2	4-4-7^8	8	2-3-7^7	3				
		C	4-3-6^7	7	2-2-6^6	3				
EGYPTIAN	7	(E)	6-2-8^8	13	3-2-8^7	5	Red 8B/3R	+1	Smoke	Tank crews always inexperienced(1.21)
		E	4-5-8^8	11	2-4-8^7	5				
2-2-8^8 (8)		1	4-4-7^7	7	2-3-7^6	3				C 1PAATC(1.21)
1-2-7^7 (7)		C	4-2-6^5	3	2-2-6^4	1				

Notes:
1. Extra Self Deploy(1.11), Self Recombine(1.11), Paratroopers Stealthy(1.14), Paratroopers Hand to Hand CC(1.14), Paratrooper/Elite Night bonus(1.13, 1.14), C 1PAATC(1.13), Paratrooper/Elite/1st Line no cower(1.13, 1.14), Special Surrender(1.16), SMC PTC/Pin/Break NA(1.15).

GENESIS 48 FAQ:
1. Note "The Faithful City" is the same CG as "O Jerusalem!"

2. On the Old Jerusalem map, do I pay attention to the actual building outlines to define a "building" hex, or do I pay attention to the fact that the hex has building depictions (plural) in it? And if I move from one hex with building depictions to another adjacent one, do I pay more than the usual 2 MF to do so?

A. The art depicting buildings is just that, art. Building outlines are used to determine LOS. Otherwise a "building" hex is treated as if it has one building depiction in it for movement purposes. Pay 2 MF.

3. What if I run out of Israeli LMGs in the CG? Leaders?

A. Use German LMGs for all new RGs if you run out. Note PL 2.5 removes un-Possessed SWs from play, so this should not be a problem. If you are out of a particular quality of leader called for, use the next lowest quality, and so on. No new leaders are assigned to purchased RGs if the entire supply is expended. Highly unlikely.

4. What SW are used for other nationalities in the CG?

A. Arab Legion use British SW. ALA receive a Bren LMG (supplied in GENESIS 48). If the supply of these is exhausted, provide Italian LMGs.

5. Should the RCLs provided in GENESIS 48 be 5/8" Guns?

A. Yes.

SONS OF GALILEE

✡ **ISRAELI Sets Up First**

☪ **SYRIAN Moves First**

1	2	3	4	5	6	7

Elements of the Syrian 1st Brigade enter on turn one along the south and/or east edge between 43H0 and 43B3:

R35 F4	R35(L) F8	AMD 50 AM	AMD 20 cv TOE F16	33
MP: 8 MA: 37* B#11 MG: 2/-	MP: 8 MA: 37 B#11 MG: 2/-	MP: 20 MA: 37* B#11 MG: R4	MP: *23 MA: 37* MG: -/4	37 (a)
2				

Enter on turn two or three along the south and/or east edge between 43K1 and 43B4. (see SR #5):

E	1	G	8-0	7-0	LMG	MMG
4-5-8	4-5-7	4-3-7			FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 4 Rng: 11 ROF: 2
2	**6**	**3**		**3**		

[ELR: 2]
{SAN: 3}

Elements of kibbutz defenders, Haganah troops of the Golani Brigade, and Palmach troops of the Yiftach Brigade set up on boards 40/43 (no more than 2 MMC and any leaders/SW may set up on a board 43 hex numbered ≤ 3:

✡(E)	✡1	✡C	✡		9-2	8-1	LMG Bren	PIAT	MTR 2 10 Home-made	Hispano-Suiza 6 HE 20 B3 AA	Wire	Trench
16-3-8	4-5-7	4-3-6	1-2-8				1-2 7	8 3	1-51 HE			
5						**2**					**4**	**4**

[ELR: 3]
{SAN: 4}

HANDICAPPING PROVISIONS:

✡ Israelis do not suffer Ammunition Shortage.

☪ Replace the Syrian 8-0 leader with a 9-1.

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:
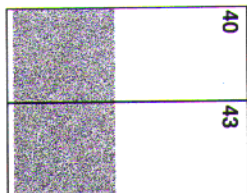
(Only hexrows B-P are playable)

N

SCENARIO RULES:

1. EC are normal with no wind at start. The '•' denotes French SW/AFV.
2. Place overlay **KIB-1** on 43F3-43G3. Hills on Board 40 do not exist, treat as Level 0 hexes. Any other terrain on them exists normally. There is a two lane stone bridge in 40I2-I3 and the roads in 40I1 and 40I4 connect to it. The river is Shallow in depth with a Moderate current. Treat all Hedges as Barbed Wire Fences (P3). All buildings are Single Story [EXC: Building in 43Io5] (B23.21). All Brush hexes are Orchard.
3. Israelis have MOL Capability (A22.6). The Israelis suffer from Ammunition Shortage (A19.131). Israeli 4-3-6 squads/HS represent villagers and begin play Fanatic. Haganah (4-5-7) and the Palmach squad (6-3-8) may Deploy (A1.31) during set up in addition to normal deployment limits.
4. The Syrians recieve one module of 70+mm OBA (HE only) directed by an Offboard Observer (C1.63) at Level 3 in any east edge hex of board 43. Record its set up hex secretly prior to the Israeli set up.
5. Syrian infantry may enter on turn two at a cost of 5 CVP (i.e., the Syrians need only to lose an additional 15 CVP for an Israeli automatic victory). Entry on turn three is at no cost.

OBJECTIVES: The Syrians must meet one of the three following conditions by game end without losing more than 20 CVP: Control the bridge in 40I2-I3 *or* earn 11 CVP *or* Control 17 building Locations south of the river.

DEGANIA A, 20 May 1948: Having just captured the police fortress at Samakh two days earlier, Colonel Abdel Wahab Bey al-Hakim redeployed his forces to assault the kibbutzim on the southern edge of Lake Tiberias. His goals were to capture the bridge over the Jordan river just north of Degania A and clear a path to link up with other Arab forces on their drive on Haifa. However, the Jews were putting up stiffer resistance than he expected. Still, he had tanks on his side. As the Syrian AFVs advanced to the perimeter of Israel's oldest kibbutz, and home of Major Moshe Dayan, the Israeli Commander of Lower Galilee, the leading tank was hit with multiple Molotov Cocktails. Other tanks and armored cars were now under assault as a PIAT team joined the fray. The infantry was too far behind to assist the armor effectively and the attack was repulsed with heavy Syrian losses. Wahab then turned his force south toward Degania B but was again turned back. Shortly thereafter, the Israelis brought up their first artillery pieces of the war, two old French 65mm field guns, and began shelling the Syrian positions in the valley. This forced Wahab to withdraw to safer ground. A burned out hulk of an R35 from that day still remains where it was lost at Degania A as a tribute to the defenders.

LOCUST SWARM

✡ **ISRAELI Sets Up First**

☪ **EGYPTIAN Moves First**

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Elements of the Egyptian 9th Battalion supported by armor enter as listed:

[ELR: 3]

{SAN: 3}

Enter on turn one on any north edge hex:

		M9A1(a) B63	Carrier A B64	Carrier C B64
19 A 37 1 4	BFT 24 19 4	MP: 19 PP: 13 OPT Armament (see SR #5)	MP: 16 PP: 4 MG: 2/-/-, ROF: 1 MA: *BMG	MP: 16 PP: -/2 MG: 4/-/2, ROF: 1 MA: *BMG
6			3	2

Enter on turn two along the west edge:

		8-1	7-0	MMG	LMG	MTR
1 4-5-7	4-4-7			FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	MA: 51 Rng: 2-11 ROF: 2
6	3					2

Elements of the Golani Brigade set up on board 27 in hexes numbered ≤ 6 east of hexrow T:

[ELR: 3]

{SAN: 4}

			9-1	8-0	7-0	LMG	MMG	ATR	PIAT	MTR 2 11	Sangar
1 5-5-8	4-5-7	1-2-8				Bren 1-2 7	FP: 5 Rng: 12 ROF: 2	FP: 12 Rng: 12	10 8 3	2 in 4 2-51 HE	
4	6	3		2	2	2	2		2	2	10

Hispano-Suiza 6 HE 20 B 3 AA	6 pdr AP 57 B 3 AT	3" mortar (b) HE 76 D 2 MTR 3-63

Elements of the 8th Armored Brigade enter on turn three or after along the south edge west of hexrow W:

	8-1		(a) Jeep MMG UA	(a) Jeep HMG UA
2-4-8		20 B 1 0 2 4	MG 21 4	MG 2 2 6
3			2	

SCENARIO RULES:

1. EC are dry with no wind at start. The rules for Desert boards (F.1) are in effect (EXC: Desert CVP [DVP] are NA). The '∎' denotes British SW/AFV; the '▲' denotes German.

2. Place overlays as follows: **D1** on 28D6-28D5; **H2** on 27G1-27H1; and **H5** on 27L2-27M2. Treat the two Hillocks as one contiguous Hillock for all purposes.

3. Before the Israeli set up the Egyptian player secretly rolls on the following table for each Locust. Results are kept secret from the Israeli player. Note: MA disablement does not force Recall. Note additional Locust AFV counters are provided in GENESIS 48.

DR	RESULT
2	No effect
3	No effect
4	No effect
5	Locust may use only ½ printed MP each turn[FRD]
6	Locust has CMG Disabled
7	Locust MA has limited ammunition *, and CMG is Disabled
8	Locust MA has limited ammunition **, and may use only ½ printed MP each turn[FRD]
9	Locust has MA Disabled
10	Locust has MA Disabled and may use only ½ printed MP each turn[FRD]
11	Locust has MA Disabled and CMG Disabled
12	Locust has MA/CMG disabled and may use only ½ printed MP each turn[FRD]

* Make a DR and this is the total number of shots the Locust MA may take in this scenario.
** Make a dr and this is the total number of shots the Locust MA may take in this scenario.

4. Victory Points are awarded normally for CVP. In addition, the Egyptian player receives one VP for every Sangar that he eliminates or Controls at game end, *and* the Egyptians receive VP equal to the Average DR (FRU) of the DRs generated in SR #3 (which is kept secret until game end). The Egyptians also receive Exit VP for any units which exit board 27 between hexes 27G1-27K1 inclusive. Prisoners count double for Exit VP. The Israelis receive 2 VP for every Mobile Egyptian AFV on either board at game end.

5. The Egyptians receive one module of 70+mm Battalion Mortar OBA (HE only) with Scarce Ammunition (C1.211) directed by an Offboard Observer (C1.63) at Level 2 in any hex along the north edge of board 28, secretly recorded before all set up. Recall due to Disabled MA is NA for the Egyptians. The Egyptian M9(1a) HT has a '4' AAMG with '2' ROF.

6. The Israeli AA and AT Guns suffer from Ammunition Shortage (A19.131). All Sangars are placed on board (in full view) at set up. There is no other effect from SR #6 on the rules regarding inspection, concealment, etc. for units set up in Sangars at start.

Historical Note: The German MMG in the Israeli OB represent the Czech VZ37, used by Germany in WW II as an air-cooled medium machine-gun and by the British as the "Besa".

HANDICAPPING PROVISIONS:

✡ Israelis have MOL capability (A22.6).

☪ Israeli reinforcements enter on turn five or after.

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

28
27

N
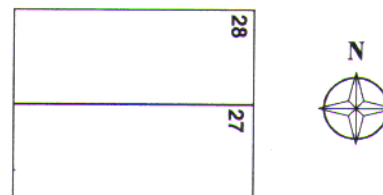
OBJECTIVES: The side with the most VP at game end wins (See SR #4). However, the Egyptian player automatically loses at game end if he does not earn ≥ 20 VP.

Near HIRBET MAIN, 7 December 1948: As the Israelis pressed into the Gaza strip, they captured a small rise to the west of Nirim which tightened the squeeze on Egyptian-held Gaza. The government of Egypt, facing rising unrest at home instigated by the Moslem Brotherhood and other extremist militias, began taking desperate measures. They immediately counterattacked, throwing whatever armor they had available into the battle. Among their armored forces was a company of Locust tanks that had been "neutralized" after WWII and left to rust. These small tanks were in various stages of reconditioning when they were thrown into the war. It was with eerie irony that now the Egyptians would throw their own Locust Swarm on the Jews. This hasty counterattack was the first of three conducted over a two-day period in an attempt to drive the Israelis off the heights and open a path to the south. Many of the Locusts entered the fray without functioning weapons; malfunctioning drive gear; and other engine problems and many were eliminated, abandoned, or captured. No territory was captured in these assaults but the counterattacks convinced the Israelis that another offensive was needed quickly to put an end to the pesky Egyptians.

ETZIONGRAD

GENESIS #3

✡ **ISRAELI Sets Up First**

🏴 **ARAB Moves First**

1	2	3	4	5	6	7

Elements of the 6th Battalion, Arab Legion [ELR: 3] enter on turn one along the north edge of board 35:

Enter on turn two along the south edge of board 9:

[ELR: 2/3] {SAN: 5}

AAS and Local Militia [ELR: 2] enter on turn two between hexes 35GG2-35AA1:

Elements of Kibbutz inhabitants, Haganah troops of the Etzioni Brigade, and Palmach troops of the Harel Brigade set up anywhere south of hexrow N on board 35 and/or on any Level 2 or higher hex on board 9:

[ELR: 3] {SAN: 4}

HANDICAPPING PROVISIONS:

✡ Add a Hero to the Israeli OB.

