

LIONS of JUDAH

ISRAELI FORCES
IN THE SIX DAY WAR
1967



Version 1 b (2013)

Written by Daniel McCoy

This is a completely Un-offical supplement for Flames of War and is in no way supported by Battlefront.

ISRAELI FORCES IN 1967



ISRAELI FORCES IN 1967

Israeli National Rules

Mission Tactics

Both the Israeli regular and reserve soldiers were well prepared for the combat they found themselves engaged in. The lessons learned in earlier conflicts were well remembered and applied to the Israeli Defense Force in 1967. All soldier knew the mission and were prepared to take charge if the situation demanded.

If a Platoon Commander is destroyed, any remaining team which was in command distance may become the Platoon Commander.

Fight to the Last

Fighting on all fronts during the Six Day War was marked by difficult assaults and desperate fighting. Israeli troops did not allow high losses to stop them from completing their missions.

Israeli Platoons may re-roll any failed Platoon Morale Checks and the CIC may re-roll failed Company Morale checks.

Excellent Communications

The Israelis were well supplied with radio throughout their units. This enables them to request artillery fire without needing an artillery observer.

Platoon and 2iC Command teams can act as spotting teams and request artillery fire in the same manner as a Company Command team (see page 126 of the rulebook). However, none of these teams suffer the usual +1 penalty to Range In for a Company Command team.

Air Superiority

Following Israel's Operation Moked, that destroyed most of the Arab Air forces on the first day of the War, the Israeli Air Force had near total domination of the sky.

The Israeli player may re-roll failed dice rolls for air interception if the player purchased air support.

Israeli Tank & Mechanized Company Special Rules

Tank Marksmen

The IDF Armored Corps dedicated significant time and efforts in improving long range shooting accuracy after the 1950s. This led to a tremendous improvement in shooting accuracy and a significant qualitative crew advantage over their enemies.

All Tank platoons and Headquarters Tank teams re-roll misses when firing at enemy platoons with all teams over 16" away as long as they did not move in the Movement step.

Concentration of Force

Many IDF soldiers have fought in wars against the Arab nations since 1948. Veteran company commanders have learned Arab tactics well. They understand where to place their best troops when confronting an enemy attack.

After deployment, but before the game begins, an Israeli Armored or Mechanized Company player may move one platoon up to 16" in any direction within their deployment area. This movement may not take any team outside the deployment area and if the Mission has the Prepared Positions special rule the platoon retains its Prepared Positions.

Devil's Ride

The Israeli Army is expert in the use of armored and mechanized forces and stresses speed in operations like the rush through the Sinai in 1967.

Any Israeli Tank or Mechanized Infantry Platoons (including HQ teams) may attempt to move in the assault phase instead of performing an assault as long as it is not pinned, bogged or bailed out. Roll a skill test for each platoon

- *If the test is passed the platoon may move additional 4"/10cm*
- *If the test is failed the platoon cannot move further this turn.*

Israeli Paratroop Company Special Rules

Ever Ready

As soon as an IDF Paratroop Platoon becomes Pinned Down during the Assault Step, they can take a Motivation Test.

- *If the test is passed, remove the Pinned Down Marker.*
- *Otherwise, the platoon remains Pinned Down.*

If the platoon is Pinned Down by Defensive Fire, they still fall back and the assault is over.

Assault Troops

From 1948 to 1967, Israeli units have proven their tenacity when the fighting is toughest.

When an Israeli Paratroop Platoon or HQ team fails a motivation test during an assault, you may re-roll the die and apply the new result instead.

