

Oz77 SEQUENCE OF PLAY

Action Card Draw

Determine availability of Reinforcements

FIRST MOVEMENT PHASE

Declare TOC action for turn

Allocate Ops points

Attempt to rally broken/shaken/suppressed units

Determine Low Light Movement Type and place markers as needed

Change formations and Move units (enter Reinforcements)/Remove fatigue markers as necessary

Conduct Engineering operations/Place Trip Flares as needed

Attempt to spot; Launch Hand Held Flares;

Resolve close assault and check morale

AIRMOBILE PHASE (NON-PHASING PLAYER)

Allocate ops points for helicopters

Attempt to rally broken/shaken/suppressed helicopters

Change formation

Move helicopters and resolve ADA fire, check morale

Attempt to spot;

Resolve close assaults involving helicopters

AIR PHASE (per Action Card Draw for Phasing Player)

Select Target for CAS

Air Defense SAM fire

Air Defense fire on jet aircraft by Target Units

Resolve airstrikes

FIRE PHASE

Adjust smoke markers/Adjust Artillery Launched Flare markers

Declare all AT missile fire; Attempt to spot units firing AT missiles

Resolve indirect fire (per Action Card Artillery Fire)

Resolve all fires apply results simultaneously

Attempt to spot firing units;

Check morale

2nd PHASING PLAYER MOVEMENT PHASE

Remove all Non-phasing Player Low Light and Flare markers as required

Same as 1st phase plus reduce accumulated ops points by 2 for each eliminated TOC Rally

REPEAT ALL STEPS FOR NON_PHASING PLAYER (Completes Turn)

Rule Changes for Oz 77

I. MBT Combat

Several differences affected combat between Syrian and IDF MBTs. Given the poor gunnery training and cramped design of the Soviet tanks used by Syria their capability to hit an IDF target is reduced. The IDF was better equipped and had superior training and gunnery skills. The following modifiers are for Syrian and IDF combat in the Golan Heights.

A. Syrian Modifiers

1. Syrian tank fighting doctrine and gunnery training pose hampered Syrian tank gunners. All Syrian MBTs suffer a + 1 to hit die roll modifier for poor gunnery skills when firing from 3+ hexes away from an IDF unit.
2. Syrian MBTs suffer a +2 modifier to hit if firing at an adjacent IDF unit that is on higher terrain. Syrian MBTs suffer a +1 to hit modifier if firing at an IDF unit that is on higher terrain at 2 hexes.

B. IDF Modifiers

Superior Israeli gunnery training modifiers: -2 to base hit die roll for targets 0-4 hexes distance. -1 to base hit die roll modifier for targets 5-8 hexes away.

II. Artillery and Air Strikes

A. *Air Strikes*

Air Strikes are available only through Action Card draw. The following procedure is followed:

1. Select target hex and place appropriate attacking CAS aircraft on target.
2. Each IDF CAS mission is subject to 1 anti-aircraft SA-6 missile fire attack. Resolve combat.

3. All available Anti-aircraft artillery fire within range may engage attacking aircraft if possible.
4. Target unit may conduct AAA fire.
5. Resolve CAS combat using one of the available weapons as indicated for each specific aircraft type.
6. IDF CAS A-4 attack from Medium Altitude; Syrian Su-7 attack from low altitude.

B. Artillery

1. Syrian Artillery was used in abundance. IDF artillery was overtaxed and under supplied. All artillery are available only through the Action Card draw. All artillery are deployed off map.

- a. Syrian artillery is considered 20 hexes off map for Howitzers, Guns and MRL. Syrian Mortars are deployed 10 hexes off map.
- b. Syrian Artillery may not fire at MAX ROF.
- c. IDF artillery is deployed 15 hexes off map.
- d. IDF Artillery may fire MAX ROF once per Battery per game.

2. Observing Fire: A hex must be under observation by a unit capable of calling fire in order for a fire mission to be written for the hex. Hq units function as Forward Observers in this scenario. For a hex to be under observation, an unblocked line of sight (LOS) must be traced from the observing unit to the target hex. Syrian Commando Units and all IDF HQ and Syrian Brigade HQs function as FOs.

