

TARGET DAMASCUS

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TERRAIN EFFECTS CHART

Type	Movement	Fire Combat	Assault Combat
Anti-tank ditch	+3 Mech +1 Non-mech	-	1L
City (Kiswe)	2 MP No ZOC into	+1 when fired into	Defender double (Syrian/Arab only)
Clear	2 MP mech 1 MP non-mech	None	None
Damascus	2 MP Israeli may not attack or move into	Not allowed into	Not allowed into
Desert	No mech 3 MP non-mech No ZOC into/out of	Not allowed	½ strength into/out of
Escarpment	Can only cross on roads Blocks ZOCs	Not allowed (Optional: +1 across road hexside; otherwise+2)	Attacker halved (along road only)
Improved position (Israeli only)	Other terrain ignore EZOC	+2 when fired into	Defender doubled (tripled if printed on map or on Tel)
Interdicted hex	+2 MP per interdiction (+4 maximum)	None	None
River	+2 MP to cross	-	Attacker halved
Road	1 MP all units	-	-
Rough	3 MP mech 2 MP non-mech	+1 when fired into	-1
Sea	Prohibited	Not allowed	Not allowed
Syrian strong-point	+1 MP for hex and adjacent hexes No Israeli ZOC into	+1 when fired into	No retreat for undisrupted defender
Tel	+1 MP to other terrain in the hex	-1 when firing from	Defender doubled (tripled if with improved position)
Town	Other terrain	-	-
Undisrupted enemy ZOC	+1 MP to enter or leave.	Combat mandatory	Combat mandatory
Wadi	+4 mech +2 non-mech	+1 across	Attacker halved
Wooded	3 MP mech 1 MP non-mech	+1 when fired into	-1

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VICTORY POINT RECORD CHART

0	1	2	3	4	5	6	7	8	9
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GAME TURN RECORD CHART

15 Oct 11 AM	-1 Syrian Air	16 Oct 11 PM	-1 Syrian Air	17 Oct 11/12 Night	No Air Support or air-mobile operations Begin Syrian reinforcements	18 Oct 12 AM	-1 Syrian Air	19 Oct 12 PM	-1 Syrian Air	20 Oct 12/13 Night	No Air Support or air-mobile operations No more Replacements	21 Oct 13 AM	-1 Syrian Air	22 Oct 13 PM	-1 Syrian Air	23 Oct 13/14 Night	No Air Support or air-mobile operations	24 Oct 14 AM	-2 Syrian Air	25 Oct 14 PM	-2 Syrian Air	26 Oct 14/15 Night	No Air Support or air-mobile operations	27 Oct 15	-2 Syrian Air	28 Oct 16	-2 Syrian Air
+2 Israeli Air	+1 Israeli Air		+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air (+1 with VP penalty)		+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air (+1 with VP penalty)			+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air (+1 with VP penalty)	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air	+0 Israeli Air

Israeli reinforcements:

Reserve Division: game turn 15, number of units each turn = DR.
Parachute Regiment (air-mobile): game turn 15, optional.

Syrian reinforcements:

Jordanian Units: game turn 17. Each unit made available when even DR is made.
Iraqi Units: game turn 17, number of units each turn = DR.
Arab Allies: game turn 20. Each unit made available when even DR is made.
Syrian militia: Number of units = DR made available if Syrian Command HQ is eliminated. Optional.