ISRAELI AMX-13 TANK COMPANY

(Tank Company)

An Israeli Tank Company must field a company HQ and two to three Tank Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

ARMOR



AMX-13 Tank Platoon

ARMOR



AMX-13 Tank Platoon

ARMOR



AMX-13 Tank Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

Armored Car Patrol

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

BATTALION SUPPORT PLATOONS

ARMOR



Sherman Tank Platoon

Centurion Tank Platoon

M48 Tank Platoon

INFANTRY



Mechanized Infantry Platoon

Reserve Infantry Platoon

Paratroop Platoon

INFANTRY



Mechanized Infantry Platoon

Reserve Infantry Platoon

Engineer Platoon

ARTILLERY



Artillery Battery

Heavy Artillery Battery

ANTI AIRCRAFT



Anti Aircraft Platoon

AIRCRAFT



Limited Air Support

Priority Air Support

ISRAELI SHERMAN TANK COMPANY

(Tank Company)

An Israeli Tank Company must field a company HQ and two to three Tank Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS

 Company HQ

COMBAT PLATOONS

ARMOR


 Sherman Tank Platoon

ARMOR


 Sherman Tank Platoon

ARMOR

 Sherman Tank Platoon

ARMOR

 Sherman Tank Platoon
 Centurion Tank Platoon
 M48 Tank Platoon


WEAPONS PLATOONS


RECONNAISSANCE

 Recon Jeep Platoon
 Halftrack Recon Platoon
 Armored Car Patrol


ARTILLERY


 Armored Mortar Platoon

BATTALION SUPPORT PLATOONS

INFANTRY

 Mechanized Infantry Platoon
 Reserve Infantry Platoon
 Paratroop Platoon


INFANTRY

 Mechanized Infantry Platoon
 Reserve Infantry Platoon
 Engineer Platoon

ARMOR

 AMX-13 Tank Platoon

ARTILLERY

 Artillery Battery
 Heavy Artillery Battery

ANTI AIRCRAFT

 Anti Aircraft Platoon

AIRCRAFT

 Limited Air Support
 Priority Air Support

ISRAELI CENTURION TANK COMPANY

(Tank Company)

An Israeli Tank Company must field a company HQ and two to three Tank Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

ARMOR



Centurion Tank Platoon

ARMOR



Centurion Tank Platoon

ARMOR



Centurion Tank Platoon

Sherman Tank Platoon

M48 Tank Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

Armored Car Patrol

ARTILLERY



Armored Mortar Platoon

BATTALION SUPPORT PLATOONS

INFANTRY



Mechanized Infantry Platoon

Reserve Infantry Platoon

Paratroop Platoon

INFANTRY



Mechanized Infantry Platoon

Reserve Infantry Platoon

Engineer Platoon

ARMOR



AMX-13 Tank Platoon

ARTILLERY



Artillery Battery

Heavy Artillery Battery

ANTI AIRCRAFT



Anti Aircraft Platoon

AIRCRAFT



Limited Air Support

Priority Air Support

ISRAELI M48 PATTON TANK COMPANY

(Tank Company)

An Israeli Tank Company must field a company HQ and two to three Tank Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

ARMOR



M48 Tank Platoon

ARMOR



M48 Tank Platoon

ARMOR



Sherman Tank Platoon

Centurion Tank Platoon

M48 Tank Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

ARTILLERY



Armored Mortar Platoon

BATTALION SUPPORT PLATOONS

INFANTRY



Mechanized Infantry Platoon

Reserve Infantry Platoon

Paratroop Platoon

INFANTRY



Mechanized Infantry Platoon

Reserve Infantry Platoon

Engineer Platoon

ARMOR



AMX-13 Tank Platoon

ARTILLERY



Artillery Battery

Heavy Artillery Battery

ANTI AIRCRAFT



Anti Aircraft Platoon

AIRCRAFT



Limited Air Support

Priority Air Support

MOTIVATION AND SKILL

The tankers of the Israeli Defense force were well trained and prepared for the mobile warfare of desert tank combat. Many were veterans of the earlier conflicts against the surrounding Arab countries. Sherman, Centurion, M48 Patton and AMX-13 Tank Companies are rated as **Fearless Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

TANK COMPANY HQ

Headquarters

2 AMX-13	110 points
1 AMX-13	55 points
2 M1 Sherman	110 points
1 M1 Sherman	55 points
2 M50 Sherman	130 points
1 M50 Sherman	65 points
2 M51 Sherman	190 points
1 M51 Sherman	95 points
2 Centurion Mk V	370 points
1 Centurion Mk V	185 points
2 M48 Patton	350 points
1 M48 Patton	175 points



OPTIONS

- Add a spotlights to tanks for +5 points each.
- Upgrade all Centurion Mk V tanks to Centurion MkV/2 tanks for +10 points each.
- Upgrade all M48 tanks to M48 (105 mm) tanks for +15 points each.