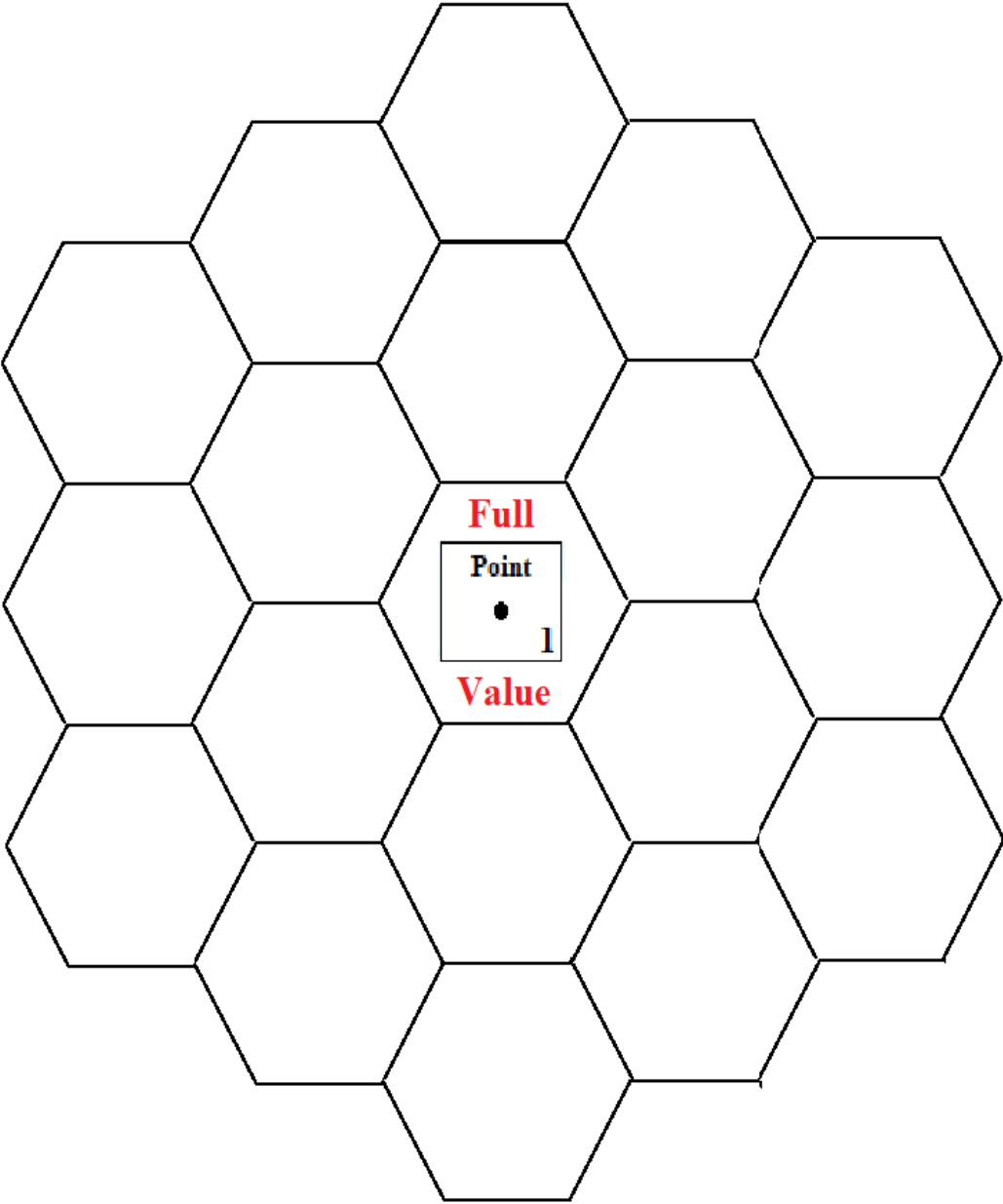
**Exception: Pre-scenario Syrian artillery bombardment. No LOS is required. Area Fire may overlap. Regiment and Brigade units must combine fire against a single target each. For example the Artillery (mortars and howitzers) of the 68th Infantry Brigade must combine fire against a single target. The 70th Artillery Brigade must combine fire against a separate target.*

C. Indirect Fire Procedures: Fire missions due to arrive in the current turn are resolved in the Artillery Fire portion of the Friendly Fire Phase. All artillery firing at a hex is added together and attacks all units (enemy and friendly) in the hex.

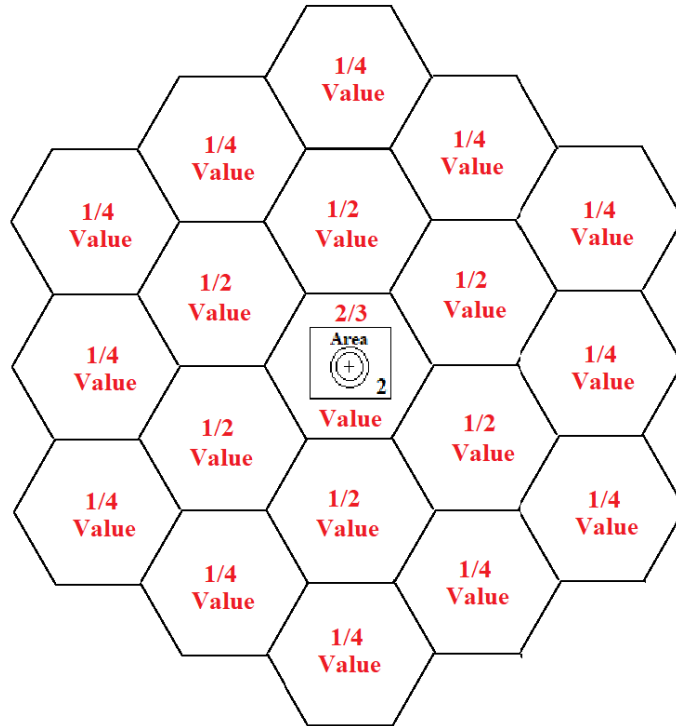
- 1. Select Fire Mission Type-** Two types of artillery fire missions may be selected for each platoon (IDF) or battery (Syrian Company) Point or Area Missions.
- 2. The indirect fire data chart lists the fire value for each indirect fire unit in the game. The value listed is per step. Each full-strength counter has two steps and each half-strength counter has one. Since the fire value is per step, multiple it by two for full-strength units. Write the total fire value (after modification by D1 and D2 below) on the fire mission record as determined by Fire Mission type.**
- 3. Target Defense Value:** The indirect fire defense chart lists the defense values of various units in various terrains.
- 4. Resolution:** The fire values of all artillery units firing at a hex are added together. This is then compared to the defense value of the top unit in the stack and expressed as a simple odds ratio as found on the conventional fire combat results table. If rounding is necessary, always round in favor of the target unit. After locating the correct column of the combat results table, roll a die and implement the result. Repeat this procedure for each unit in the target hex. Note that the fire strength will be the same each time, but the defense value may change.