🏴 Add 3 x 346 squads to the AAS units entering on turn two.

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

35 / 9

N
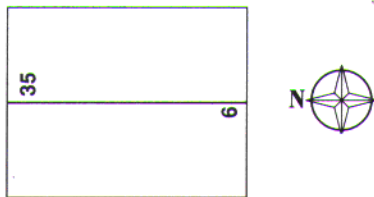
OBJECTIVES: The Arab player must Control the building in 35oW2 and earn more CVP than the Israelis at game end. In addition to normal CVP, for every three (FRD) other buildings Controlled by the Arabs, they gain 1 CVP. The Arabs lose immediately if they lose ≥ 5 AFV.

SCENARIO RULES:

1. Environmental conditions are dry (B25.5) with no wind at start. Kindling is NA. The '■' denotes British SW/AFV; the '▲' denotes German.

2. None of the buildings or roads on board 9 exist. All brush/woods/swamp hexes are Vineyards (F13.6). All Level 2 and 3 hexes of hill 654 are *also* crag hexes unless a woods (vineyard) hex. Place overlays as follows: **1** on 35DD8-DD9 and **X13** on 35oW2-oX2. Treat all overlay Huts as normal wooden buildings. The building on overlay X13 has Cellar locations (GEN 2.33). Grain is In Season.

3. Israeli 4-3-6 squads/HS are considered villagers and are Fanatic. Smoke usage is NA for Israeli mortars. Israelis have MOL (A22.6) capability and suffer from Ammunition Shortage (A19.131).

4. Each non-Berserk AAS/Arab Militia MMC onboard must pass a NTC in order to move/advance if not within one hex of a leader at the beginning of its move or advance [EX: A leader may move to adjacent to an MMC, thus allowing the MMC to move/advance without the NTC]. The Arabs receive one module of 70+mm Arab Legion OBA (HE only) led by an Offboard Observer secretly recorded before all set up in a Level 4 hex on the east edge.

5. To simulate the fact that the roadblock was more of a fortified gate, it may be crossed by any AFV which passes a Bog Check, applying a +3 DRM. Failure (a Bog result) leaves the AFV Bogged in the hex it entered *from*. Success (not Bogged) *also* removes the roadblock.

6. Sangars (F8.) actually represent shallow foxholes dug into the rocky ground. They are not destroyed following a KIA or Overrun. The 1-3-5 Bunkers have a 360° covered arc. They provide a +3 TEM in all directions and *do not* have a LOS to their own hex.

KFAR ETZION, PALESTINE MANDATE, 13 May 1948: With the siege of the *Etzion Bloc* entering its fifth month, the local Arabs were anxious to remove this thorn in their midst. Now, with the assistance of a company of troops from the Arab Legion (that did not leave Palestine as ordered by the British), the remnants of the AAS and local militia planned their victory celebration. The Jews kept busy during this time, entrenching and barricading their *kibbutzim*, turning the area into a virtual fortress. On May 4th, Arab Legion infantry, supported by armor, assaulted and captured the Russian Monastery, one kilometer East of Kfar Etzion. By May 11th, they had advanced to the northwest and cut off communications among the four kibbutzim of the *Bloc*. An initial assault on Kfar Etzion on May 12th was beaten back. The next assault followed soon after. Could the Arabs overrun this fortified village, jokingly referred to as Etziongrad by its inhabitants? The Arabs approached Kfar Etzion from the north, southeast and south. As the armored cars made runs at the strongpoints, they were met with small arms, mortar fire, and shells from the lone PIAT projector. Meanwhile, the AAS made little progress from the southeast, as they were more interested in picking up the pieces after the Legion victory. Eventually, the long siege and running battles began to take their toll on the defenders as weapons began to malfunction or run out of ammunition. A final push by the Legion finally broke through the northern gate when Jewish-laid AT mines at the gate failed to explode. Once the Legion's armored cars were inside the kibbutz proper, the Jews realized further resistance was futile. A surrender was negotiated with the Arab League officer but this did not stop a massacre of defenders by some of the Arab Irregulars. The other three kibbutzim of the *Bloc* fell within 24 hours, one day before the official announcement of the State of Israel by David Ben-Gurion.

© 2001 Critical Hit!, Inc.

BUYING TIME

✿ **ISRAELI Sets Up First**

𝕫 **EGYPTIAN Moves First**

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Elements of the 6th Battalion, 1st Brigade set up on board 43 on hexes numbered ≤ 3 and/or enter on turn one along the west edge of board 43:

[ELR: 3]
{SAN: 5}

						Mk VIB ■ B1	Humber IV AC ■ B51	Carrier A ■ B64	Carrier 2-in MTR ■ B66
1 4-5-8 E	1 4-5-7 1	9-1	7-0	FP: 2 Rng: 7 ROF: 1 LMG	FP: 30 Rng: 1 DC	MP: 18 *CMG: -/10 ROF: 1	MP: 28 MA: 37LL *CMG: -/10 ROF: 1 MG: -/4	MP: 16 PP: 4 MG: 2/-/*, ROF: 1 MA: *BMG	MP: 16 PP: 4 MG: 2/-/- MA: B51*
2	2			2	2	2	2	3
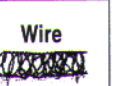
Elements of the Negev Brigade and kibbutz defenders set up within 6 hexes of 42H5 (inside wire perimeter; see SR #5):

[ELR: 3]
{SAN: 4}

					LMG Bren ✿ 1-2 7	MMG (a) ✿ Browning ⑪ 2-4 10 3	PIAT ✿ 10 8 3	MTR 2 10 Home -made 1-51 HE 4	AP Mine	? 7 morale
1 5-5-8 ✿E	4-3-6 ✿C	1-4-9	9-1	8-0 7-0	1-2 7			1-51 HE		
2	6				3			2	12 factors	7

Pillbox	Pillbox	Trench	Wire
1+3+5	2+3+5		
2		7	28*

*(see SR #5)

HANDICAPPING PROVISIONS:

✿ All 4-3-6 squads/HS in the At Start OB set up Fanatic

𝕫 Add one black chit to the Egyptian OBA Draw Pile.

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:
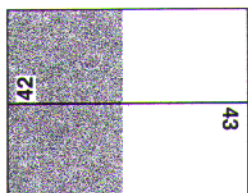
(Only hexrows A-P on board 42 and R-GG on board 43 are playable)

OBJECTIVES: The Egyptians win if at the end of the game they Control 3 of the following 5 buildings (or their hexes if rubbled) on board 42: B6, D5, H5, J3, and K5, *and* the Israelis do not destroy/capture ≥ 4 Egyptian AFV.

SCENARIO RULES:

1. EC are dry with a light Breeze from the Northeast.

2. All orchards and woods are treated as brush. Walls and hedges do not exist. All buildings are wooden[Exc. 42F3 is a stone 2 story house]. Treat all orchard hexes as brush. Treat the grain hexes on board 42 as level 1 hill hexes using the grain outline as the crest line. The grain on board 43 is treated as plowed but NOT in season (it was burned out in previous fighting). Roads do not exist.

3. Israelis have MOL capability with a +1 drm to their acquisition. Israelis suffer from ammunition shortage. The '■' denotes British SW/AFV; the '▲' German.

4. The two Egyptian DCs are treated as Bangalore Torpedoes and may only be used against Wire locations with a -2 DRM to the result (i.e., ≤ 7 clears the wire). The Humber IVs may not use Cannister. The inherent HS in the Egyptian carriers is a 2-4-7.

5. Place the Israeli Wire in contagious hexes 42A1-42A8-43Z9-43L9-42L0. The Israeli pillboxes must set up on board 42 hexes numbered ≥ 7, inside the wire, and must be at least 4 hexes from each other. The pilboxes may not set up HIP. The pillboxes have a 360° CA, and a +3 TEM to fire from all sides. The DO NOT have a LOS to their own hex. Both 5-5-8 squads may set up deployed in addition to normal Israeli deployment limits. One Israeli MMC and any SMC/ SW with it may set up HIP.

6. Egyptians have 1 module of 80+ OBA (HE/SMOKE) directed by an Offboard Observer at level 4 in hex 43y10 with one pre-registered hex.

7. Board 42 suffers a pre-game Bombardment (C1.8) vs. all units, fortifications and buildings (EXC: immune hexes are determined by a third die; a dr ≥ 5 results in the hex being immune).

YAD MORDECHAI, 23 May 1948: The invading Egyptian column that was driving for Tel Aviv along the Gaza coastal highway had bypassed several small Jewish settlements in the first week of the war. However, the kibbutz of Yad Mordechai (settled by survivors of the Warsaw ghetto and named after the leader of the 1943 ghetto uprising, Mordechai Anilewicz) lay too close to the highway, requiring it to be captured. Two badly coordinated assaults managed only to capture one outlying bunker. Lt. Saad el-Gammal was then given the task of taking the kibbutz. This time, he was going do it the right way, with a small, combined arms force, following an artillery barrage and screened by smoke. Lt. Gammal hand-picked a platoon of his best infantry for the assault. Closely following the tanks, his force advanced through the burned-out wheatfields behind the cover of a 25-pdr barrage. Skirting between two strongpoints, and now screened by smoke, his force blew a hole in the wire, followed one of the Mark VIs, and advanced into the village proper. At this point Gammal gave the signal for the remainder of the company to join the advance but in the wild melee, the signal was either missed or ignored. Soon after, the Mark VI was hit by a grenade bundle and abandoned. Although he had gained a foothold in the center of the kibbutz, Gammal's casualties and the lack of reinforcements forced him to withdraw by day's end. The settlers, having taken many casualties themselves in the last week, evacuated the kibbutz overnight. Their stand of five days bought some precious time for their comrades on the road to Tel-Aviv. This extra time was used to bolster the defenses of the villages that lay ahead of the Egyptian Army.
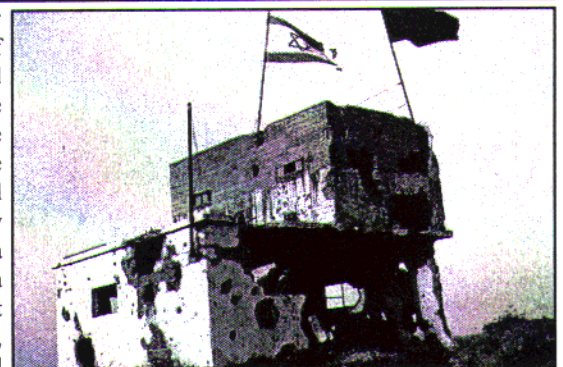
TRIPLE PLAY

✡ **ISRAELI Sets Up First**

🏴 **ARAB Moves First**

Elements of ALA Yarmuk Battalion [ELR: 2] set up on board 33, north of hexrow V:

[ELR: 2/3]

{SAN: 4}

3-4-6 (1)	3-3-6 (C)	8-0	7-0	LMG Bren 1-2
5	3			2

Elements of Lebanese 1st Brigade [ELR:3] set up on board 43, north of hexrow W:

4-5-7 (1)	4-3-7 (G)	8-1	7-0	LMG FP:2 Rng:6 ROF:1 B#:	Radio 8
2	6			2	

Elements of the Syrian 1st Brigade [ELR:3] enter on turn one on any east edge board 33 hex south of hexrow N:

4-5-7 (1)	4-3-7 (G)	8-0	7-0	LMG FP:2 Rng:6 ROF:1 B#:11	HMG FP:6 Rng:12 ROF:3 B#:11
4	4				

Elements of 91st Battalion, Oded Brigade set up south of hexrow T and west of the board 33 road that extends from 33A5 -33Q9-33T8:

[ELR: 2]

{SAN: 4}

4-5-7 (1)	4-4-7 (2)	4-3-6 (C)	8-1	8-0	7-0	LMG Bren 1-2	MTR Home-made 1-51HE	? 7 morale	AP Mine	Foxhole 1S
2	5	2				3		4	60 factors	2

BOARD LAYOUT:

33
43

N

OBJECTIVES: The Arabs must Control ≥ 23 buildings on board 43 at game end.

HANDICAPPING PROVISIONS:

✡ One MMC and any accompanying SMC/SW may set up HIP.

🏴 The Arabs must Control ≥ 20 building Locations at game end.

🎲 Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC are normal with a Mild Breeze blowing from the NE. The '•' denotes French SW. The '▲' German units.

2. Place the **KIB-1** overlay on 43F3-43G3. All buildings are Single Story Houses (B23.21) [EXC: 43oI5]. Treat the grainfields on board 33 as Level 1 hills. Treat all woods, orchards, and brush as Olive Groves (F13.5).