The tank officers of the IDF are well schooled in armored warfare in their small country. Most are veterans of the earlier conflicts with the surrounding Arab nations and know what is needed for victory.

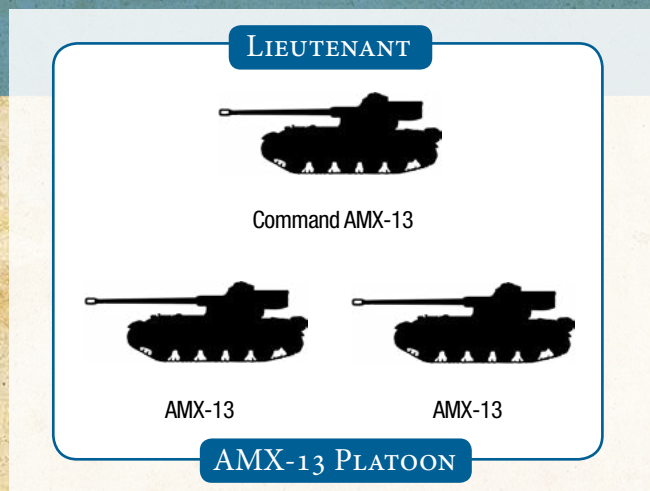
All compulsory Tank Platoons in a Tank Company must be made up entirely of the same model of tank as the Company HQ.

COMBAT PLATOONS

AMX-13 PLATOON

3 AMX-13	165 points
----------	------------

The French made AMX-13 Light tank was the first modern tank provided to Israel in 1956. It mounted a 75mm tank gun similar to that of the WWII Panther tank. The tank debuted during the 1956 Suez Crisis where its powerful gun was able to take on any Egyptian tank it encountered. By 1967 the tanks light armor combined with Egypt acquiring hundreds of Soviet T-55's meant the AMX-13 was relegated to a reconnaissance role. However because of the lack of tanks available to the IDF it continued to see use as a battle tank throughout the war.



M1 SHERMAN PLATOON

Armored Platoon

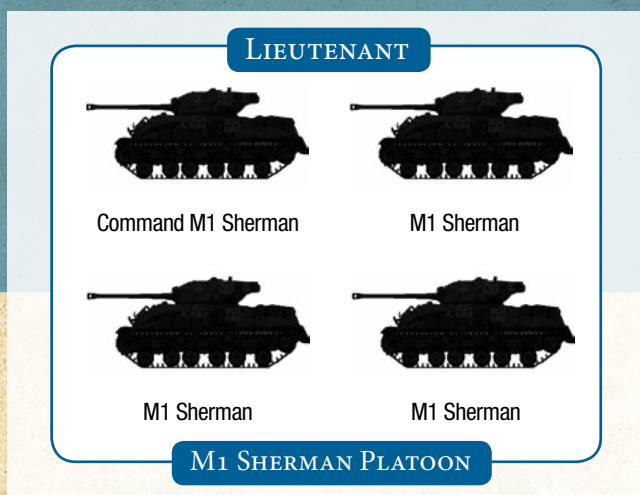
4 M1 Shermans 220 points

3 M1 Shermans 165 Points

OPTIONS

- Add a spotlight to the command tank for +5 points each.

The IDF received 60 M4A1 76mm Sherman tanks from France in 1956 just prior to receiving their first M50 Shermans. These tanks were still in service during the Six Day War with the 29th Tank Battalion supporting the 16th Etzioni Infantry Brigade in taking Jerusalem.