5. Fire Mission Types:

- a) **Point Strike**-Entire Artillery Fire value concentrated in one hex.
All Artillery fires values are added together and applied to the hex being attacked.

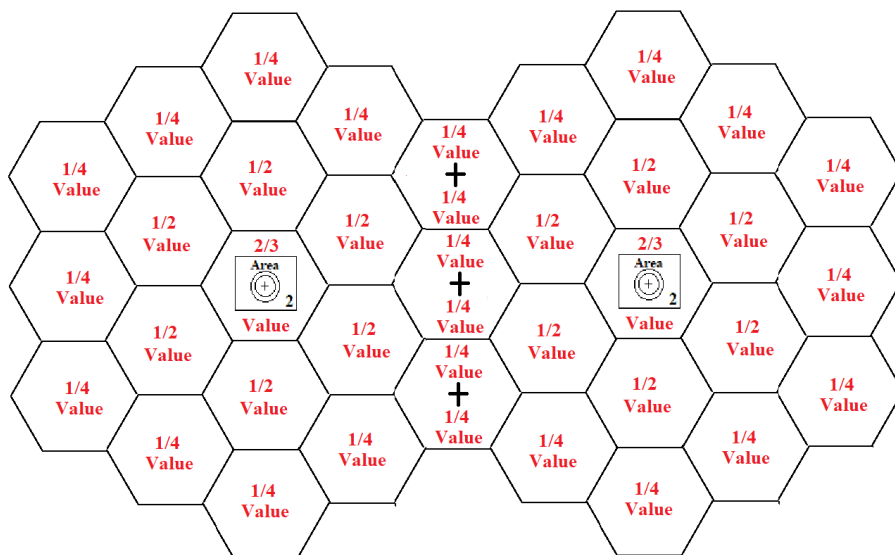


b) **Area Strike**-Target hex $\frac{2}{3}$ fire value. Adjacent hexes $\frac{1}{2}$ fire value. 2 hexes from target hex $\frac{1}{4}$ fire value



D. Overlapping Fire

Add the two fire values together for total fire value applied to each hex



E. Special Cases:

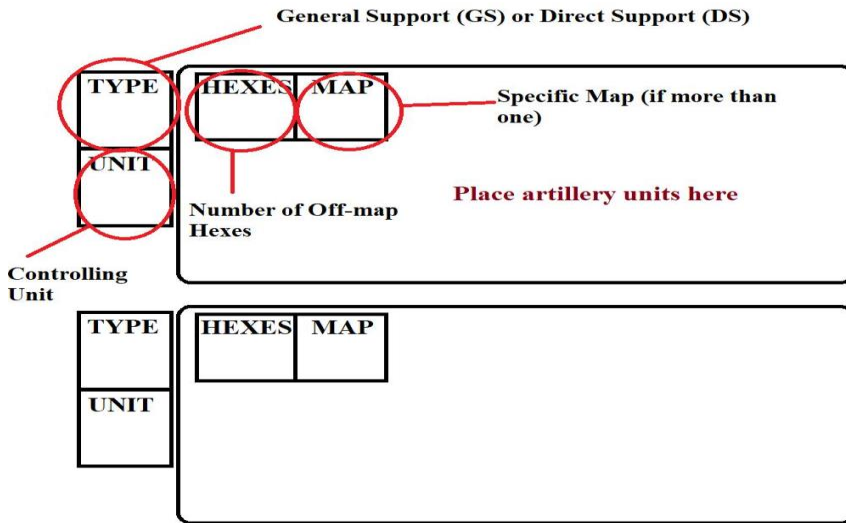
1. Max ROF: Each indirect fire weapon may fire at its maximum rate of fire for one turn without being re-supplied. In that turn the fire value is modified by the *max ROF* multiplier on the indirect fire chart. The firing unit suffers no adverse effect from firing at its max ROF. *For example, the WP D-30 howitzer has a value of 4 when firing HE ammunition. Since its max ROF multiplier is 6, its total value for that turn would be 24. The firing unit must be resupplied before being able to fire another MAX ROF mission again.*

2. Smoke: An indirect fire unit may fire smoke instead of HE or ICM. Smoke missions are plotted using the same procedure as any other fire mission, except that units capable of laying more than one smoke screen may plot as many target hexes as smoke screens. The indirect chart indicates what type of smoke may be fired (chemical or incendiary) and how many smoke screens may be fired per step per turn. Incendiary screens last one turn; chemical screens last two turns. Screens are removed at the start of the artillery phase. The effects of smoke are detailed in rule 19.

If there are units in the target hex the turn smoke arrives, they may be subject to an attack. Chemical smoke missions do not attack units in the target hex but incendiary smoke missions do. Resolve the attack as if it were an HE fire mission but with a value of 10 per incendiary smoke screen targeted on the hex.

F. Range: Indirect fire is limited by the range of the firing unit. The indirect fire data chart lists the range of the various firing units in hexes. Artillery may not fire beyond its maximum range.

G. Off-Board Artillery: The scenario description states what units are received, how far off-board it starts, and whether it is deployed. Off-board artillery performs all its activity, including movement, the same as an on-board artillery unit. Fire missions are recorded as for other artillery. The range from off-board artillery to a target is equal to the artillery's distance off-board plus the distance from the target to any hex on the owning player's board edge.



