

# KIPPUR 1973



## INTRODUCTION

**Kippur 1973** p allows to replay the Arab-Israeli war of October 1973. The Arab side, mostly Egypt and Syria, attacks Israeli troops by surprise simultaneously in the Sinai and the Golan, to get a foothold again on their land claims. Israel must hold and then counter-attack to obtain victory.

The two sides facing each other are, on the one side the **Arabs Alliance** made of Egypt and Syria, with the assistance of other brother countries (Iraq, Morocco, Sudan...) and, on the other side, **Israel**.

- The Arabs will launch two simultaneous but separate offensives during the festivities of Kippur, one in the Sinai and the other in the Golan.
- The Israeli player, initially taken by surprise, will have to defend the borders.

The initial Arab onslaught is rather violent, but Israel central location allows for a more flexible choice in reinforcement allocation. Impact on air forces, SAM missiles and the Suez canal are keys to the game.

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

## DURATION

Average duration: 5h00

Favored side: **Arabs**

Most difficult side to play: **Israel**

Kippur 1973 lasts 19 turns representing each one day between October 6th and 24th, 1973.

The **Arab player** always move first, before the **Israeli player**.



## FORCES

The Israeli player controls the units of Israel (light blue).

The Arab player controls the units of Egypt (yellow), Syria (tan), Iraq (purple), Morocco (brick), Sudan (dark green), Algeria (light green), Jordan (green) and Libya (pale green).

## MAPBOARD

The map show the Suez Canal zone (bottom left) with Egypt and Israel sides and the Golan plateau (top right) and neighborhood in the north.

Offmap regions in Egypte cannot be entered by Israel  
The central offmap box of Israel cannot be entered by any Arabs.

The Damascus box cannot be entered by Israel.

The PV-valued region of the Bar Lev line (in the Sinai) and of the Golan, which bring end-game VP to the Arabs are indicated with yellow dotted lines.



## VICTORY

### IMMEDIATE VICTORY

Victory is gained automatically when a player reaches or exceeds 20 PV.

Immediate gain for the following controls:

+1 Arab VP: Deganya

+2 Arab VPs: Quneitra / Arik Bridge / Jacob's Daughters Bridge / Hermon / Giddi / Mitla / El Arish.

+5 Arab VPs: Kiriath Shmoneh.

+1 Israeli VP: Nawa

+2 Israeli VPs: Sasa / Suez / Port Said / Ismailia.

**Important** : there are no VP gains for battles in this scenario (only for victorious sieges and capture of VP regions).

### END OF GAME VICTORY

The player with most VPs at the end of the game wins the scenario.

**Warning:** the Arab player shall earn a VP bonus of +1 for each region of the Bar Lev Line he controls (all those on the eastern bank of the Suez Canal), as well as +1 for each region of the Golan plateau (the zone extending from the Syrian boarder between Massada, Gonen and Rama).

# SPECIAL RULES

## ECONOMIC PHASE

There is no economic phase with income in the scenario. Players units are repaired (with replacements) or rebuilt (if destroyed previously) in their respective 'off-map' regions/boxes only through the play of cards, plus some automatic replacements.

Each side receives automatic replacements, in variable number, at the end of each turn (in addition to what can be gained through cards), as follows:

**Israel** : nothing on the first 2 turns, 1 per tour between turns 3 and 7, then 2 per turn till end of the game.

**Arabs** : 2 per turn on turns 1 and 2, then 1 per turn between turns 3 and 7, then only 1 every second turn from turn 8 onwards.

## REINFORCEMENTS

Some reinforcements are scheduled to arrive automatically, as follows:

### **Israeli Reinforcements:**

- Turn 1, Israel : leaders *Adan, Peled, Laner*, 4th, 70th, 210th and 240th Mec. Br / 9th, 17th, 205th, 217th, 500th and 679th Arm. Br.
- Turn1, Miltla : 35th Para. Br.
- Turn 2, Israel : leader *Sharon*, 8th, 421st and 600th Arm. Br., 247th Para. Br.
- Turn 3, Israel : 31st Para. Br.
- Turn 4, Israel : 134th and 164th Arm. Br., 11th and 670th Mec. Br.
- Turn 5, Israel : 23rd Para. Br.
- Turn 6, Israel : 3rd Inf. Br.

### **Syrian Reinforcements:**

- Turn 2, Sasa : 10th , 81st and 141st Arm.Br, Artillery Reserve, 30th and 90th Inf.Br., 62nd Mec. Br., leader *Shakkour*.

Other **Arab reinforcements** such as the units from **Iraq**, **Morocco**, **Sudan**, **Algeria**, **Jordan** or **Libya** arrive in the game via the play of the event cards.

## SUPPLY

The supply sources are the following:

**Israel**: the main central region / box of Israel.

**Arabs**: offmap boxes in Egypt for the **Egyptians** and all other units on the southern Sinai front.  
offmap Damascus for the **Syrians** and all other units on the Golan front.