M50 SHERMAN PLATOON

Armored Platoon

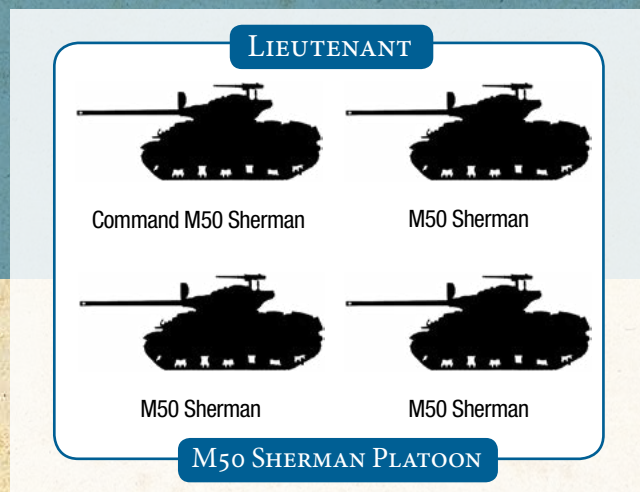
4 M50 Shermans 260 points

3 M50 Shermans 195 points

OPTIONS

- Add a spotlight to the command tank for +5 points each.

Israeli, with French help, began upgrading their fleet of Sherman tank with better guns in the mid 1950's. The initial modification was known as the M50 Sherman and mounted a 75mm tank gun based off of the famous Panther tanks' of World War II.



M51 SHERMAN PLATOON

Armored Platoon

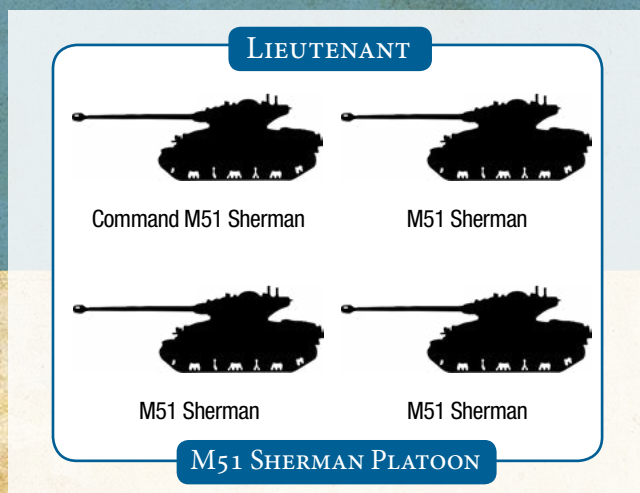
4 M51 Shermans 380 points

3 M51 Shermans 285 points

OPTIONS

- Add a spotlight to the command tank for +5 points each.

Israel understood that as Egypt began to build up an armored force of modern Soviet tanks, their older Shermans would be unable to combat those superior tanks. With the help of the French they mounted a 105mm tank gun in the Sherman turret, giving the venerable old tank the punch to knock out any tank it encountered. As with the M50 Shermans, Israel also upgraded the tanks suspension and engine to increase its reliability in the harsh conditions of the middle east.



CENTURION PLATOON

Armored Platoon

3 Centurion Mk V

555 points

OPTIONS

- Upgrade all Centurion Mk V's to Centurion Mk V/2's for +30 points for the platoon.

If any tanks, including the Company HQ tanks, are upgraded to Centurion Mk V/2's then all Centurion tanks in the company must be upgraded as well.

LIEUTENANT



Command Centurion Mk V



Centurion Mk V



Centurion Mk V

CENTURION MK V PLATOON

M48 PATTON PLATOON

Armored Platoon

3 M48 Patton

525 points

OPTIONS

- Upgrade all M48 tanks to M48 (105mm) tanks for +45 points for the platoon.

If any tanks, including the Company HQ tanks, are upgraded to M48 (105mm)'s then all M48 tanks in the company must be upgraded as well.

LIEUTENANT



Command M48A2C Patton



M48A2C Patton



M48A2C Patton

M48 PATTON PLATOON

Israel began to acquire more modern battle tanks from the Great Britain and the United States in the early 1960's, these tanks greatly increased the firepower of the IDF tank forces. Many of these Centurion and Patton tanks were up gunned with the now famous L7 105mm gun produced in Britain, giving them the ability to destroy any tanks in the world. Most of these new tanks fought in the Sinai.