H. Un-observed Artillery Fire: Un-observed artillery fire occurs when an area needs “softening” up prior to a major attack or a player wants to provide harassing fire in a general area. Un-observed missions are not an accurate way to conduct an artillery strike. Normally, these attacks would occur at the very beginning of a defense or attack scenario and not in a movement to contact. The location of the defense is generally known, specific locations of enemy units are not.

1. Fire: HE fire missions only are conducted. Fire Drift is calculated for final target hex. Resolve artillery fire is for each hex as required. Remove target mission markers at conclusion of fire. No pass-through fire for pre-game missions. Units may use Max ROF in pre-game fires and in the game itself (regular restrictions apply once the game starts).

2. In-game Procedure: Conduct Un-observed Artillery Fire Mission as a standard fire mission with no unit observing fire using HE or Smoke missions only. Fire drift will affect these missions also. For Chemical smoke missions only, a 1 turn Smoke marker is placed.

3. Fire Drift: With no one available to observe the strike of rounds and adjust fire, a fire mission will probably drift from the intended target hex to multiple impact hex locations. The fire mission will drift from the intended target in the direction of the wind as determined in pre-game set-up. Roll die once. Divide the result by 2 to determine the number of hexes the fire drifts. Round up. This is the new impact hex. Place the fire mission marker in this hex. Conduct artillery fire versus units in this hex.

I. Counter-battery Fire: Counter-battery fire is designed to disrupt or destroy enemy artillery units. Only IDF S Battery-55th Artillery Battalion may conduct Counter-battery fire through Action Card draw; *however 1 battery of M109A2 (899 Art Bn) may be cross attached at the beginning of the scenario to the 55th Artillery.* The cross attached Battery may only fire when S Battery-55th Artillery fires and only at the same targets. This is the only type of fire mission that S Battery- 55th Artillery may conduct.

1. Procedure: The Counter-fire Battery may conduct either a combined attack with both platoons or attack separate targets with each platoon. The IDF player selects which Syrian artillery units to attack.

2. Counter-battery artillery units: Any artillery unit can fire a CB fire mission. A counter-battery fire mission does not require placement of a fire mission marker. The fire is directed against specific units, not a hex.

3. Counter-battery Fire value: A counter-battery fire mission may only be conducted using HE ammunition but it may be conducted at Max ROF (MAX ROF may only be used by a specific unit once per game)

4. Counter-battery Fire Resolution: Counter-battery fire units apply the counter-battery modifier to the Conventional Fire Combat Results die roll. Apply all modifiers that are applicable on the Conventional Fire Modifier table. Apply the results as per rules. Off-board artillery units are treated as if they are a full strength unit occupying a clear hex under cover.

III. Action Cards

A. Card Play

One card is drawn from the Action Card Draw Deck. The card gives instructions for the action to be applied to play for the current turn. If the Action Card is not applicable to the current turn (due to time of day restrictions, etc.) place it in the USED deck. If the Action Card is played and it states *Discard after play* it is placed in the DISCARD deck and not referenced for the remainder of the game. Once all Action Cards in the Action Card Draw Deck have been played and placed in the USED deck or the DISCARD deck, remove the Action Cards in the USED deck and re-shuffle. These cards are placed back in the Action Card Draw Deck and maybe drawn and played again.

B. Action Card Deck

1. *Syrian Commando Sniper Attack*: Die is rolled and the result indicates whether an IDF Leader has been wounded. If so, remove the appropriate IDF Leader from play. IDF units subordinate to that specific leader may not move or fire in the 1st IDF Player Phase. Place in USED deck after play.



2. *Syrian Commando Anti-tank ambush*. Place a Syrian Commando counter in any road or trail hex containing an IDF AFV or MBT unit. The Syrian Commando immediately performs a Close Assault. The IDF unit may not return fire until the next IDF Player Fire Phase if the unit survives the ambush. The Commando unit remains in the hex until destroyed. If no IDF unit is in a road/trail hex place in USED deck.
3. *IDF Tank disabled*. One off-road IDF MBT unit is marked as disabled and may not move for 1 complete IDF turn. The IDF unit may still fire and spot normally. Place in USED deck.
4. *Syrian Air Stike on IDF HQ*. Syrian Air Strike attacks off map IDF 7th Brigade HQ. All Israeli command Operations Point ratings are reduced by 1 for the current turn. No IDF 7th Brigade TOC planning for 2 full IDF player turns. Roll the die once. Any roll of 1 or 2 IDF Leader Ben-Gal is KIA and removed from play. Place in DISCARD deck after play.

5. *Syrian Air Strike on Ammo Dump*. Israeli resupply for all ammunition types is reduced by $\frac{1}{2}$ (round down) until the next 0000 hours turn. Discard after play.
6. *Syrian air superiority*. No Israeli air strikes for the next 3 turns. Discard after play.
7. *Syrian Commando (Mt Hermon) call artillery strike*. Syrian Commandos (off map) on Mt Hermon, call in Area Artillery strikes on all IDF units on the map. All Syrian off map artillery are available for 1 strike each. Artillery units of the same battery may combine fire but units of different batteries may not combine fire together. Subtract 1 from each Conventional fire resolution die roll. Place in USED deck.
8. *IDF Command confusion*. IDF command confusion. Play any time after OCT 8 0000hrs turn. Add 2 to the IDF Replacement die roll. Place in USED deck.
9. *Syrian air strikes*. Syrians may conduct 2 air strikes this turn on spotted IDF units. DAY ONLY. Place in USED deck
10. *Syrian consecutive air strikes*. Syrians may conduct 1 air strike for the current turn Syrian Air Phase and the following Syrian Air Phase. Place in USED deck.
11. *Syrian sappers at AT ditch*. Syrian sappers are delayed by anti-tank ditch minefield. Minefields cannot be cleared for 3 complete Syrian turns. On the 4th Syrian turn each AT ditch hex containing a Syrian sapper are cleared. Place in USED deck.
12. *Syrian AVLB disabled*. One Syrian deployed AVLB bridge is disabled. Select any deployed AVLB bridge. Selected bridge may not be used for 3 complete Syrian Player turns. Place in USED deck
13. *IAF air strikes*. DAY only. 2 IAF air strikes are available this turn. Place in USED deck.
14. *IAF HARM strike*. DAY only. IAF HARM strike is successful. The Syrian AD system is knocked out for the rest of the scenario. No Syrian SA-6 SAM

anti-aircraft fire is available for the remainder of the scenario. Discard after play.

