

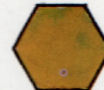

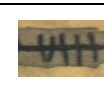

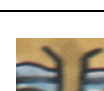






Terrains table

Map	Aspect	Name	Movement	Combat
Both		plain	1 pt	NO EFFECT
Sinai		Sinai desert	2 pts	NO EFFECT
Sinai		Swamp	2 pts	Defense doubled: attack in swamp divided by 2
Both		Mountain	2 pts	Defense +1 per unit
Golan		Peak	impossible	Forbidden
Golan		Lave	impossible	Forbidden except for Artillery
Sinai		Red see and Lakes	impossible	Forbidden except for Artillery
Golan		Jordan & bridges	See 7.32	Attack divided by 2 except artillery
Golan		Tiberiad lake	See 7.32	Forbidden except for Artillery
Sinai		Suez Channel	See 7.31	Forbidden except for Artillery
Sinai		Bridges on the channel	Infantry + 1 Motorized + 2	No effect
Golan		Damas	1 pt	Double defense
Both		Other cities	1 pt	Defense +1 per unit
Sinai		Retrenched zones	Like the hex	Forbidden
Golan		Kibboutzim	Like the hex	Israeli defense : +1 per unit
Golan		Syrian fortified lines	Like the hex	Israeli attack : -1 per unit cross attacking
Both		Sinaï Front	1/2 or 1/3 of pt except if ZDC ennemie	No effect