WEAPONS PLATOONS

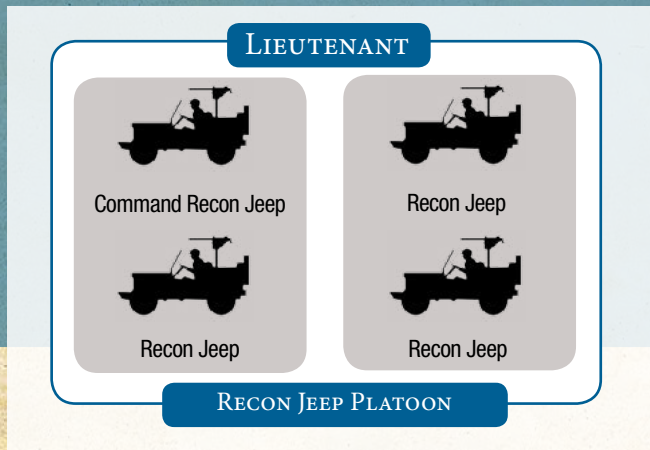
RECON JEEP PLATOON

4 Recon Jeeps	150 points
2 Recon Jeeps	75 points
or	
4 Recon Jeeps (106mm Recoiless)	210 points
2 Recon Jeeps (106mm Recoiless)	105 Points

OPTIONS

- Replace all AA MG's on the Recon Jeeps with .50 cal AA MG's for +5 points per Jeep.

A Recon Jeep Patrol is a Reconnaissance Platoon.

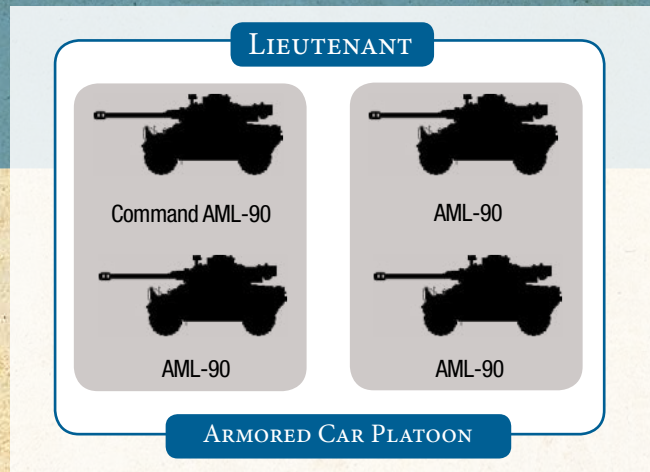


ARMORED CAR PLATOON

4 AML-90 Armored Cars	160 points
2 AML-90 Armored Cars	80 points

An Armored Car Patrol is a Reconnaissance Platoon.

Shortly before the Six Day War, the IDF received a small number of Panhard AML-90 Armored Cars. These vehicles operated in the north against Jordan and Syria with the 41st Reconnaissance Company. The armored cars were not well liked by their crews so the Jeep and Halftrack remained the main recon vehicles in the IDF.



ARMORED MORTAR PLATOON

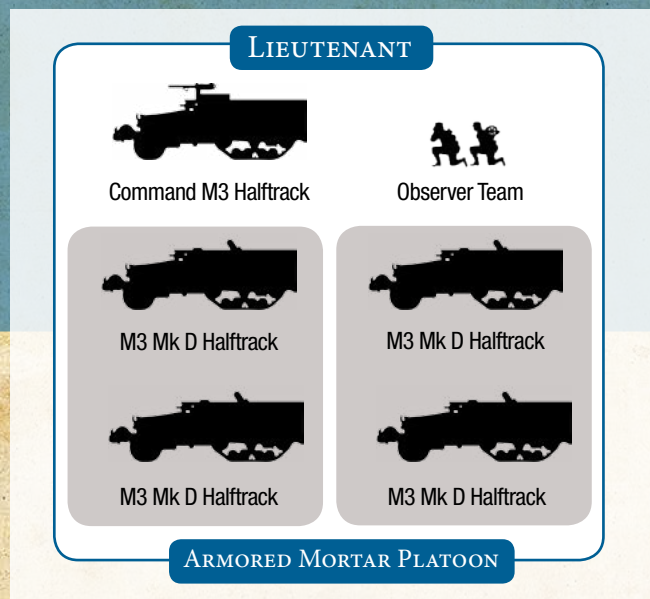
Command M3 Halftrack, Observer and

4 M3 Mk D Halftracks	210 points
2 M3 Mk D Halftracks	100 points

OPTIONS

- Add .50 cal AA MG's to all Halftracks for +5 points per M3 MkD Halftrack.