15. *Syrian FO disrupted.* Syrian Forward Observer communication is disrupted. All Syrian artillery fire suffer from drift for the next 3 game turns. Place in USED deck.
16. *IDF emergency resupply.* IDF units are automatically resupplied. Add 1 round of ammunition for each type of ammunition available to each specific unit up to the maximum allowed. Place in USED deck.
17. *IDF artillery strike on Syrian 7th Infantry Division HQ.* IDF artillery fire disrupts Syrian HQ communication. No Syrian unit may move this turn. Syrian units may fire and spot. Roll one die. On a roll of 4 or less Syrian Leader Abrash is KIA and removed from play. Discard after play.
18. *IDF resupply.* NIGHT only. IDF supply push. All IDF units are re-supplied to full ammunition capacity. IDF units selected for re-supply may not move or fire this turn. Place in USED deck.
19. *IDF command initiative.* IDF Command pushes Replacements. Subtract 3 on the Reinforcement availability roll. Play any time after Oct 8 0000hrs. Place in USED deck.
20. *IDF Counterbattery fire.* DAY only. IDF Counterbattery fire against off-map Syrian artillery. IDF 55th Artillery Bn may conduct point strike mission against 1 (combined fire) or 2 (separate 1 step attack) Syrian Artillery units. Place in USED deck.
21. *IDF artillery strike.* IDF may conduct 3 Area Artillery strikes on spotted Syrian units. If the turn is a night turn 1 of the strikes may be designated as a Flare mission. Place in USED deck.
22. *NO ACTION THIS TURN.* No significant action occurs. Place in USED deck.

C. Replacement-Reinforcements



1. Replacements

The IDF receives Replacement Reinforcement every turn beginning with the Night 0200 turn of October 8. The IDF Player rolls one die and consults the Availability Table for the number of MBT steps available for deployment. Replacement Reinforcements may enter either at HEX 0622 or HEX 1622.

Replacement units are limited in supply. The Repl Units are numbered sequentially and must be deployed in numerical order per number of steps rolled for on the Availability Table. For example, the first Repl 1 1/2 step unit deployed would be Repl 1. If the availability roll indicates the first Repl Unit is a 1 step unit then Repl 5 1 step unit is deployed. When a Repl Unit is eliminated it is placed aside. Once all Repl units are have been deployed, skip the Replacement Availability step.

Replacement units must be assigned by IDF Leader Ben-Gal to specific Battalion Commanders. This cost 1 Leader operation point per unit. Once TF 188 Leader Ben-Hanan is activated all further Replacement units are automatically attached to Ben-Hanan. IDF Leader Ben-Hanan may attach specific Replacement units to other IDF Battalion Commanders at the cost of 1 Leader operation point per unit.

2. Reinforcements

Reinforcements are available per scenario instructions. Reinforcements enter at specified hexes per scenario instructions. Syrian Reinforcements enter Hexes 3101 and 3201 and between Hexes 3301-3318 Eastern Edge of Map. Israeli Reinforcements enter from Hex 0622 and 1622. Units may enter in any formation the Phasing Player desires at no cost. Unit movement may be disrupted by Action Card event. The Phasing Player may delay entry at the Player's discretion.

D. Terrain

1. Earthen Ramp

The Earthen Ramp was constructed to provide the IDF tank crews with an elevated stable firing platform. IDF units have a -1 modifier for spotting during daylight hours. IDF MBTs have a -2 modifier to anti-tank combat when firing across an earthen ramp hexside.

2. *Non-navigable Wadi*

This represents a wadi of enough width and roughness to prevent bridging and vehicular traffic. P-L class units may enter but are fatigued upon crossing a wadi (brown) hexside. P-L units in a wadi are considered under cover.

3. *Anti-tank Ditch*

The Anti-tank Ditch represents the 3 meter deep by 5 meter wide ditch constructed by Israel between 1967 and 1973. ATD hexes contain a single density camo AT Minefield that must be breached by engineer/sappers before the ditch can be breached or bridged.

An Engineer/Sapper unit can breach the minefield in 3 turns provided they are not suppressed. Two Engineer/Sapper units can breach the minefield in 2 turns. Record the progress either on an Engineering Log sheet or separate notes. Once the minefield is breached an AVLB can bridge the AT Ditch. Place an AVLB Bridge marker when the AVLB Bridge is deployed. The AT Ditch can also be reduced by a Sapper unit in 12 turns. Each additional Sapper unit (maximum of 2 additional) reduces the time by -2 turns each. Place a breach marker once mines are cleared and AT Ditch breached.

The minefield can also be breached by PT-55 using the rollers.