3. Arabs may not form multi-national (Syrian/Lebanese/ALA) Fire Groups and the different nationality Arab MMC may not stack together at any time. The ALA is not penalized for using French SW (i.e., Captured Use Pernalties [A21]are NA in this case). The Lebanese receive one module of 70mm+ OBA (HE only) with Scarce Ammunition (C1.211).

4. Mines may not be set up in building hexes.

MALKIEH, 6 June 1948: Suspecting that the Lebanese would invade Palestine through the narrow finger of Galilee, and through the Arab village of Malkieh, a Palmach mechanized battalion of the Yiftach Brigade circled into Lebanon and assaulted the village from the north. This completely surprised the Lebanese Army defending the village and resistance quickly melted. Soon after however, the Palmach unit was transferred south to prepare for one last stab at Latrun and was replaced by a battalion of the just mustered Oded (9th) Brigade. Meanwhile, the Lebanese, ALA, and Syrians had come to an agreement on an assault on Malkieh with the understanding that Kaoukji's ALA would continue the invasion southward into Central Galilee. The three armies advanced toward Malkieh, the 'Gateway to Galilee'. The initial progress of the attack was limited. The ALA was stopped in its tracks and the Syrians became caught in a minefield. However, the Lebanese forces pushed harder and were able to force the Oded troops out of the village. After losing Malkieh, the Israelis evacuated northern Galilee for need of soldiers elsewhere. Kaoukji's ALA raced southward to captured Nazareth shortly before the first U.N. truce came into effect. Despite his victory, Kaoukji was severely disappointed that the Israelis didn't consider him important enough to send more troops to his sector.

TRAPPING NASSER

ARAB Sets Up First

ISRAELI Moves First

1	2	3	4	5	6	7	8

Elements of Saudi Independent Company 'A' and Egyptian MG Company, 6th Battalion set up on any Hill 740 or Hill 733 hex at Level 2 or higher; each MMG must set up Possessed by a 2-3-7 HS:

4-5-7 [1]	4-4-7 [2]	4-3-6 [G]	2-3-7 [2]	8-1	8-0	LMG FP:2 Rng:7 ROF:1	MMG FP:4 Rng:12 ROF:2	Trench
3	2	3					3	8

Elements of the Egyptian 6th Battalion set up on any Hill 654 hex at Level 2 or higher and/or any hex on board 15:

[ELR: 3]

{SAN: 4}

4-5-7 [1]	4-4-7	2-2-8	8-0	7-0	LMG FP:2 Rng:7 ROF:1	MTR MA:51 Rng:2-11 ROF:2	Radio 8	MTR 3-in. [B 2] MA:76° ROF:2 M#:11 Rng:6-36	Wire	Trench
4	4				2	2			6	8

Elements of the 52nd and 54th Battalions, Givati Brigade enter on turn one along the north edge:

[ELR: 3]

{SAN: 3}

5-5-8 [E]	4-5-7 [1]	4-4-7 [2]	4-3-6 [C]	9-1	8-1	8-0	7-0	LMG FP:3 Rng:8 ROF:1	MMG FP:5 Rng:12 ROF:2	FT 24 [1]	MTR [2 11] 2-51 HE
3	8	6	2	2	2	2	4	2	2	3

HANDICAPPING PROVISIONS:

Arab Majority Squad Type is Lax.

Initial NVR is 3.

Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

9

15

N
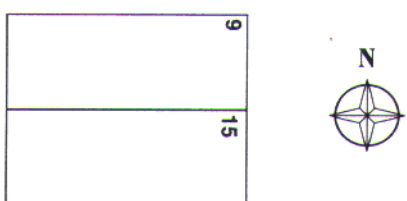
OBJECTIVES: The Israelis win at game end if they Control ≥ 10 of the 12 Level 4 hexes.

SCENARIO RULES:

1. EC are dry with no wind. The '■' denotes British SW/Gun; the '▲' denotes German.

2. Night Rules (E1) are in effect. Base NVR is 2 with no moon and no clouds. Israelis are Scenario Attacker and their Majority Squad Type is Normal. The Arabs are the Scenario Defender and their Majority Squad Type is Normal.

3. Buildings, Walls, Roads, and Hedges do not exist. Treat all Woods hexes as Brush.

4. Israeli 2nd line and Conscript MMC are subject to Captured Use ((A21) penalties for all SW (including all SW in the Israeli OB). SW in their OB are not subject to E1.76 (captured MG use penalties). The Israelis receive a Recon dr (E1.23).

5. The Egyptians receive one module of 80+mm OBA (HE only) with Normal Ammunition. Egyptians may not Boresight.

Historical Note: The German MMGs in the Israeli OB represent the Czech VZ37, used by Germany in WW II as an air-cooled medium machine-gun and by the British as the "Besa".

HULEQUAIT, 19 October 1948: Both the Israelis and the Egyptians used the period of the second truce to reinforce their positions. Since the peace plan pushed by the UN would have given the Negev to the Arabs, Ben-Gurion knew that to keep it, the Israelis would have to take it by force. The opposing Egyptian forces were deployed in a large "H" formation with the Gaza strip providing the left leg and the road from Egypt to Beersheba providing the right leg. The Israelis figured that if they could cut through the middle of the "H" that they would open the road to their cut-off kibbutzim in the Negev and in turn, cut off a brigade size force of Egyptians dug in at the Faluja Crossroads, which included a young Colonel Gamal Nasser. Opening operations met with mixed success as the Egyptians proved much tougher on defense than on the attack. The Israelis then changed focus and moved against the western side of the "H" and at night, assaulted the hilly strongpoints guarding the village of Hulequait. A company of Givati troops assaulted the northwest hill (123) first and after bitter see-saw hand-to-hand fighting, finally wrestled the position from the Saudis. They then manned and turned captured machine-guns on hill 120 to support the mostly green Company 'C' assaulting it. Hill 120 fell more easily and the Saudi prisoners gave a crash course to some of the green Givati troops on how to use the captured machine-guns. Trench-by-trench, hill-by-hill the battle raged until the Egyptians finally broke and ran. The last hill (131) fell without a shot. The road to the Negev was finally open, providing a lifeline to some settlements that had been cut off since May 18th. Colonel Nasser's battalion was soon cut off from the rest of the Egyptian Army and his trapped forces remained dug in at Faluja until the armistice.

FATIH-ALLAH

✪ **ISRAELI Sets Up First**

☾ **SYRIAN Moves First**

1	2	3	4	5	6	7	8

Elements of 1st Brigade enter on turn one along the north edge of boards 12 and/or 40, west of the river:

4-5-7	4-3-7	8-1	7-0	LMG	MMG	R35
6	3					3

Elements of the 2nd Brigade enter on turn one along the south edge of boards 12 and or 40, west of the river:

4-5-7	4-3-7	9-1	6+1	LMG
4	8			2

MMG	R35	
	2	

Elements of 1st Brigade set up on board 40, east of the river:

				Foxhole
4-3-7	7-0	LMG	Radio 8	1S
3	2			

[ELR: 2]
{SAN: 3}

Elements of local militia and Oded Brigade set up on board 12:

						LMG	MTR	Foxhole
4-5-7	4-4-7	4-3-6	8-1	8-0	7-0	Bren 1-2	Home-made 1-51	1S
3	4					2		3

Elements of the Carmeli Brigade enter on turn five on any west edge hex:

			LMG	MMG	MTR
4-5-7	8-1	7-0	Bren 1-2	Vickers 2-4	2 in 2-51
5					

[ELR: 3]
{SAN: 3}

BOARD LAYOUT:

40 / 12 / 18
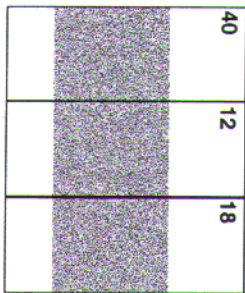
(Only hexrows H through Z are playable)

N

HANDICAPPING PROVISIONS:

✪ Israeli Reinforcements enter on turn four.

☾ Reduce the initial number of buildings the Syrians need to control to 11 in the Objectives.

🎲 Any mutually agreed-upon change to the scenario.

Photo Credit: Kluger Zoltan

SCENARIO RULES:

1. EC are Normal with no wind at start. All buildings are single story. The Marketplace in 12R7 does not exist, treat it as a normal building with a ground level location only. The river is Shallow, which allows for Fording (B21.41). The '•' denotes French SW/AFV.

2. Israelis have MOL capability (A22.6).

3. The Syrians receive one module of 70+mm OBA (HE) with Normal Ammunition. Syrian units may not exit the west edge before game turn six.

OBJECTIVES: They Syrians must Control 13 of the 22 building on board 12 *and* exit 20 CVP off the west edge. For every 2 CVP they earn, the Syrians may reduced either their Exit VP by one or the number of buildings they need to Control by one.

MISHMAR HAYARDEN, 10 June 1948: Desperate for a victory after the debacle at the Deganias, the Syrians targeted the eastern 'finger' of Galilee and the village of Mishmar Hayarden. This old village was ill prepared for the attack. The recent raw Haganah reinforcements from the Oded Brigade did little to improve the situation. Recognizing the strategic importance of this village on the Jordan River and its command of the 'Daughters of Jacob Bridge', the Syrians forded the river on June 6th and launched an assault. This attack was badly coordinated and beat off by the hard-pressed villagers. Then on June 10th, with the UN sponsored cease fire looming, the Syrians mustered the greater part of 2 brigades to take the town. The Syrians forded the Jordan river north and south of the village. While assaulting it from 2 directions, they sent a detachment west to complete the encirclement. The residents of Mishmar Hayarden, ill prepared as they were, still put up strong resistance but were soon overwhelmed. Reinforcements from the Carmeli Brigade did manage to block a potential Syrian breakout from this bridgehead, but the Syrians finally had the big victory that they were seeking. To celebrate they sang 'Fatih-Allah' (We have captured God).

⊙ **IRAQI Sets Up First**

✪⊙ **See SR #7 for side moving first**

1	2	3	4	5	6	7	8	9

Elements of Juhpal 1 set up anywhere on board 24 (see SR #3):

1-4-5-8	1-4-5-7	4-4-7	4-3-6	2-2-8	8-1	8-0	7-0	LMG	MMG	HMG	MTR	ATR		8	?	AT	MTR	ART
2	5	12	4	3	2	2	4	2	2	2	2	2		2	22			

⊙ Enter on turn four or later within two hexes of 15Y1 (any or all may enter on any eligible turn):

[ELR: 2]
{SAN: 5}

4-4-7	8-0	7-0	LMG	MMG	MTR				
6	2	2	2	2	2	2	4	2

Elements of 12th Battalion, Golani Brigade set up on board 13 in any hex numbered ≥ 5:

4-5-7	8-0	7-0	LMG
4			1-2

✡ **Elements of 21st and 22nd Battalions, Carmeli Brigade** set up on any Level 2 or higher hex on board 15 (EXC: at least 6 squads/equivalents must set up on *each* side of hexrow T):

[ELR: 3]
{SAN: 4}

1-5-5-8	4-5-7	4-4-7	1-2-8	9-1	8-1	8-0	LMG	MMG	MTR	Radio		Sangar
4	8	4	2	3	3	3	1-2	2-4	2-51	7/8	2	4

Carmeli Armored Reserve enter on turn four along the north edge:

1-5-5-8	4-5-7	9-1	8-1	8-0	LMG				
4	3				3	2	3	3

Golani reinforcements enter on turn five along the north edge:

1-5-5-8	9-2	8-0	LMG	MMG	DC
4			1-2	2-4	2

HANDICAPPING PROVISIONS:

✡ Add 8 sangars to the at-start Israeli OB.

⊙ Iraqi ELR is increased to 3.

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

```
+--------+
|   13   |
+--------+
|   24   |
+--------+
|   15   |
+--------+
```

N (compass rose)

OBJECTIVES: The side with the most VP at end game wins. VP are awarded normally for CVP. In addition, 1VP is awarded for every building on board 24 Controlled [EXC: 24oK5, the Police Station, is worth 5 VP] at game end. (see also SR #7).

SCENARIO RULES:

1. EC are very dry with no wind at start. The '∎' denotes British SW/MMC/Gun; the '▲' denotes German.

2. Place overlays as follows: **OG2** on 24Q2, Q3; **X16** on 24K6-J6. Building oJ4 is the Police Station. It has rooftop locations accessible from the stairwells. Every location of the Police Station is fortified. The road from 24q1 extends through hexes 24q2,q3 to connect to the road in hex 24q4. The gully on board

24 does not exist (*nor does the bridge*). Treat all Marsh hexes as brush. Any unarmed vehicle not carrying PRC *and* not adjacent to a friendly infantry unit at the beginning of a player turn is Recalled (D5.341).

3. Two Iraqi MMC (and any SMC/SW in the same Location with them) may set up utilizing HIP. The Iraqis *must* set up at least 12 squads/equivalents no more than two hexes from the Police Station. These units must pass a 4TC to Move/Advance to a hex which is greater than two hexes from the Police Station. SMCs and crews are exempt from this restriction. The Iraqis recieve one module of 80+mm OBA (HE and Smoke). The at-start Iraqi forces suffer from Ammunition Shortage (A19.131).