The IDF used whatever military equipment they could get their hands on. Artillery was always in short supply, however the ubiquitous M3 Halftrack was not and with addition of a Soltam 120mm Mortar the tank forces of the IDF had a vehicle to provide indirect fire support during the advance.



ISRAELI MECHANIZED INFANTRY COMPANY

(Mechanized Infantry Company)

An Israeli Mechanized Infantry Company must field a company HQ and two to three Mechanized Infantry Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

INFANTRY



Mechanized Infantry Platoon

INFANTRY



Mechanized Infantry Platoon

INFANTRY



Mechanized Infantry Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

ARTILLERY



Mechanized Mortar Platoon

BATTALION SUPPORT PLATOONS

ARMOR



Sherman Tank Platoon

Centurion Tank Platoon

M48 Tank Platoon

ARMOR



AMX-13 Tank Platoon

Sherman Tank Platoon

INFANTRY



Reserve Infantry Platoon

Engineer Platoon

ARTILLERY



Medium Artillery Battery

Heavy Artillery Battery

ANTI AIRCRAFT



Anti Aircraft Platoon

AIRCRAFT

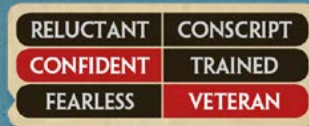


Limited Air Support

Priority Air Support

MOTIVATION AND SKILL

Soldiers of the Mechanized Infantry Battalions were well trained and prepared for battle. Many were veterans of the earlier conflicts against the surrounding Arab countries and were regular soldiers while the rest were reservists called up in emergencies.



HEADQUARTERS

MECHANIZED HQ

HEADQUARTERS

Company HQ

CV

65 points

FV

75 points

If given an option all Combat and Weapons Platoons must have the same rating as the Company Command Team.

CAPTAIN



Company Command Halftrack Company Command SMG Team



2IC Command Halftrack 2IC Command SMG Team

COMPANY HQ

COMBAT PLATOONS

MECHANIZED INFANTRY PLATOON

Command Squad and

CV

3 Mechanized Infantry Squads 280 points 340 points and a Weapons Squad

FV

2 Mechanized Infantry Squads 250 points 295 points and a Weapons Squad

OPTIONS

- Upgrade Command M3 Halftrack to Command M3 Halftrack 20mm for +10 points.
- Upgrade Bazooka team to RPG-7 Team for +5 points.
- Upgrade all Rifle/MG Teams to FN FAL Teams for +5 points per team.

The American M3 Halftrack found a new home within the IDF. It allowed infantry to keep up with the rapid advances of the armored forces and outmaneuver stationary infantry forces.

LIEUTENANT



Command Halftrack Command SMG Team Bazooka Team

COMMAND SQUAD



M3 Halftrack Rifle MG Team Rifle MG Team

MECHANIZED INFANTRY SQUAD



M3 Halftrack Rifle MG Team Rifle MG Team

MECHANIZED INFANTRY SQUAD



M3 Halftrack Rifle MG Team Rifle MG Team

MECHANIZED INFANTRY SQUAD



M3 Halftrack LMG Team 60mm Mortar

WEAPONS SQUAD

MECHANIZED INFANTRY PLATOON

WEAPONS PLATOONS

HALFTRACK RECON PLATOON

INFANTRY

Halftrack Recon Platoon **CV** **FV**
 100 points 115 points

OPTIONS

- Upgrade Command M3 Halftrack to Command M3 Halftrack 20mm for +10 points.
- Upgrade Bazooka team to RPG-7 Teams for +5 points per team.
- Upgrade all Rifle/MG Teams to FN FAL Teams for +5 points per team.

A Halftrack Recon Platoon is a Reconnaissance Platoon.

The IDF relied heavily on its reconnaissance forces to find routes to bypass strong enemy defenses to allow the tank forces to break through into the open.