E. Combat Modifiers

Several factors unique to the Syrian-Israeli combat in the Golan Heights affect combat. Syrian MBTs and AFVs fought buttoned up for the most part. This type of combat limits the crew ability to spot targets and engage targets. Low light level combat produced several advantages for the Syrians given their superiority in night vision devices and the Israeli lack of capability. See the Anti-Armor Chart for specific modifiers.

F. Three Element Units: The IDF and Syria utilize weapon systems in three element sets. In Assault, most units are either 1, 2, or 4 weapon systems consisting of a single unit step, 1 step or 2 step counters. In order to simulate 3 system steps the following rules are applied. A three element unit has 1 ½ steps.

1. 3 Vehicular (Armored and Vehicle) Platoons: Syrian Tank Battalions that are organic to Motorized Rifle Regiments have platoons consisting of 4 tanks each. All other Syrian and IDF tank platoons are made of 3 tanks per platoon. Standard 4 tank platoons are treated normally. 3 vehicle platoons will be identified by a black silhouette with white unit type. For example a 3 tank IDF Shot Kal platoon would appear as:



2. Artillery: Some artillery units will consists of 3 tubes or guns as minimum sized sub- units. Multiply ***Fire Values*** on the Indirect Fire by 1 ½ for 3 weapon units. These are indicated on the Indirect Fire Charts and Unit Data Cards.

3. P-class and Non-artillery W-Class: These units are treated the same as Vehicular units.

4. Hits: When a 3 element unit suffers a hit, place a ***HIT-2 Marker*** on it.



a. The -2 marker should be applied to both frontal and flank armor calculations, all base to hit chances and all base spotting chances (both to be spotted and spotting attempts). Armor penetration values for rounds fired are not affected.

b. Conventional Fire values, Artillery Rates of Fire and HE values are reduced by 2. All base to hit chances and all base spotting chances (both to be spotted and spotting attempts) are reduced by 2. Units attacking a P- class, W-Class or V-class unit that has a -2 hit marker subtract 2 from the Conventional Fire Combat Results die roll. Artillery fire values are as listed and not adjusted by 1 ½.

c. A unit with a -2 hit marker that suffers another hit is eliminated.

IV. Low Light Level Combat

See Low Light Equipment Chart for specific equipment assignment

A. Low Light Devices

There are 4 types of “night” vision that will be addressed, un-aided, star-light, white light, infrared. The Advanced capabilities spreadsheets list the optics available for each unit type.

1. Un-aided: All units can use un-aided spotting; i.e. optics with no low light devices and eyesight, are very restricted in their low light level combat capabilities.

2. Star-light: Star-light night vision devices, such as the U.S. AN/PVS-7B, uses the ambient light available to enhance the wearer’s night vision capability. These type devices are worn as headgear, attached to helmets or mounted on weaponry; i.e. rifles and machineguns.

3. White Light: All Vehicle Units are equipped with white lights. Units using white light are automatically spotted by units with an LOS.

4. Infrared Light: An improvement over white light, Infrared spotlights equip most Syrian (Soviet) vehicle. A major drawback to Infrared equipped units is that the Infrared light source is visible to all other devices except the un-aided eye and white light. The IDF

provided a limited number of IR hand held scopes that could spot IR searchlights and driving aids.

B. Low Light Spotting

The spotting tables for daytime are replaced by Low Light Spotting Tables. These tables are organized by device type and range. Modifiers are applied as specified.

1. Procedure:

- a.** Determine the unobstructed range to the target unit.
- b.** Determine the base chance to spot using the Low Light Spotting Table by cross referencing the Low Light Device type with the range in hexes. All units may select un- aided spotting if desired and not use the assigned device. If the spotting unit uses White Light or Infrared Light, place the appropriate marker on the spotting unit. These markers, White Light and Infrared Light, remain on the unit until the end of the next Fire Phase.
- c.** Check the target status and apply the appropriate modifier.
- d.** Roll the Die.
- e.** Apply the appropriate modifiers from the Low Light Spotting Roll Modifiers Table to the die roll. Modifiers are cumulative. A die roll equal to or less than the Base Chance results in the target unit being spotted.
- f.** RADAR equipped units are not affected by Low Light conditions and may spot and conduct combat normally.

In the Syrian Fire phase, a Syrian T-62A with IR low light device attempts to spot a Israeli Shot Kal that is in a clear hex under cover at a range of 6 hexes. The Shot Kal has fired at another unit. The base spotting chance is 5. The base chance is modified by +4 because the Shot Kal fired at another target. The modified Base Spotting chance is now 9.

Low Light Spotting Table

Low Light Device	Base Spotting Roll											
	Range in hexes											
	0	1	2	3	4	5	6	7	8	9	10	12
●	10	6	-	-	-	-	-	-	-	-	-	-
○	10	8	6	5	-	-	-	-	-	-	-	-
○	10	10	10	6	5	-	-	-	-	-	-	-
●	10	10	10	8	6	6	5	-	-	-	-	-

- Un-aided
- Starlight
- Infrared
- White Light

IDF Units have IR Driving aids
 IDF Hq units have IR for spotting only.

Target Status	
Moving	+2
Firing	+4

The Syrian player then rolls the die and rolls a 6. The Shot Kal is in clear terrain (-4) but is under cover (+2) for a modifier of -2 to the die roll. $6-2=4$. Since the modified base chance to spot is 9 and the final modified die roll is 4, the Shot Kal has been spotted by the T-62A.