4. The Israelis recieve one module of 60+mm OBA (HE only) with Scarce Ammunition. Due to range limitations, any SR/FFE that lands in a whole hex of board 15 is considered to have landed offboard. No AR may be placed on any board 15 whole hex.

5. The Iraqis may receive Air Support (E7) beginning on turn four. The Iraqi player makes a dr using the current turn number as a drm; if the result is ≥ 9, the Iraqis receive two Allied '42 FB without bombs which will remain on board for four full turns, at which time they are recalled. Once successfully rolled for, no further Air Support dr is made.

6. Due to the rocky nature of the terrain, treat all boards as if they are desert (ie. +2 DRM) for entrenching purposes (F.1B).

7. The Iraqi player rolls a dr after set up. A dr of 1-3 means the Iraqis move first; a 4-6 means the Israelis do. If the Iraqis move first, the Israeli player is granted 3 VP immediately. Photo Credit: Kluger Zoltan.

JENIN, 3 June 1948: At the end of May, Glubb Pasha had obtained an agreement from the Iraqis which would allow his Arab Legion to pull out of the Triangle and reinforce their soldiers in and around the Jerusalem Corridor. The Iraqi Army would then enter the Triangle to replace the Arab Legion. In a failure of intelligence, the Israelis thought that the Iraqis were already in the Triangle and were planning to move south to assist the Arab Legion in an assault against Jerusalem. In order to prevent such a move, the Israelis planned an attack into the Triangle to draw off the Iraqi troops. The main target of the Israeli move was the Arab town of Jenin, situated in a picturesque valley, dominated by ridgelines to the south. Enveloping the city at night, the 21st and 22nd Battalions of the Carmeli Brigade occupied the hills that straddled the main road south of the town. Observing the town just before daybreak, Carmeli Commander, Colonel Mordechai Makleff, noticed very little movement in the town, as if it were abandoned. However, he had a feeling all hell was about to break loose. As dawn broke on June 3rd, both sides opened up on each other with everything they had. A falsely reported retreat order caused confusion and panic in some of the Carmeli ranks on the hills. Both sides quickly called for reinforcements. An Iraqi column destined for Nathanya arrived first but became pinned down on the road south of town. Two Iraqi Avro Ansons arrived at nearly the same time to strafe the Israeli hilltop positions. Makleff then sent his armored reserve into the town from the north. They were able to enter the town but could not approach the police station due to the heavy fire. Golani reinforcements were sent in to blow a hole in the fortress walls but they failed to breach it and retired back into the town. With no more reserves, high casualties, and holding very precarious positions, the Israelis withdrew overnight and were rushed to stop the Syrians at Mishmar Hayaradin. Many historians have since debated the need for the Israelis to attack Jenin. About all that can be agreed upon is that the Iraqi army did not undertake any major offensive for the duration of the war. However, the Israeli dreams of Jenin would have to wait until 1967, when these same hills would be the site of another fierce struggle, this time against the Jordanians.
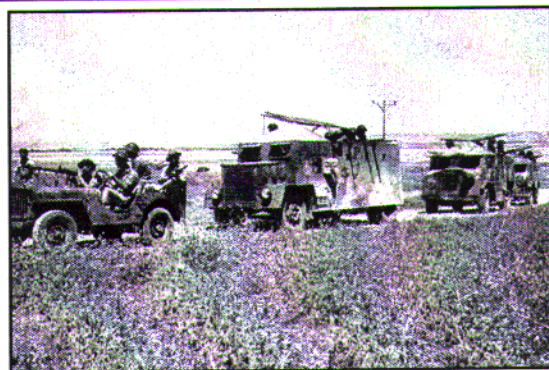
GATE CRASHING

ARABS Sets Up First

ISRAELI Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Elements of local Arab militias Set up on a Wall hex or inside THE WALL (GEN2.1.1):

| 3-4-6 | 3-3-6 | 8-0 | 7-0 | 6+1 | LMG Bren 1-2 | MMG Vickers 2-4 | MTR 2·11 2-51 | ATR Boys 1 |
| 8 | 6 | | | | 3 | | | |

[ELR: 2]
{SAN: 4}

Elements of 101st Battalion, Harel Brigade [ELR: 4] set up south of hexrow GG in hexes numbered ≥ 19:

| 16-3-8 | 9-2 | 8-0 | | LMG Bren 1-2-8 | 1-2 | FP: 30 Rng: 1 DC | MTR 2·11 2-51 | TEM 76-D MTR |
| 4 | | | | 2 | 2 | | | |

Elements of 62nd Battalion, Etzioni Brigade [ELR:3] set up outside THE WALL (GEN2.1.1) in any hex numbered ≥ 25:

| 15-5-8 | 4-5-7 | 4-4-7 | 8-1 | 8-0 | LMG Bren 1-2 | MMG Vickers 2-4 | FP: 30 Rng: 1 DC | 18 AP 40 | 33 AP | Am Truck 21/8 |
| 2 | 5 | 2 | 2 | 2 | 2 | 2 | | 2 | | 2 |

[ELR: 2/3/4]
{SAN: 4}

Elements of Irgun Detachment [ELR:3] set up in any hex of building T26:

| 14-2-7 | 8-0 | LMG Bren 1-2 |
| 3 | | |

Various HIM members and Home Guard units [ELR:2] enter along the west edge hex on the Israeli Player Turn *after* a breach is successfully made in one of the WALL GATES (GEN2.1.1.1):

| 4-3-6 | 7-0 |
| 6 | 2 |

BOARD LAYOUT:

Jerusalem
The Old City

N
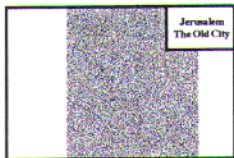
(only hexes numbered >15 in hexrows S–MM
on the Old Jerusalem map are playable)

OBJECTIVES: The Israelis must Exit 8 VP of personnel off the east edge on/between hexrows V and DD, provided there are no Good Order Arab MMC in/adjacent to a one-hex wide path between the Israeli exit hex(es) and either Jaffa (V23), New (O25/26), or Zion (FF18/19) WALL GATES (GEN2.1.1.1; 2.1.1.11) at game end. The Israelis must also Control the WALL GATE hex. The Israeli player chooses the hexes that make up this path.

HANDICAPPING PROVISIONS:

Add 2 x PIAT to Etzioni Brigade OB.

Shorten game length to 6 turns.

Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC are dry (B25.5) with a mild breeze from the northwest at start. Kindling by Arabs is NA. Night Rules are in effect with a Base NVR of 1 hex at start. Israelis are the Scenario Attacker and are considered Stealthy. Majority Squad Type for the Arabs is Lax. The '■' denotes British SW; the '▲' German.

2. Arabs have MOL capability. They may fortify any 10 building locations *inside* the Old City Wall during set up.

3. All Israeli MMC have their basic IPC reduced to 2. This represents the "supplies" they were carrying to deliver to the Jews inside the City.

JERUSALEM, 19 May 1948: The Jews inside the Old City were slowly being squeezed by the Arab siege. Running low on ammunition and food, they desperately called for relief. Such an attempt was being planned. On the night of May 18th, a Palmach platoon surprised the Arab defenders of Mt. Zion and captured it at the same time a Haganah detachment from the Etzioni Brigade failed in their attempt at Jaffa Gate. This gave the Israelis a critical launch point just outside the Old City wall on its southwest side. The Israelis planned another assault for the next night. The main assault would again be made by Haganah forces, reinforced with armor, against Jaffa Gate on the western side of the Old City. A diversionary assault would be made by the exhausted Palmach force against Zion Gate, just opposite of Mt. Zion. Once inside, a corridor would be opened to the surrounded Jews inside the Old City and ammunition, medical supplies, and water would be transferred to them. The attack against Jaffa Gate never got in gear. The Arabs on the wall dropped burning rags outside the wall for illumination purposes and promptly put one armored car out of action. The Israeli force continued under heavy fire to push toward the gate but eventually had to retire while losing one of their homemade armored trucks in the fight. However, the "diversionary" attack against the Zion Gate was able to breach the Gate and establish a link to their besieged brethren. After the supplies were distributed, the Palmach commander, Uzi Narkiss, with no reinforcements coming, made up his mind that his small, battle weary platoon, would not be able to keep the corridor to the gate open and he called for his men to pull out, back to Mt. Zion. The Arabs quickly re-established the siege and once again, the Jews inside the Old City were cut off. This decision to leave would haunt Narkiss for 19 years, until IDF units under his command returned to take the Old City from the Jordanians in the Six Day War of 1967.

NO TIME TO BE THAMED

GENESIS #10

EGYPTIAN Sets Up First
ISRAELI Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Elements of 2nd Motorized Border Battalion and the National Guard set up on board 25 with no more than one MMC per hex. (See SR #3):

| 6-2-8 | 4-5-8 | 4-4-7 | 2-2-8 | 8-1 | 8-0 | 7-0 | MTR 2-51HE | PIAT | LMG 1-2 | MMG 2-4 | HMG | ATR |
| 2 | | 11 | 3 | | | | 2 | 3 | 3 | 2 | 2 | 2 |

AP Mine 36 Known factors (F.7)

82mm RCL

Pillbox 1+5+7 — 3

[ELR: 2]
{SAN: 4}

Elements of the 1st Battalion, 202nd Paratroop Brigade and attached armor enter on/after turn one within two hexes of 28V10:

| 16-3-8 | 9-2 | 9-1 | 8-1 | LMG | MMG | MTR 2-51HE | BAZ 12 | 9-1 | AMX-13 | AMX-20 |
| 8 | | | | 3 | 2 | 3 | 2 | | 2 | 8 |

[ELR: 5]
{SAN: 2}

BOARD LAYOUT:

(only hexrows M-GG are playable)
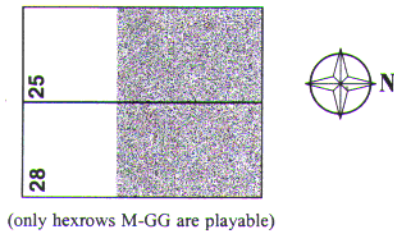
OBJECTIVES: Change VC to read: The Israelis win immediately when they have exited 35 DVP off any hex within three hexes of 25Q1. Each possessed captured SW counts as 1 exit DVP for the Israelis.

HANDICAPPING PROVISIONS:

Replace the 9-2 Leader in Israeli OB with an 8-1.

Each Possessed Captured 82mm RCL is worth 3 DVP to the Israelis.

Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. Desert Boards (F.1) are in effect. EC are dry with no wind at start. Light Dust and Early Morning Sun Blindness are in effect (Note: F11.6111 is NA and the Sun Blindness effects exist no matter how many levels the firer is higher than target). The '♦' denotes Russian SW; the '▲' German.

2. Place overlay E1 on board 25. A track extends from 25Y10-28Y10-offboard. The track is treated as a Paved Road for Vehicle Dust (F11.74) purposes *only*. Treat hex 25Q10 as a Crag hex, with no building.

3. Mines may not be set up in a road/track hex. All Egyptians may set up entrenched if in a non road/track hex.

4. No Quarter (A20.3) is in effect. Egyptians may not Boresight (C6.4).

Historical Note: The German MMGs in the Israeli OB represent the Czech VZ37, used by Germany in WW II as an air-cooled medium machine-gun and by the British as the "Besa".

Near THAMED, SINAI, 30 October 1956: While a battalion of the Israeli 202nd Paratroop Brigade was consolidating its hold on the mouth of the Mitla Pass, the remainder of the Brigade, supported by a company of AMX tanks, raced west to link up with them. Between this column and Mitla lay three Egyptian posts: Kuntilla, Thamed, and Nakhl. A surprising night assault upon Kuntilla saw its early collapse as the Egyptian troops abandoned the position. Forging ahead, the column reached the outskirts of the village of Thamed, 4 miles east of the fortified Egyptian clifftop strongpoint. Due to the desert conditions and the poor road, the column was down to only two of its original thirteen tanks. The artillery was also well behind the spearhead. However, in order to stay on his tight time schedule, Ariel Sharon ordered the assault on Thamed to begin in two hours, just after the sun would rise behind him. Without the option of bypassing the strongpoint, Sharon ordered a blitz of the position. Led by the AMX-13s, laying smoke and raising dust, the column stormed up the road firing as it went. The smoke, dust, and sun blindness hampered Egyptian fire. After 40 minutes of intense fighting, the Israelis broke through the position, causing its collapse. The assault cost the Israelis 6 men and 2 immobilized halftracks while the Egyptians lost over 60 KIA. With no time to waste, the remaining spearhead forces steamed full ahead toward Nakhl while the slower truck mounted paratroopers consolidated the hold on Thamed.

