

Day Only

Syrian Commando Sniper attack wounds an IDF Ldr. Remove Ldr, Subordinate IDF units may not move/fire for the 1st IDF player phase.

Kahalani 1 Eldar 3

Karmel 5 Nafshi 7

All other rolls are a miss



Syrian Commando Anti-tank ambush. Place Syrian CDO in same hex any road bound Israeli target unit. Syrian CDO may conduct close assault. Israeli unit may not fire until next phase.

Night Only

Israeli supply push. All Israeli units may be resupplied to full ammo capacity. Israeli units that resupply cannot move or fire this turn. Night turn only.

Day Only

Syrian air strike hits higher HQ. All Israeli command ratings reduced by 1 and no TOC planning for 2 turns.

(Discard after play)

**IDF Ldr Ben-Gal
KIA on roll ≤ 2**

Day Only

Syrian air strike hits ammo dump. Israeli resupply reduced by $\frac{1}{2}$ round down.

(Discard after play)

Day Only

Syrian air superiority. No Israeli air strike for next 3 turns

(Discard after play)

Day Only

Syrian Commandos on Mt Herman call artillery strike on spotted/unspotted Israeli units. All available off map Syrian Artillery may fire Area Strike mission. Subtract 1 on die roll for Conventional Fire resolution. All modifiers for Indirect spotted/unspotted fire apply.

Israeli command confusion. Add 2 to Reinforcement availability roll.

Play after Oct 8 0000

Day Only

2 Syrian air strikes available this turn.

Day Only

1 Syrian air strike available per turn for the next 2 turns.

Syrian sappers are delayed by Anti-tank ditch minefield for 3 complete Syrian turns

One Syrian deployed AVLB bridge is disabled. Select any deployed AVLB bridge. Bridge may not be used for 3 complete Syrian turns

Day Only

2 Israeli air strikes
available for this turn

Day Only

Israeli HARM strike
success. NO Syrian SAM
anti-aircraft fire available
for the remainder of the
game.

(Discard after play)

Syrian Forward Observer
communication
disrupted. All Syrian
artillery fire suffer from
drift for the next 3 game
turns.

Day Only

Israeli artillery fire
disrupts Syrian HQ
communication. No Syrian
unit may move this turn.
Syrian units may fire and
spot.

(Discard after play)

**Syr Ldr Abrash
KIA on roll ≤ 4**

Israeli emergency
resupply. All Israeli units
may be resupplied with 1
round for each ammo type
(to the capacity limit for
each type).

Night Only

Israeli supply push. All
Israeli units may be
resupplied to full ammo
capacity. Israeli units
that resupply cannot
move or fire this turn.
Night turn only.

Israeli Command Initiative. Subtract 3 on Reinforcement availability roll.

Play after Oct 8 0000

Day Only

Israeli Counterbattery Fire. Available Israeli Off Map artillery may conduct Point Strike mission versus Syrian Off Map artillery unit.

55th Art Bn Only

3 Israeli Artillery area artillery missions. 1 of the missions may be used for Flare mission during night turn

NO ACTION THIS TURN

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