Low Light Spotting Roll Modifiers

Target Type	CLEAR	WOODS	MARSH	TOWN	URBAN STRIP	Cover ①	Used White Light	Used Infrared Light ②	Used Laser ②
H	+2	+1	+1	0	+1	+4	n/a	n/a	-2
P	-2	-1	-2	+3	+2	+3	n/a	n/a	-2
W	-3	-2	-2	+1	0	+2	n/a	n/a	-2
V/AFV	-4	-3	-3	-1	-2	+2	Auto	-4	-2

① Cover modifier applies to units in bunkers, entrenchments, hull down positions and cover.

② IR modifier only applies if spotting unit is using Starlight, Infrared, Thermal Imaging or Low Light Level TV (LLTV)

All modifiers are cumulative.

Radar-equipped units are not affected by Low Light conditions and spot as normal

C. Low Light Combat

Low light devices have an impact on combat. These modifiers are applied in addition to other modifiers as specified on the Anti-Armor and Conventional/Indirect Fire tables.

1. Procedure: Determine the range that the combat takes place by cross referencing the range with the device type. The maximum range for the weapon system is dependent upon the Low Light Level Device being used and NOT the ammunition type. Engagement range is any range with an assigned Low Light Combat Modifier value. Now, find the appropriate base Hit for the Low Light Device selected. Apply all appropriate modifiers for combat.

a. For Anti-Armor combat apply the Low Light Combat value to the base Hit chance. Roll the die and apply the appropriate modifiers to determine if a hit occurs. Then check for penetration. Low Light Combat value ONLY affects the Base Hit Chance in Anti-Armor Combat.

b. For Conventional/Indirect fire apply the Low Light Combat value to the DIE ROLL.

c. The use of FLARES and Ambient Light may affect the use of Low Light Combat Modifiers (See Rule 46.V.)

d. Only Helicopters organically equipped with ATGM or have an ATGM as a weapons pod option may conduct Low Light Combat. These weapons systems use thermal imaging integrated into the weapons package.

Air Defense units with a ** or † may conduct SAM or AAA attacks as normal. IR Seeker and Radar guidance weapons systems are not affected by lighting conditions.

f. All Aircraft are considered to be equipped with a Thermal Imaging (FLIR) Laser Designating weapon system with the applicable Low Light Combat modifiers.

The Syrian T-62A, having spotted the Israeli Shot Kal, decides to engage the Shot Kal with a HEAT round at 6 hexes. Since the range of 6 hexes is within the IR low light device range, the T-62A has a -3 modifier to the Base Hit Chance

Low Light Combat Modifiers

Low Light Device	Base Hit Modifier											
	Range in hexes											
	0	1	2	3	4	5	6	7	8	9	10	12
●	-2	-3	-	-	-	-	-	-	-	-	-	-
●	0	-1	-2	-3	-	-	-	-	-	-	-	-
○	0	0	0	0	-1	-	-	-	-	-	-	-
●	0	0	0	0	-1	-2	-3	-	-	-	-	-

Apply to Die Roll for Base Chance to hit
 Apply to Conventional Fire Die Roll

- Un-aided ● Infrared
- Starlight ○ White Light

The HEAT round has a base hit chance of 1 at 6 hexes. Applying the Low Light Combat modifier for Infrared of -3 brings the base chance to hit to -2; however, the base chance to hit can never be modified below 1 so the modified base chance to hit is 1. Since the Shot Kal is under cover this is multiplied by 1/2 and rounded up. The base chance to hit remains at 1. If the Syrian T-62A had used an AP round the Base Chance to Hit would also have been a modified 1.

Syrian T62A Direct Fire Chart (partial)

Unit	Ammo	ROF	Range Effectiveness														Ammo Supply
			Range in hexes														
			0	1	2	3	4	6	8	10	12	14	16	18	20	22	
T-62A	AP (A)	1	8:18	9:18	8:17	7:17	5:17	3:16	2:15	1:14	-	-	-	-	-	4	
	HEAT (A)	1	7:18	8:18	8:18	5:18	3:18	1:18	-	-	-	-	-	-	-	2	

D. Low Light Movement

Low light level affects the movement capability of V/AFV class units. Units may choose to use Un- Aided movement, White Light movement or Aided movement. Un-aided movement is just that, the unit moves under black out conditions. White Light movement occurs when the unit uses headlights to illuminate the area in front of it. Aided Movement occurs when using a low light driving aid; i.e. infrared viewer for the driver. These type devices do not provide modifiers to spotting attempts.

1. Un-aided Movement: Units using unaided movement subtract -3 from their movement allowance. Movement allowance may not be reduced below 0 and all units may move at least 1 hex. All units may move at least 1 hex regardless.

2. White Light Movement: Units using white light movement move at normal movement allowance. A White Light marker is placed on the vehicle and may not be removed until the end of the next Fire Phase. Units using White Light Movement suffer all the penalties associated with being the target of spotting attempts.

3. Aided Movement: NATO (including Sweden and Austria) units using aided movement subtract 1 from their movement allowance. Warsaw Pact (including Finland and Yugoslavia) units using aided movement subtract 2 from their movement allowance. Movement allowance may not be reduced below 0 and all units may move at least 1 hex. Only AFV/AIFVs may use Aided Movement. V class units may not use Aided Movement.

4. Helicopters: All helicopters are considered to use Aided Movement. Helicopter Low Light Movement is a modification of the Maneuverability Rating. Syrian Helicopters add +3 to their Maneuverability Rating.

5. Aircraft: Aircraft add +1 to their altitude value; i.e. Attack Aircraft fly at 2 levels above the terrain in low light conditions instead of 1 level.