© 2001 Critical Hit!, Inc.
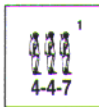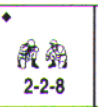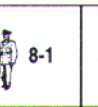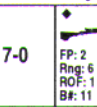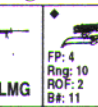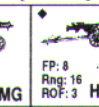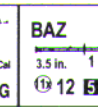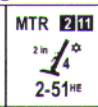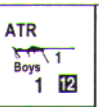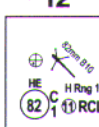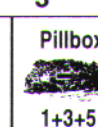
AMBUSH AT MITLA

GENESIS #11
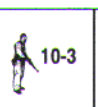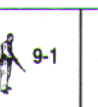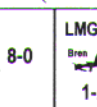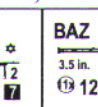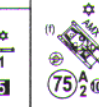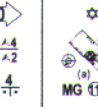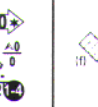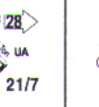
EGYPTIAN Sets Up First (See SR #5)

EGYPTIAN Moves First (See SR #6)

Elements of the 5th and 6th Battalions, 2nd Infantry Brigade: set up in any Level 2 or higher hill hex:
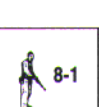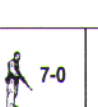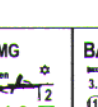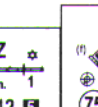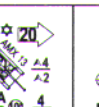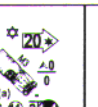
4-4-7	2-2-8	8-1	8-0	7-0	LMG	MMG	HMG	BAZ	MTR	ATR	MTR
12	3					3			2		

[ELR: 3]
{SAN: 5}

RCL	Pillbox 1+3+5	Sangar
2	8	6

Elements of 202nd Paratroop Brigade (reinforced):
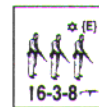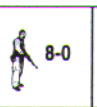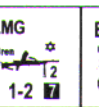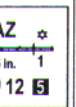
Set up on the road that runs from 39R9 to 39DD9 (See SR #4):

16-3-8	10-3	9-1	8-1	8-0	LMG	BAZ	AMX 13	20 MG	28	28
12			2		4	3	8	2	2	2

[ELR: 5]
{SAN: 3}

Enter on 39DD9 on turn three with infantry as Passengers:

16-3-8	8-1	7-0	LMG	BAZ	AMX 13	20 MG	20 MG
4					2	2	

Enter on any east edge hex on turn four:

16-3-8	9-1	8-0	LMG	BAZ
6		2		3

HANDICAPPING PROVISIONS:

Exchange the Egyptian 8-1 leader for a 9-2 leader.

Extend game length to seven turns.

Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

(only hexrows R - DD are playable)

OBJECTIVES: The Israelis win at game end if they control all 8 pillbox locations provided that haven't lost ≥ 40 DVP. Any other result is an Egyptian victory.

Photo Credit: Vered Avraham

SCENARIO RULES:

1. Desert Boards (F.1) and Light Dust (F11.71) is in effect. EC are dry with a Mild Breeze from the southwest at start. Ignore any Wind Change result that calls for a change in wind direction. The wind can only change in intensity. Gusts still occur normally.

2. Woods (and associated Paths), Buildings, Grainfields, and Ponds are treated as Open Ground hexes at their represented elevations. Treat all Orchard hexes as Crags. The only road that exist is the one that runs from 39R9-39DD9. The '♦' denotes Russian MMC/SW.

3. Due to the extremely jagged terrain and the rocky outcrops of the slope, the MF/MP cost to move/change elevation is doubled. All non-Road hexes are considered Bog hexes for all vehicles with a +2 DRM to the Bog roll. Entrenching is NA.

4. The Israelis set up one vehicle per road hex, VCA facing west, and in Motion. All infantry must set up as Passengers. All Passengers are kept offboard and represented by cloaking counters until they fire, exit their vehicle, are attacked by a sniper, or suffer at least a PTC result on the IFT. The Israeli player secretly designates one truck as the column's fuel truck. It has 0 PP and any elimination result automatically turns it into a burning wreck.

5. The Pillboxes represent the natural bunkers and caves in the Mitla walls. Normal pillbox rules apply. All Pillboxes must be occupied by an Egyptian MMC during set up. All Pillboxes and Sangars retain HIP as if it were a night scenario (i.e., E1.16 is in effect).

6. The Egyptians may not move/advance on turn one. They may rout normally.

MITLA PASS, SINAI, 31 October 1956: After having dropped just east of Mitla at the outset of the Sinai Campaign, Ariel Sharon's paratroopers consolidated their hold and dug in at Parker's Memorial. Colonel Sharon, and his deputy, Major Mordecai Gur, both felt the better position to defend the pass was on the west side, not the east side where they were dropped. After removing the token resistance near the drop area, Sharon got Moshe Dayan's approval for a small reconnaissance into the canyon-like walls of Mitla Pass. Sharon had orders not to begin a major engagement in the pass. Reports came in that the Egyptian 1st Armored Division was on the move toward Mitla. Sharon downplayed the report since last report had the 1st Armored over 30 miles from the area. Sharon, the fighting optimist, assembled the equivalent of a full battalion for this "small patrol." Major Gur accompanied one of the mechanized infantry companies into the pass. Sharon was right, he didn't have to worry about the Egyptian 1st Armored Brigade. He would soon be very worried about the Egyptian 2nd Infantry Brigade, which had earlier deployed two battalions into the caves and natural bunkers of the rocky walls of Mitla. The lead elements of the column encountered only small arms fire and were well on their way through the pass when the canyon erupted in chaos. Egyptian machine guns, mortars, and recoilless guns hammered away at the column. Gur's halftrack became stuck when its driver tried to maneuver around a wreck and he led the battle from a nearby gully. An Israeli fuel truck was hit and erupted in flames. Gur called back the lead elements of the column to come help the stalled troops. Firing at the Egyptians from the canyon floor was proving ineffective as was the sporadic mortar fire called in by Gur. The trapped paratroopers were being hit by crossfire as they climbed the rocky slopes to root out the Egyptians. Later in the afternoon, Sharon committed two more companies of paratroopers which advanced on foot along the tops of the cliffs and assaulted the Egyptian positions from above. The Egyptians were finally evicted from Mitla with over 200 dead, but at a high price for the Israelis who had 34 dead and 102 wounded. This was easily the costliest battle of the Sinai campaign.

© 2001 Critical Hit!, Inc.

1	2	3	4	5	6

⚜ EGYPTIAN Sets Up First (See SR #3)

✡ ISRAELI Moves First

Elements of 1st Armored Brigade set up west of hexrow AA as per SR #3:

T-34/85 ◆ R18
MP: 16
MA: 85L
MG: 2/4
ROF: 1
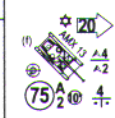
{SAN: 4}   **5**

Elements of the 79th Battalion set up as per SR #3:

✡E 2-4-8 **3**

8-1 **3**

BAZ ✡ 3.5 in. 1 ⑪ 12 **5** **3**

✡ 37 (a) Jeep MG UA MG ⑪ 2 2-6

✡ 37 (a) Jeep MG UA MG ⑪ 2 1-4

2

Elements of the 72nd Battalion enter on turn two along the east edge:

9-2 ✡

9-1 ✡

✡ 20 (f) AMX 13 ▲4 ▲2 ⑦⑦ (75) A 2 ⑪ 4

✡ 15 M1 M8T (76) B 1 (a) Y11 ▲4 4 2/4

✡ 15 MAX HIT (75) C (a) 8 ▲4 4 2/4

3

[ELR: 4]

{SAN: 0}

HANDICAPPING PROVISIONS:

✡ Remove the Israeli 9-1 Armor Leader.

⚜ Egyptians use Red TH numbers (Ignore SR#5).

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

26

N

OBJECTIVES: The Israelis must exit 14 DVP off the west edge *and* eliminate 20 DVP of Egyptian forces.

SCENARIO RULES:

1. Environmental conditions are dry with no wind. Dunes are considered Low. The '◆' denotes Russian AFV.

2. Place overlays as follows: **SD4** on E7-F8; **SD7** on R9-R10; **H6** on L2-L3, **H3** on X10-W10; and **D1** on T1-U1.

3. During set up the Egyptian player places one 5/8" "?" counter in each of the hexes that his AFVs will set up in along with 3 additional 5/8" "?" (dummy) counters that are placed within the Egyptian set up area, making a side record of which counters are real and which are dummies. No more than one "?" counter may be placed per hex. The Israeli player then sets up his on-board forces anywhere on the mapboard, at least 2 hexes away from a "?" counter, and no more than 5 hexes away. Each HS must set up dismounted in the same hex as a Jeep (which may not be in motion). After the Israeli on-board set up is done, the Egyptian player removes the 8 "?" counters and places his 5 AFVs (not concealed) on the mapboard. The Egyptians may decide the VCA/TCA of his AFVs AT THIS TIME (i.e., after seeing the Israeli onboard placement). Play then begins normally with game turn one. For solitaire play, the player may instead randomly choose which "?" have AFV in their hex.

4. Boresighting is NA.

5. Both sides use Black To Hit numbers. The Egyptian Crews are still considered Inexperienced (SIN1.21; D3.45).

KATIB EL-SUBHA, SINAI, 2 November 1956: As the Sinai Campaign was coming to a close, the Israeli 7th Armored Brigade rushed toward Ismalia in hope of engaging the Egyptian 1st Armored Brigade. However, the Egyptians had moved out, back towards the Suez Canal. The Israelis pursued and caught up with the Egyptian rear guard near Katib El-Subha. The 7th's Recon Company of jeeps were able to get close to the Egyptian tanks unmolested. Just as the bazooka teams dismounted and took the tanks in their sights, the Egyptians turned to fire at them. It was at that time Israeli Shermans arrived on the scene quickly landing many hits on the enemy tanks. The short furious firefight left the Israelis in control of the field as the remaining Egyptian tanks broke contact. This action cost the Egyptians four tanks while the Israelis got by with one jeep lost and a tank damaged. The 7th would reach the canal shortly before the UN-sponsored ceasefire ended the fighting. Egyptian tank losses would promptly be made up by their Soviet sponsors.
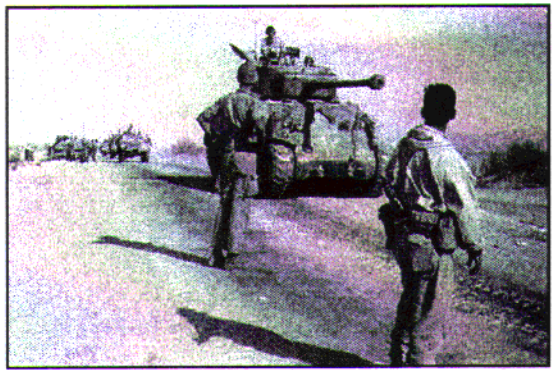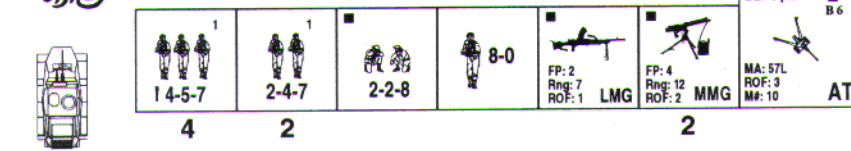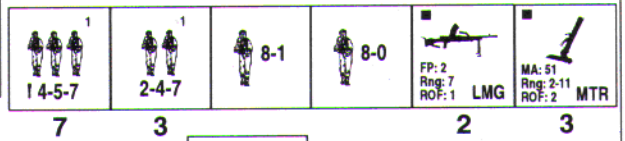
THE MONASTERY

✡ **ISRAELI Sets Up First**

🚗 **ARAB Moves First**

1	2	3	4	5	6

Elements of 3rd Regiment, Arab Legion set up on top of THE WALL (GEN2.1.1), or anywhere *inside* THE WALL:
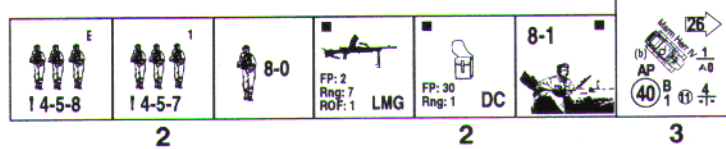
Set up in any hex *outside* THE WALL (EXC: not set up in any hex of the Notre Dame Monastery), ≥ 2 hexes from any Israeli Unit:
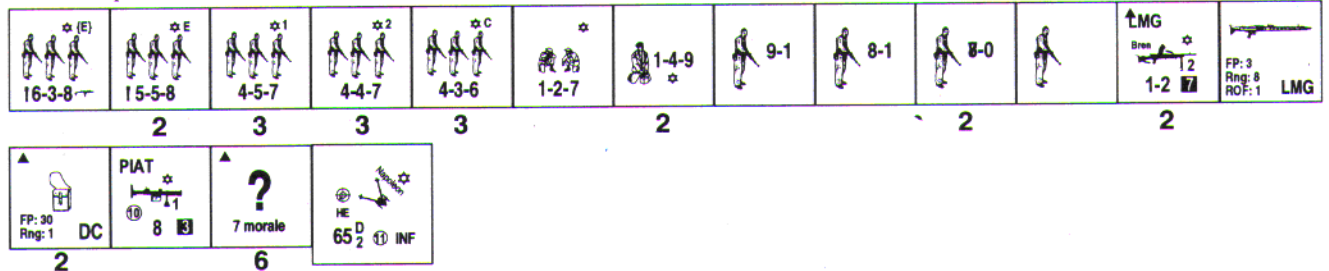
[ELR: 3]
{SAN: 6}

Enter on turn one on hex J20:

Mixed elements of Haganah/Palmach and Gadna Youth Brigade set up in buildings J27, M26, M28, and R27 with no more than one MMC per Location. All or none may set up in each building:

[ELR: 4]
{SAN: 4}

HANDICAPPING PROVISIONS:

✡ The Israelis do not suffer from Ammunition Shortage.

