

Combat Tables

Game turn

Arabian turn

- Arabian air phase
- positioning and removal of bridges on the channel
- Arabian movement phase (land forces)
- Arabian combats (land forces)
- the « choc » markers on Arabian units are removed

Israeli turn

- Israeli air phase
- 1st Israeli movement phase
- Israeli combats
- the « choc » markers on Israeli units are removed
- 2nd Israeli movement phase

Air combats

Combat Potential of the aircraft units

Country	Interceptors	Bombers
Israel	6 (3)	3 (2)
Egypt	4 (2)	2 (1)
Syria	3 (2)	2 (1)
Irak	3 (2)	2 (1)

Numbers are : Combat potential (reduced combat potential)
The defense combat potential of an helicopter or a paratrooper is 1.

Results of aircraft combats

Dice	Force ratio							SAM
	1-3 & less	1-2	1-1	2-1	3-1	4-1 & more		
1	-	-	-	-	-	r	r	
2	-	-	-	-	r	rr	rr	
3	-	-	-	r	rr	Rrr	Rrr	
4	-	-	r	rr	Rrr	RRR	RRR	
5	-	R	rr	RRr	RRR	RRR	RRR	
6	r	Rr	RRr	RRR	RRR	RRR	RRR	
7	rr	Rrr	RRR	RRR	RRR	RRR	RRR	

The Israeli player add 1 to the dice for each aircraft combat.

SAM fire: remove from the dice the distance between the target and the SAM and also 1 point if the SAM is reduced. After turn 6, remove one supplementary point to each dice throw.

Results :

r : 1 aircraft pushed out

R : 1 aircraft reduced

D : 1 aircraft destroyed

The attacked player chose which aircraft is impacted. If he has less than 3 aircrafts, the worst results are applied first.

Combats results

Arabian Attacks

(or Israeli tanks attacking alone non mechanized Egyptian infantry)

Dé	Force ratio							
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AE	AE	AR	Ar	EX1	Dr	Dr*	Dr*
2	AR	AR	Ar	Ar	Dr	Dr*	Dr*	Dr*
3	AR	Ar	Ar	EX1	Dr*	Dr*	DR	DR
4	Ar	Ar	-	Dr	Dr*	DR	DR	EX2
5	Ar	-	Dr	Dr*	Dr*	DR	EX2	DE
6	-	Dr	Dr	Dr*	Dr*	EX2	DE	DE

Israeli Attacks

(general case)

Dé	Force ratio							
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AR	Ar	Ar	EX1	Dr	Dr*	Dr*	Dr*
2	Ar	Ar	-	Dr*	Dr*	Dr*	DR	DR
3	Ar	-	Dr	Dr*	Dr*	DR	DR	EX2
4	-	EX1	Dr*	Dr*	DR	DR	EX2	DE
5	-	Dr	Dr*	DR	DR	DR	DE	DE
6	Dr	Dr*	DR	DR	DE	DE	DE	DE

It is not possible to attack at less than 1-3

For more than 6-1, use the 6-1 column and add 1 to the dice for each point above 6-1 (for instance 8-1: add 2 to the dice)

Results explanations

AE/IE : Attack or Defense is eliminated

AR/DR : Attack or Defense is reduced, retreats of one hex and receives a "choc" counter

Ar*/Dr* : Attack or Defense retreats of one hex and receives a "choc" counter

Ar/Dr : Attack or Defense retreats of one hex

EX : Defense like DR, attack is reduced for a number of unit equal to the number of defense units.

EX2 : Defense like DE, attack is reduced for a number of unit equal to the number of defense units

Bombing

	Force ratio								
	0	1	2	3	4	5	6	7	8
Tanks, mechanized infantry, paratrooper, bunkers	-	-	-	-	*	*	R	R	D
Other units, SAM, bridges	-	-	-	-	*	R	D	D	D

The Israeli player add 2 to the dice

A reduced aircraft removes 1 to the dice

Result : * : choc, R : reduced, D : destroyed