E. Artificial Light


Artificial light sources, such as flares, are used to provide short term illumination to a small area. Flares can either be of the handheld type, trip-flares or the artillery deployed type. Ambient light would be that light produced by a full or half-moon. Ambient Light mainly affects those units equipped with un-aided, starlight, white light and infrared light; providing the latter two with an option of not using the equipment but relying on un-aided spotting.





1. TRIP Trip Flares: These flares are generally emplaced prior to the start of play. Each infantry or engineer “P” class unit may emplace 1 trip flare in any hex (except all-water hexes) within a 1 hex range. Record the location of a Trip flare on the Engineering Log-sheet as if it were an engineering action. Trip flare markers are placed as soon as an enemy unit enters the hex during a movement phase. Trip flares illuminate the hex that they are placed in. All spotting attempts in this

hex are conducted as if under daylight conditions and normal spotting rules apply. Remove the Trip Flare marker at the end of the next Fire Phase.

2. Hand-launched Flares (HLF): These type flares are hand-held/launched, (think supersize Roman candle). Each “P” class unit has 2 hand-launched flare available per game. Record the use of a HLF as if it were a round of ammunition. HLF is a movement oriented action but does NOT require Operation Point expenditure. A “P” class unit may use a HLF in any Movement Phase regardless of who the phasing player is.



- a. Place a  marker 2 hexes from the firing unit in the designated hex.
- b. Spotting may occur in the hex and within a 1 hex radius from the flare marker as if under daylight conditions; normal spotting rules apply.
- c. At the END of the next Fire Phase remove the flare marker.

3. Artillery Emplaced Flares (AEF): These flares are launched from field artillery and mortars. They have a longer duration than hand launched flares and are affected by wind. See the Indirect Fire Data charts for availability of flares.

- a. Record the Flare Mission just as you would any Indirect Fire Mission (exception: Enhanced SPG {Rule 18.E.1.} and direct fire mortar, both of which may fire and place the flare in any eligible Fire Phase); do NOT place a fire mission marker.
- b. On execution of the fire mission, place a  marker in the designated hex.
- c. Spotting may occur in the hex and within a 2 hex radius from the flare marker as if under daylight conditions; normal spotting rules apply.
- d. At the end of the next Fire Phase replace the flare marker with a  marker; if there is a moderate wind move the marker 1 hex in the wind direction. If there is a strong wind move the marker 2 hexes in the wind direction.
- e. Spotting may occur in the newly illuminated hex and within a 1 hex radius from the flare marker as if under daylight conditions; normal spotting rules apply.
- f. At the end of the next Fire Phase remove the flare marker.

4. Flares and Combat: If a unit is spotted by a spotting attempt that used flare illumination and the flare marker is still in place, combat may occur as if in daylight conditions with no Low Light Combat modifiers applied.

F. Ambient Light

At the setup determine the level of Ambient Light available after determining the weather status. Ambient Light will only be available in clear weather. Roll the die and cross reference for the available light on the Ambient Light Table. Place a  Full Moon marker or a  Half Moon marker anywhere on the map as a player aid.

Natural Light Table

Full Moon	Half Moon	None
1-5	6-8	9-10

1. If the result is a Full Moon subtract -2 from all spotting attempt die rolls with no low light level spotting aids
2. If the result is a Full Moon Low Light Combat modifiers are halved (round up) when using no low light level aids
3. If the result is a Half Moon subtract -1 from all spotting attempt die rolls when using no low light level spotting aids.
4. Units using Un-Aided and Aided movement have +1 added to their movement allowance in addition to the modifiers required by *Low Light Movement*.



V. Leaders (Command & Control)

- A. Players may apply the Leader Operation Rating to any operation for specified *subordinate units* once per Phasing Player turn. The points are expended in the same manner as normal operation points above and beyond the HQ or TOC operations points. These points are in addition to the command ratings rolled for at the beginning of the scenario. Leaders do not have to have LOS to use Leader Operation points to subordinate units.
- B. Leaders are assigned to a specific HQ unit. If that unit is eliminated in combat, the Leader is eliminated on a die roll of 1-6. If not eliminated the Leader is placed with the HQ of a subordinate unit. That unit then becomes the Higher HQ for that specific organization.

- C. Players roll for command and planning points for HQs and TOCs identified on the Syrian and Israeli Command & Planning charts listed. All TOCs and IDF Brigade/Syrian Division HQs are considered off map.
- D. Only Syrian Brigade HQs/Division HQ & TOC generate Syrian Operation Points. Syrian Operation Points can only be issued to subordinate HQs. All units must remain within 2 hexes of their immediate HQ. Any unit beyond the 2 hex limit or units who's HQ has been eliminated may only be moved by 7th ID TOC Ops Point expenditure. All units of the platoon/company/battalion, with the exception of indirect fire units and their transports, that are within 2 hexes of their HQ must assume the same formation, assume and maintain the same facing, and expend the same number of movement points, moving in effect in formation.

VI. Supply

- A. Syrian units that do not move and are not stacked with or adjacent to IDF units in the 1st phase of a 0000 turn are automatically resupplied.
- B. IDF units are either resupplied by Action Card draw or may resupply at Hex 1512 any turn after the 7th Armor Brigade Forward Log Base deploys.
 - 1. The Log Base supply chart list the total number of rounds available for the IDF to resupply.
 - 2. The total available supply may be affected by Action Card draw.
 - 3. The 213th Artillery Regiment cannot be resupplied. At start ammunition available is the limit of rounds available.
 - 4. If the 7th Armor Brigade Forward Log Base is destroyed in combat then the IDF may only resupply through Action Card draw through the remainder of the scenario.