🚗 Add a Hero to the Arab turn one reinforcements.

🎲 Any mutually agreed-upon change to the scenario.

Photo Credit: Mendelson Hugo

BOARD LAYOUT:

(only hexes numbered ≥ 20 in hexrows G-R on the Old Jerusalem map are playable)
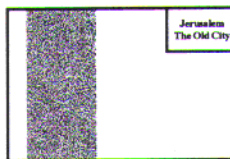
Jerusalem
The Old City

N

OBJECTIVES: The Arabs win immediately if they earn ≥ 18 CVP, or at game end if they control ≥ 15 Locations within the Notre Dame Monastery (M26).

SCENARIO RULES:

1. EC are normal with no wind at start. The '■' denotes British SW/Gun.
2. The Israelis may Fortify (B23.9) any four non-cellar Locations of Notre Dame Monastery. Israelis have MOL (A22.6) capability. Israelis suffer from Ammunition Shortage (A19.131). The '▲' denotes German SW/counters.
3. The Arab player may use direct fire from an offboard 25-pdr ART, which has a LOS to all building levels of the Monastery (only) except for the ground level and cellars. Consider the range to any targeted hex as 17 hexes. The 25-pdr may gain/lose acquisition, obtain ROF, and Malfunction/Repair normally as if on board. It never suffers from any Smoke hindrances unless the smoke is in the target hex.
4. Arab Legion forces that start on or inside the THE WALL (GEN2.1.1) may not go outside of the Old City during play. They are eliminated instead.
5. Prior to set up, the Israeli player places three Stone rubble counters in hex I24. He then makes a DR for random placement direction/distance (as if a SR), halving the white die (FRD). Each rubble counter is placed in the ground level Location of the nearest building hex (Israeli choice if two or more hexes are equidistant and final choice made before rolling for the next rubble counter). Falling Rubble is NA. Only one rubble counter may be placed in a hex; re-roll any rubble counters that land in a hex already containing a rubble counter.

JERUSALEM, 23 May 1948: As the British pulled out of the Jerusalem area, both sides rushed to occupy the various strategic sites in and around the city. One such site was the mammoth French Monastery of Notre Dame. Its upper locations dominated the entrances to both the New Gate and Damascus Gate. The Jews got to it first as a company of Lehi soldiers occupied the structure on May 14th. After a day of receiving serious fire from the Arabs on the Wall and elsewhere, the Lehi troops were withdrawn to be replaced by a mixed Haganah/Palmach force which included a large contingent of the Gadna Youth Brigade. They immediately set upon the task of fortifying the building. Meanwhile, Glubb ordered the newly arrived 3rd Regiment of his Arab Legion to take Notre Dame. The force, led by Lt. Ghazi el-Harbi, was assisted by armor, a 25-pdr artillery piece, and a 6-pdr ATG sitting atop the Old Wall. The attack began at dawn. The Arab attack began with a barrage of 6-Pdr and 25-Pdr fire with sites laid for direct fire. Along with some inaccurate fire from the company's mortars, the artillery pounded the Monastery but only managed to put gouges in the massive walls. The armored column then advanced under the leadership of Lt. Zaal Errhavel. As the lead car neared to within 80 yards of the cathedral, it was rocked by a PIAT shell fired by one of the youth defenders. Another car was lit afire by a Molotov Cocktail in the courtyard. Meanwhile, the infantry was taking furious fire from the defenders and from local Arab Irregulars who mistook the Legion for Israeli soldiers. Still, Lt. Harbi was able to enter the Cathedral with about 20 men and occupy the basement. Israeli soldiers rushed downstairs to stem the advance and bottled up Harbi's men in the lower levels. Due to nearly 50% casualties, Glubb called for Harbi to withdraw his men. The resultant Israeli victory convinced Glubb that it would be wasteful to use his highly trained Legion troops in city fighting. This angered many Arabs who felt Glubb (and King Abdullah) were more interested in preserving the Legion and status-quo than in helping the Arab cause against the new state.

EDGE OF THE SWORD

✡ **ISRAELI Sets Up First**

🏴 **ARAB Moves First**

AAS Irregulars enter along the south edge and/or east edge south of hexrow CC; at least 10 squads must enter on board 35:

E 4-4-7	1 3-4-6	C 3-3-6	8-0	7-0	6+1	LMG Bren 1-2 7
2	14	4				3

[ELR: 2] {SAN: 4}

Palmach platoon [ELR:4] set up utilizing HIP on any board 35 whole hex, north of hexrow EE:

✡ (E) 16-3-8	9-1	8-1	LMG Bren 1-2 7	MTR 2 10 Home-made 4 1-51 HE	Sangar
3			2		3

Israeli kibbutz defenders set up on any whole hex of board 35, north of hexrow FF, and/or on board 9 north of hexrow B:

✡ C 4-3-6	8-0	7-0	LMG Bren 1-2 7	▲ ? 7 morale	Sangar
7				6	3

[ELR: 3/4] {SAN: 4}

HANDICAPPING PROVISIONS:

✡ Add a 7-0 leader to the Arab OB.

🏴 Add a 1-4-9 hero to the Israeli village defender OB.

🎲 Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:
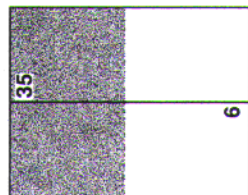
(only hexrows A-P on board 9 and R-GG on board 35 are playable)

OBJECTIVES: The Arab player must secretly choose one of the following three victory conditions before Israeli set up: (1) Control 8 building Locations at game end; (2) Eliminate 12 CVP of Israeli Forces; or (3) Exit 16 CVP along the north edge of board 35 (each SW exited counts as 12 CVP).

SCENARIO RULES:

1. EC are dry (B25.5) with no at wind at start. Kindling is NA. The '■' denotes British SW; the '▲' denotes German counters.

2. None of the buildings or roads on board 9 exist. All brush/woods/marsh hexes are Vineyards (F13.6). All level 2 and 3 hexes of Hill 654 are also crag hexes unless also a woods (vineyard) hex. Place overlay **1** on 35DD8-DD9 and **X13** on 35oW2-X2. Treat all huts as normal wooden buildings. The building on overlay X13 has cellar locations with normal stacking limits (GEN2.33). The sangars represent shallow foxholes dug into the hard rocky ground and thus are not eliminated by a KIA or overrun.

3. The Israeli villagers (including leaders) are Fanatic. The Israeli mortar has no smoke. Israeli villagers have MOL (A22.6) capability. No Israeli (both Palmach and Villagers) units may combine to form Fire Groups (A7.5-.55).

4. Each AAS *on board* non-Beserk MMC must pass a NTC in order to move/advance if not within one hex of a leader at the beginning of *its* move/advance [EX: A leader may move to adjacent to an MMC, thus allowing the MMC to move/advance without requiring the NTC].

5. No Quarter (A20.3) is in effect for both sides.

KFAR ETZION, PALESTINE MANDATE, 14 January 1948: On 29 November 1947, the United Nations voted to set up both a Jewish and an Arab state in Palestine. This set off a series of Arab riots and attacks on Jewish settlers and businesses. British forces did little to keep the peace and as the Jews retaliated, the escalation of violence resulted in numerous casualties. The kibbutz of Kfar Etzion, part of a group of kibbutzim known as the *Etzion Bloc*, was only re-settled by Jews four years earlier. Situated just a few miles south of Jerusalem, in territory surrounded by Arabs, and near the critical Jerusalem-Hebron road, these tiny villages perched among the rolling Hebron hills were vital to both Jews and Arabs. On January 14th of the following year, Palestinian irregulars (known as the Arab Army of Salvation, or AAS) led by Abd el Qadar el-Husseini (a cousin of the Mufti with no military experience) initiated one of the early military assaults of any magnitude in the so-called 'Palestinian War', a conflict which evolved into the Israeli War of Independence. Unbeknownst to Husseini, a platoon of Israeli Palmach troops were present in Kfar Etzion, preparing to ambush his AAS force. The AAS concentrated more than 300 of their 1,000-man force for the capture of Kfar Etzion. As they approached from the south and southeast, fire erupted from the Israeli force in the kibbutz, gunning down many of the Arab soldiers as they worked their way toward the Jewish settlement. As neighboring Arab villagers watched the battle, many eating ripened fruit from nearby orchards, the assault reached the edge of the kibbutz proper. The Palmach then surprised the AAS, launching a counter-attack and driving the remaining Palestinians back toward the hillsides. British officials estimated 150 Arab casualties in the fight. The Israelis were also depleted; only 35 able-bodied men remained and ammunition was nearly out. While a resounding Israeli victory was had at Kfar Etzion, the Arab seige of the *Bloc* was not broken. Much worse would be in store for Kfar Etzion and its neighboring *kibbutzim* in the weeks to come.

THE WHISKEY WAGER

GENESIS #15

	1	2	3	4	5	6	7	8

ARAB Sets Up First

ISRAELI Moves First

Elements of the Haifa militia and ALA irregulars set up on boards 20/45 outside of Israeli set up areas and/or on board 23 but at least six hexes from 23Y7 (EXC: no more than 10 squads/equivalents and any SMC/SW may set up on board 23):

[ELR: 2]
{SAN: 4}

4-4-7 E	3-4-6 1	3-3-6 C	8-1	8-0	7-0	6+1	LMG Bren 1-2 ⑦	MMG Vickers ⑪ 2-4 ⑫	Wire	Roadblock
6	14	6		2	2		5	2	5	3

Northern (Commercial Center) Pincer elements of mixed Palmach and Carmeli Brigade set up on board 20 north of hexrow Y in hexes numbered ≤ 9:

16-3-8 (E)	15-5-8 E	4-5-7 1	4-4-7 2	1-2-8	8-1	8-0	7-0	LMG Bren 1-2 ⑦	MTR 2 10 Home-made 1-51 HE	DC FP: 30 Rng: 1	TEM +1/-1 60° HE D 1 11 2-10 ⑩ MTR
2		3	3					2	3		2

Southern (Technion Institute) Pincer elements of Carmeli Brigade set up on boards 20/45 south of the line defined by roads/ hexes 20Q1-20L1-20L5-20K6-20K9-20I10-45M2-45M6-45S9-45S10:

[ELR: 3]
{SAN: 2}

15-5-8 E	4-5-7 1	4-4-7 2	1-2-8	9-2	8-1	8-0	7-0	LMG Bren 1-2 ⑦	MTR 2 10 Home-made 1-51 HE	DC FP: 30 Rng: 1	HE 76 D 2 3-83 MTR
3	3	5						4		3	

Nejidah House Detachment set up in building 23Y7:

4-5-7 1	9-1	7-0	LMG Bren 1-2 ⑦
4			

Nejidah House Relief Force enter on turn one along the south edge of board 45:

4-5-7 1	8-1	7-0	LMG Bren 1-2 ⑦	Homemade ⑱ 0° MG ⑪ 2' ⑭	Sherman ✡ 12 0° 13/6
4				2	4

BOARD LAYOUT:

20 45 23

HANDICAPPING PROVISIONS:

✡ The Israelis may Fortify three Locations in Nejidah House (23Y7).

Increase Arab ELR to 3.

🎲 Any mutually agreed-upon change to the scenario.

N

OBJECTIVES: The Israelis must earn ≥ 15 VP by game end. VP are gained in the following manner: Control of buildings 23Y7 (5VP), 20T2 (3VP), 45Y3 (3VP), 45T6 (2VP), 20O8 (2VP), 45Q4 (2VP); and 1 VP for every 10 CVP earned that exceed those earned by the Arabs [FRU].
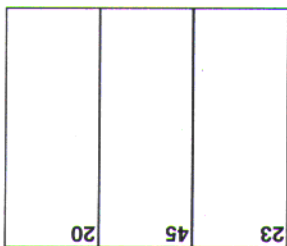
SCENARIO RULES:

1. EC are moderate with no wind at start. Night Rules are in effect with Base NVR of 3. Arabs are the Scenario Defender and Lax. Israelis are Scenario Attacker and Normal. The '■' denotes British SW; the '▲' denotes German SW.

2. On turns 6, 7, 8 instead of rolling for NVR change, increase the NVR by 1 on each GAME TURN unless NVR is currently ≥ 6.

3. Both sides have MOL capability. The Canal (B21.11) on Board 23 is treated as a River (B21.12) that is Fordable (B21.41) with a Slow Current. It is fordable. The only bridge that exists is 23X3.

4. The Israeli Nejidah House Detachment MUST all set up on board (i.e., they may not use Cloaking counters nor are they considered when calculating the available Cloak counters for Israeli Setup). Leaders and SW must set up on board as well.

5. All Arab units on board 23 lose their NO MOVE status at the beginning of the Arab turn one. The Arabs may fortify five building Locations.

HAIFA, 21 April 1948: As British troops began the withdrawal from their positions in Haifa, both Arabs and Jews looked to exploit the vacuum. The Jews already occupied the commanding high ground of this important port city and were looking to consolidate their hold on the whole of the city. Arab morale in the city was low after their commander, Muhammed Hamad al-Huneiti, was killed in a Jewish ambush of his motorcade less than one month earlier. In negotiations with departing British General Hugh Stockwell, the Jewish leadership claimed they could take the whole city in 48 hours. Stockwell, who was sure it would take at least a week of bloody house-to-house fighting accepted a wager of a bottle of whiskey from the Jews. The Jews did not wait for the British to complete their withdrawal and initiated Operation Misparayim (Scissors) on the night of April 20/21 using a homemade Parosh mortar for the first time. The Jews struck at many places in the city including a pincer move to cut off the Arabs as a company of infantry drove south from the commercial area to meet with another infantry company driving north from the Technion University and Mt. Carmel areas. Before the main assault, a detachment was sent to take the Nejidah House which overlooked the only bridge crossing Wadi Rushmiya. This detachment was immediately surrounded by the Arabs and kept under siege most of the night. Using the homemade mortar and TNT bundles throughout the night, the Jews were able to dislodge the Arabs from building after building until a linkup was made just as dawn approached. General Stockwell ushered an emergency meeting to try and stop the fighting. Some of the senior Arab leaders fled for Damascus but the trickle of evacuees soon became a full fledged refugee flow as the Arab citizens no longer felt they were safe in Haifa. Forty Thousand refugees were thus added to the newly created Arab refugee problem in Palestine. Meanwhile, General Stockwell lost in two ways; He was criticized back home by the Foreign Office for "losing Haifa" to the victorious Jews and he also lost a bottle of his favorite whiskey.

© 2001 Critical Hit!, Inc.

GENESIS 1948 NATIONAL CAPABILITIES CHART

NATIONALITY CREW (BPV)	L G	CLASS	SQUAD	BPV	HS	BPV	ORDNANCE TH# OBA ACCESS	HoB DRM	SMOKE GRENADES	MISCELLANEOUS
ISRAELI	4	(E)	6^1-3-8^9	14	3-2-8^8	6	Red 7B/3R	-1	Smoke	See Note #1
		E	5^1-5-8^9	13	2-4-8^8	5				
1-2-8^8 (8)		1	4-5-7^8	9	2-4-7^7	4				
1-2-7^7 (7)		2	4-4-7^8	8	2-3-7^7	3				
		C	4-3-6^7	6	2-2-6^6	3				
		{IL}	4-$\underline{2}$-7^8	8	2-2-7^7	4				
SYRIAN/LEB.	6	E	4^1-5-8^7	12	2-4-8^6	5	Red 6B/3R	+2	Smoke	G 1PAATC(1.21)
2-2-8^8 (8)		1	4-5-7^6	8	2-4-7^5	3				
1-2-7^7 (7)		G	4-3-7^6	6	2-2-7^5	2				
IRAQ/EGYPT/ ARAB LEGION	5	E	4^1-5-8^6	12	2-4-8^7	5	Red 8B/3R 7B/3R 6/48	+1	Smoke	Includes Saudi and Sudanese volunteers(1.22) G 1PAATC(1.22), Normal Cower(1.22) EXC: Iraqi +2 HOB(1.22) 6/48+ OBA changes to 7B/3R(1.222)
2-2-8^8 (8)		1	4^1-5-7^7	9	2-4-7^6	4				
1-2-7^7 (7)		2	4-4-7^7	7	2-3-7^6	3				
		G	4-3-6^6	5	2-2-6^5	2				
ALA/AAS/ MOS. BROTH.	7	E	4-4-7^7	8	2-4-7^6	3	Red 7B/4R	+2	Smoke	1 and C surrender on HOB Final DR >=10 [ECX: not verse Lehi/Irgun/Palmach](1.23) Deploying NA(1.23), Looting(1.23), 1PAATC(1.23), LAX at night(1.23)
2-2-7^7 (6)		1	3-4-6^5	5	1-3-6^4	2				
1-2-6^5 (5)		C	3-3-6^5	3	1-2-6^4	1				

Notes:
1. MOL-T-H Heroes(1.12), Extra Self Deploy(1.11), Self Recombine(1.11), Irgun/Lehi may Massacre(1.154), Palmach Stealthy(1.152), Palmach Hand to Hand CC(1.152), Palmach/Haganah/Zahal Elite Night bonus(1.152,1.151), Irgun/Lehi DC usage(1.154), Irgun/Lehi stacking/FG restricted(1.154), Irgun/Lehi-Haganah/Zahal animosity(1.14), C 1PAATC(1.153), Palmach/Haganah/Zahal Elite & 1st Line no cower(1.152,1.151), Special Surrender(1.17), Conscript fire reluctance(1.153), SMC PTC/Pin/Break NA(1.16).

SINAI 1956 NATIONAL CAPABILITIES CHART

NATIONALITY CREW (BPV)	L G	CLASS	SQUAD	BPV	HS	BPV	ORDNANCE TH# OBA ACCESS	HoB DRM	SMOKE GRENADES	MISCELLANEOUS
ISRAELI	4	(E)	6^1-3-8^9	14	3-2-8^8	6	Black 7B/3R	-1	Smoke	See Note #1
		E	5^1-5-8^9	13	2-4-8^8	5				
1-2-8^8 (8)		1	4-5-7^8	9	2-4-7^7	4				
1-2-7^7 (7)		2	4-4-7^8	8	2-3-7^7	3				
		C	4-3-6^7	7	2-2-6^6	3				
EGYPTIAN	7	(E)	6-2-8^8	13	3-2-8^7	5	Red 8B/3R	+1	Smoke	Tank crews always inexperienced(1.21)
		E	4-5-8^8	11	2-4-8^7	5				
2-2-8^8 (8)		1	4-4-7^7	7	2-3-7^6	3				C 1PAATC(1.21)
1-2-7^7 (7)		C	4-2-6^5	3	2-2-6^4	1				

Notes:
1. Extra Self Deploy(1.11), Self Recombine(1.11), Paratroopers Stealthy(1.14), Paratroopers Hand to Hand CC(1.14), Paratrooper/Elite Night bonus(1.13, 1.14), C 1PAATC(1.13), Paratrooper/Elite/1st Line no cower(1.13, 1.14), Special Surrender(1.16), SMC PTC/Pin/Break NA(1.15).

GENESIS 48 FAQ:
1. Note "The Faithful City" is the same CG as "O Jerusalem!"
2. On the Old Jerusalem map, do I pay attention to the actual building outlines to define a "building" hex, or do I pay attention to the fact that the hex has building depictions (plural) in it? And if I move from one hex with building depictions to another adjacent one, do I pay more than the usual 2 MF to do so?
A. The art depicting buildings is just that, art. Building outlines are used to determine LOS. Otherwise a "building" hex is treated as if it has one building depiction in it for movement purposes. Pay 2 MF.
3. What if I run out of Israeli LMGs in the CG? Leaders?

A. Use German LMGs for all new RGs if you run out. Note PL 2.5 removes un-Possessed SWs from play, so this should not be a problem. If you are out of a particular quality of leader called for, use the next lowest quality, and so on. No new leaders are assigned to purchased RGs if the entire supply is expended. Highly unlikely.
4. What SW are used for other nationalities in the CG?
A. Arab Legion use British SW. ALA receive a Bren LMG (supplied in GENESIS 48). If the supply of these is exhausted, provide Italian LMGs.
5. Should the RCLs provided in GENESIS 48 be 5/8" Guns?
A. Yes.

PALESTINIAN PROKHOROVKA

ARAB Sets Up First

ISRAELI Moves First

1	2	3	4	5	6

Elements of ALA forces set up east of hexrow V:

3-4-6 (6)	8-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	MA: 60° Rng: 3-42 ROF: 3 MTR

[ELR: 3]

{SAN: 4}

Elements of ALA forces set up east of hexrow V:

	AM Dodge (a) F15	AMD 20 cv TOE F16
(33) (37)	MP: 25 MA: '37' ROF: 2 MG: -/2'	MP: '23 MA: 37' MG: -/4
		3

Elements of the 79 Battalion and Golani units enter on turn one on 11A5/6, and/or 11Q1, and/or 11Q10 (EXC: All vehicles must enter on 11A5/6):

4-5-7 (6)	8-1	8-0	FP: 3 Rng: 8 ROF: 1 LMG	MTR/4P/2-11 2 in HE 51-2	9-1	(26) (40) AP	(18)	(18)	(20) (37)
	2					2			3

[ELR: 4]

{SAN: 2}

BOARD LAYOUT:

11

N

OBJECTIVES:
The Israelis win at game end by accumulating twice as many VPs as the Arabs. VPs are awarded normally for CVP and exit VPs for any Israeli units that exit the board at 11GG5/GG6.

HANDICAPPING PROVISIONS:

The Israeli Marmon Herrington IV does not suffer Ammunition Shortage.

Add one Staghound I(a) which enters on turn two on hex 5GG5/5GG6.

Any mutually agreed-upon change to the scenario.

SCENARIO RULES:
1. EC are normal with no wind at start.
2. The '•' denote French AFV counters; the '▲' German SW counters. Use any of the Arab Staghound 1(a) counters provided in GENESIS 48. Captured Use Penalties do not apply for any Arab AFVs.
3. ALA crews are Inexperienced. All ALA vehicles and the Israeli Marmon Herrington IV AC suffer from Ammunition Shortage.

Outside NAZARETH, 16 July 1948: The first truce was a truce in name only when it came to the Galilee and ALA operations there. The ALA continued low level skirmishes with Israeli forces during the 3 weeks. Due to increasing defections and the continuing problem of poor equipment and morale, the ALA no longer posed a considerable threat. However, their geographical location centered in Nazareth posed a danger to Israel that could not be ignored. From Nazareth, the ALA could attempt to move to link up with the Lebanese in the northwest, the Syrians to the east, or the Iraqis to the south. After the first truce ended, the ALA tried in vain to overrun the Jewish held settlement of Sejera. In order to expand their narrow holdings, and to deal the ALA a possible knockout blow, the Israelis launched Operation Dekel, aimed at capturing Nazareth and removing the ALA from this area. A surprise swift advance from the northwest saw the Israelis approaching Nazareth by July 15th. On the 16th, as Israeli advance mechanized units began their move toward Nazareth, the ALA quickly rushed their armor from the Sejera area to meet the new threat. The resulting clash ended up being the largest armor on armor engagement in the War of Independ-ence. A far cry from the massive armor battles to be waged by these combatants over the next 50 years. Among the officers in the 79th Battalion was Captain Joe Weiner; a Canadian volunteer with experience in armored warfare. He had been recently removed as the commander of the Battalion for arguing with his superiors but he led the armored assault as a Private. As the column reached a low ridge, they ran into small arms fire and the ALA armored cars and a hot battle ensued. The Staghound was quickly put out of action by a lucky hit from the 20mm gun of the M3 halftrack. Hits were recorded on the older French armored cars as well and after taking damage to six armored cars, the ALA turned and retreated, leaving Nazareth a vacant city. The biggest armor-armor battle in the war had was a resounding Israeli victory.

Original Design: Bob O'Connor

© 2001 Critical Hit!, Inc.

BEN-JABO!

EGYPTIAN Sets Up and Moves First

Elements of Egyptian 6th and 9th Battalions, with supporting armor set up Stopped, with all vehicles facing North, on the road running from GG6 - Y4 - R4. Half of the MMCs [FRU] must set up as Riders/Passengers:

4-5-7	4-4-7	2-4-7	8-1	7-0	HMG FP: 6 Rng: 14 ROF: 3	Carrier A B64 MP: 16 PP: 4 MG: 2/-/*, ROF: 1 MA: *BMG	Mk VIB B1 MP: 18 *CMG: -/10 ROF: 1	Humber IV AC B51 MP: 28 MA: 37LL ROF: 1 MG: -/4	37 UA (a) MG 11 -12	15-cwt B81 MP: 26 PP: 14 T#9
2	2	2				4	2	2	2	3

[ELR: 2]

{SAN: 0}

Elements of the IDF/AF enter automatically on turn one:

1944 FB 150 / 9 ML 12
4

BOARD LAYOUT:

16	

↖N
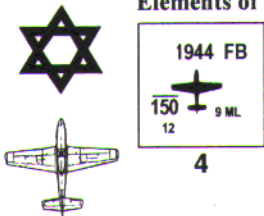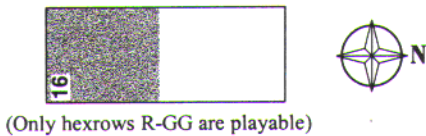
(Only hexrows R-GG are playable)

HANDICAPPING PROVISIONS:

✡ Israeli MGs do not disable on DR of 11 (see SR#7).

⚐ Israelis add +1 to their Sighting TC.

🎲 Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. Environmental conditions are normal with a mild breeze from the east at start. The '■' denote British counters.

2. Passengers (only) may be set up off-map in Cloaking Display boxes, and need be revealed only if unloaded, broken, or eliminated.

3. There are no Israeli Player Turns for any purpose.

4. All Israeli FBs enter carrying HE bombs.

5. No Vehicle may enter a building or woods location.

6. Egyptian units lose concealment only if they fire or are broken. However, E7.25 applies normally. Mistaken attacks are NA and if results call for one, ignore it and the FB remains in play.

7. The Israeli planes were hastily assembled and armed for this mission. Therefore, the following penalties are in effect: Israeli aircraft MGs will Disable on a Strafing DR of 11 or 12 and all Bombing attacks must use the Area Target Type. Israeli aircraft are '44 FB w/bombs (EXC: Israeli FB have ML 9).

OBJECTIVES: The Israeli player wins if, at game end they have amassed at least 10 CVP more than the Egyptians. Each Immobilized vehicle at game end counts for half [FRU] of its normal CVP.

ASHDOD, 29 May 1948: Two weeks into the Arab invasion and the Egyptian column had reached the vicinity of Ashdod, just 20 miles south of Tel Aviv. Shortly before their arrival, the Israelis had blown the bridge over Wadi Lakhish, thereby forcing the Egyptians to pause. Meanwhile, the Israelis has assembled the first flight of their new Czech Avia S199s, a crude derivative of the ME109G, and were desperate to get them into the action. The attack was led by an American volunteer, Lou Lenart. As the Israeli planes assembled over the sea for their passes, they could see the column lined up on the road and in the town of Ashdod. Just as the bombing runs commence, the Egyptians threw up a considerable amount of Light AA fire at the Israelis. The Israeli pilots, inexperienced in their new fighters, maneuvered through the AA barrage to make 3 to 4 passes over the Egyptian column. The Israelis got mixed blessings from the attack. The Avias did little damage to the Egyptian convoy, destroying one truck and damaging 2 other vehicles, but they did give the stunned Egyptians a morale defeat just by demonstrating that there was now an Air Force to challenge the Egyptian Air Force. However, the price paid was high. Eddie Cohen's Avia was hit by ground fire and crashed, killing him and eliminating 25% of the fledgling Israeli Air Force.

Original Design: Bob O'Connor

THE ARCHERS OF UM SHEHAM — GENESIS #18

EGYPTIAN Sets Up First

ISRAELI Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Elements of the 6th Infantry Brigade set up anywhere on board 15:

| 4-4-7 (8) | 2-2-8 (3) | 9-1 | 8-0 | 7-0 | LMG (FP:6 Rng:6 ROF:1 B#:11) | MMG (FP:4 Rng:10 ROF:2 B#:11) (2) | BAZ 3.5 in. 1 / 12 5 | ATR Boys 1 / 12 | AP Mine 18 factors | AP 57 B3 AT (2) | HE 76 D2 MTR 3-63 |

| Archer 76 A2 12 (4) | Pillbox 1+3+5 (4) | Sangar (4) | Wire (6) | Trench |

[ELR: 3] **{SAN: 5}**

Elements of the 7th Armored Brigade (reinforced) set up on board 29 in hexes numbered ≥ 5:

| r 6-3-8* (12) | 10-2 | 9-1 | 8-1 | 8-0 | LMG Bren 1-2 7 (4) | MMG FP:5 Rng:12 ROF:2 (2) | BAZ 3.5 in. 1 / 12 5 (2) | 9-2 | M4A1 (76) B (a) 2/4 (6) | M4A1 (75) C (a) 2/4 (2) | MG 21/4 (8) |

[ELR: 5] **{SAN: 3}**

HANDICAPPING PROVISIONS:

Extend game length to 7.5 turns.

The Israelis may not lose ≥ 40 DVP.

Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

15	31	
	29	
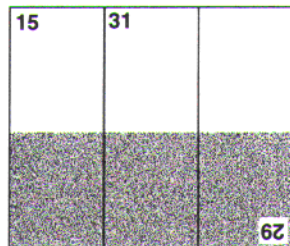
(only hexrows A-P on board 29 and R-GG
on boards 15 and 31 are playable)

N

OBJECTIVES: The Israelis win at Game End if they Control all 7 Level 3/4 hexes and have not lost ≥ 50 DVP. Any other result is an Egyptian victory.

SCENARIO RULES:

1. Desert Boards (F.1) and Light Dust (F11.71) is in effect. EC are dry with no wind at start. Late Afternoon Sun Blindness (E11.612) is in effect on turns one through four. On turns Five there is a +1 LV Hindrance in effect to simulate falling darkness. On turns six and seven, Night (E1) Rules are in effect with a Base NVR of 2. The following rules sections are not in effect during the Night portion of this scenario: Freedom of Movement (E1.21), and Cloaking (E1.4). The Israeli is Stealthy and the Egyptians Normal (E1.6) during the Night portion of this scenario.

2. Place overlays as follows: H5 (31BB3-CC4); SD4 (31W6-V6); and H4 (29J3-K3). All woods and brush are scrub. The building in 15R8 has a ground level only.

3. Israeli tanks (i.e., no HT) have headlights which may be used to provide Illumination (E1.9) to any hex ≤ 3 three hexes from and within the AFV's VCA. There is no cost to do this and 'tank searchlight' Illumination is in effect as long as the requirements of this Scenario Rule are met at the time the Israeli player wishes to declare Illumination from a particular AFV. However, an AFV providing 'tank searchlight' Illumination is also considered to provide Illumination in its own hex. Place a starshell on top of the AFV counter to signify it is providing Illumination. The Israeli player may 'turn off' the tank searchlights at any time, ending the Ilumination (or vice versa). Any IFT attack resulting in a K/KIA in the hex of an Israeli AFV eliminates its tank searchlights for the remainder of the scenario. Make a side note.

4. The '♦' denotes Russian SW and crews; the '▲' German.

UM SHEHAM, SINAI, 31 October 1956: There were two main jobs planned in the central sector by the Israeli 'Central Task Force' (CTF). In Phase I it had to take Kuseima and be ready to send reinforcements to Mitla. Phase II consisted of a twenty-four hours pause intended to gauge the Egyptian response. The lack of enemy resistance and the speed in which Kuseima and the pass to the west of it, and the Daika, a narrow pass expected to be impassible by the Egyptians and their German advisors, led to the pause intended during Phase II be be simply ignored by Israeli commanders on the scene. Instead, Israeli armor pushed forward with the expectation of continued supply in their forward positions through the Daika Pass until Abu Aweigila could be taken. The key to the positions at Abu Aweigila is an area known as Um Sheham, an elaborate series of strongpoints consisting of barbed wire, mine fields and emplacements for anti-tank guns, machine-guns and artillery, all situated on higher ground. Their German designer concluded that the Um Sheham positions could not be assaulted from the north, where there is nothing but miles of thick sand. To the south there is a chain of rocky hills. To the west lay Suez and Egypt. Thus, the positions were sited to shoot east, the only approach an attacker could take. And to the east the Um Sheham positions commanded about 5000 yards of mostly open ground before running into a ridge. This distance was not insignificant: five thousand yards is the maximum range of the 120-mm heavy mortar, an important part of Israel's 'artillery'. What was worse, Israeli armor of the 7th Brigade spent D+2 lying in wait near Bir Hama for the Egyptian 1st Armored Brigade in a sophisticated trap...that was never sprung. Egyptian tanks were not at Bir Hama at all, but 20 miles to the west at Bir Gifgafa, where they were attacked and severly damaged by the Israeli Air Force. By late afternoon on D+2 the decision was made to make a sunset attack on the positions at Um Sheham with whatever force was on hand. This consisted of a single company of Sherman tanks and an infantry company in half-tracks. These would have to advance across two miles of open ground against enemy positions situated on a dominating ridge. Dug into the ridge there were now some 12 "Archers" and thirteen 57mm anti-tank guns. Properly handled, these should have held up an armored division. The modest Israeli attack was launched with the sun at their backs at the moment of sunset. The half-tracks were quickly left behind as the tanks moved in as a first wave. Half the Israeli tanks were lost during the battle. The Israeli infantry lagging behind also took heavy punishment, losing six of their half-tracks and 75 casualties. The fringe of the Um Sheham positions were breached as the Israelis took the ridge in darkness, with the searchlights of some tanks blazing to light the way. Although all but two of the Israeli tanks would be repaired and operational by morning, the 7th had nothing left with which to exploit their success.
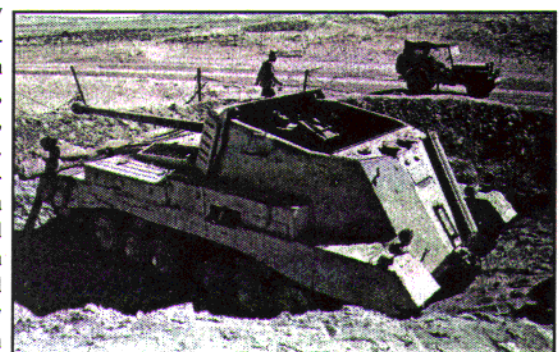
Original Design: Raymond J. Tapio

© 2001 Critical Hit!, Inc.

OPERATION KISLEV

ARAB Sets Up First

ISRAELI Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Elements of the Trans-Jordanian Arab Legion set up on/south of hexrow W:

4-5-8	2-2-8	9-1	8-0	7-0	LMG FP:2 Rng:7 ROF:	MMG FP:4 Rng:12 ROF:2	MTR MA:51 Rng:2-11 ROF:2	? 7 morale	Mine AT	AP 40 B 26	Humber IV AC B51 MP:28 MA:37LL ROF:1 MG:-/4
14	2		2		3	2	2	6	known factor	2	2

QQF 6-pdr B6 MA: 57L ROF:3 M#:10 AT	Carrier 3in MTR B67 MP: 16 PP:1* MG: -/2, ROF:1 MA: AAMG	Roadblock	Sangar	Wire	Trench
2		2	8	8	4

[ELR: 4]
{SAN: 3}

Elements of the 7th Armored Brigade enter along the north edge on turn one:

6-3-8*	5-5-8	1-2-8	9-2	8-1	8-0	1-4-9	LMG FP:3 Rng:8 ROF:1	MMG FP:5 Rng:12 ROF:2	MTR/4P/2-11 2in HE	51-2	9-1	14 75 C
8	9		2					3				4

15 75 C	13 75 D	37 UA MG	37 UA MG	20 MG	28 UA	28 UA	20 MG	AP 57 B AT
		2	2	9	2	2		

[ELR: 5]
{SAN: 2}

BOARD LAYOUT:

G1

(The entire G1 historical map is in play)

N

HANDICAPPING PROVISIONS:

Replace the Israeli 9-2 leader with a 10-3.

A a HMG (British) to the Arab Legion OB.

Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. Environmental conditions are dry with no wind at start. The **G1** map is a Desert Board (F.1). Note the following terrain clarifications: H15 = Hammada; D6 = Scrub; G9 = Brush; K14 = Crag; T3 = Wadi; W11 = Paved Road and U16/17 = Cliff. Photo Credit: Brauner Teddy.

2. No vehicles may set up in or enter any hill hex higher than Level 2 before turn three. All wire must set up adjacent to a roadblock/trench/sangar counter. No wire may be placed in a road hex. Vehicle inherent crews may not Voluntarily Abandon their vehicles.

3. All Israeli units must enter as Riders or Passengers.

4. Good Order Arab Legion MMC stacked with a leader and IN a trench are Fanatic. AT Mines are Known and must be set up on map.

5. The '▲' denotes German SW counters; the '■' British counters.

OBJECTIVES: The Israelis must Control/Eliminate all Trench and Roadblock counters by Game End without losing more than 30 CVP:

THE ARAVA, 30 November 1950: Despite the Armistice Agreements signed with Arab countries in 1949, Israel's borders remained open to infiltration. This was especially true in the Arava valley that separated Israel from Tans-Jordan south of the Dead Sea. The border in this barren area was ill-defined even during the British Mandatory era, and remained a subject of contest throughout the 1950s. In late November 1950, a depleted Arab Legion company infiltrated Israeli territory at Kilometer point 78, and set up a road block on the only all-weather road to Elat, Israel's port on the Gulf of Akaba. The Arab unit threatened all communications with Israel's southernmost city and threatened to stymie any economic development of the Negev before it even started. A mixed armored force was immediately dispatched to deal with the Trans-Jordanians. The 7th Armored Brigade, only recently reorganized as Zahal's armored brigade, was in the southern region on a training exercise. Maneuvering with some difficulty down the single paved road to Elat, the mixed force commanded by Colonel Shmuel Goder, first cut the Arab Legion force off from its supplies and then undertook an assault. One after another of the Arab Legion's armored cars were destroyed by tank fire, after which the Legionnaires withdrew back to Trans-Jordan.

Original Design: Abraham J. Edelheit, Ph.D.