LIEUTENANT



Command Halftrack Command SMG Team Bazooka Team



M3 Halftrack Rifle MG Team



M3 Halftrack Rifle MG Team



M3 Halftrack Rifle MG Team

MECHANIZED INFANTRY PLATOON

MECHANIZED MORTAR PLATOON

Command M3 halftrack, Observer and

4 M3 Mk C Halftracks **CV** **FV**
 150 points 170 points

2 M3 Mk C Halftracks 80 points 90 points

OPTIONS

- Add .50 cal AA MG's to all Halftracks for +5 points per M3 Mk C Halftrack.

The mechanized infantry, like their armored brethren, were also equipped with halftrack mounted mortars. In their case it was the 81mm mortar on a M3 halftrack chassis.

LIEUTENANT



Command M3 Halftrack



Observer Team



M3 Mk C Halftrack



M3 Mk C Halftrack



M3 Mk C Halftrack



M3 Mk C Halftrack

ARMORED MORTAR PLATOON

ISRAELI RESERVE INFANTRY COMPANY

(Infantry Company)

An Israeli Reserve Infantry Company must field a company HQ and two to three Infantry Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

INFANTRY



Reserve Infantry Platoon

INFANTRY



Reserve Infantry Platoon

INFANTRY



Reserve Infantry Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

INFANTRY



Reserve Weapons Platoon

ARTILLERY



81mm Mortar Platoon

BATTALION SUPPORT PLATOONS

ARMOR



Sherman Tank Platoon

ARMOR



AMX-13 Tank Platoon

Sherman Tank Platoon

INFANTRY



Reserve Infantry Platoon

Engineer Platoon

INFANTRY



Reserve Infantry Platoon

Paratroop Platoon

ARTILLERY



120mm Mortar Platoon

ARTILLERY



Heavy Artillery Battery (Towed)

AIRCRAFT



Limited Air Support

Priority Air Support

MOTIVATION AND SKILL

Soldiers of the Reserve Infantry Battalions were reservists that were called up only for a limited time. Many were veterans of the earlier conflicts against the surrounding Arab countries and were regular soldiers while the remainder were citizens called up in emergencies.

RELUCTANT	CONSCRIPT	RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED	CONFIDENT	TRAINED
FEARLESS	VETERAN	FEARLESS	VETERAN

HEADQUARTERS

INFANTRY HQ

Headquarters

Company HQ

CT

30 points

CV

45 points

OPTIONS

- Add a Jeep to each command team for +5 points per team.

If given an option all Combat and Weapons Platoons must have the same rating as the Company Command Team.

CAPTAIN



Company Command SMG Team



2IC Command SMG Team

COMPANY HQ

COMBAT PLATOONS

RESERVE INFANTRY PLATOON

Command Squad and

3 Reserve Infantry Squads and
a Weapons Squad

CT

145 points

CV

180 points

2 Reserve Infantry Squads and
a Weapons Squad

115 points

145 points

OPTIONS

- Upgrade Bazooka team to an RPG-7 Team for +5 points.
- Add trucks to the platoon for +5 points per squad.
- Add two buses to transport the entire the platoon for +10 points.

Even on a modern battlefield with great armored thrusts and aerial combat the basic infantry man is still key to victory. The Israeli infantry Brigades did not receive the notoriety that the tanks or paratroops received but they were an integral part none the less. Much of the fighting around Jerusalem was done by the 6th "Etzioni" and 16th "Jerusalem" Brigades and the 1st "Golani" Brigade bore the brunt of the fighting in the north against Syria. Even in the Sinai infantry was necessary to deal with the Egyptian positions bypassed by the tanks.

LIEUTENANT




Command SMG Team



Bazooka Team

COMMAND SQUAD



Rifle MG Team



Rifle MG Team

RESERVE INFANTRY SQUAD



Rifle MG Team



Rifle MG Team

RESERVE INFANTRY SQUAD



Rifle MG Team



Rifle MG Team

RESERVE INFANTRY SQUAD



LMG Team



60mm Mortar

WEAPONS SQUAD

RESERVE INFANTRY PLATOON

WEAPONS PLATOONS

RESERVE WEAPONS PLATOON

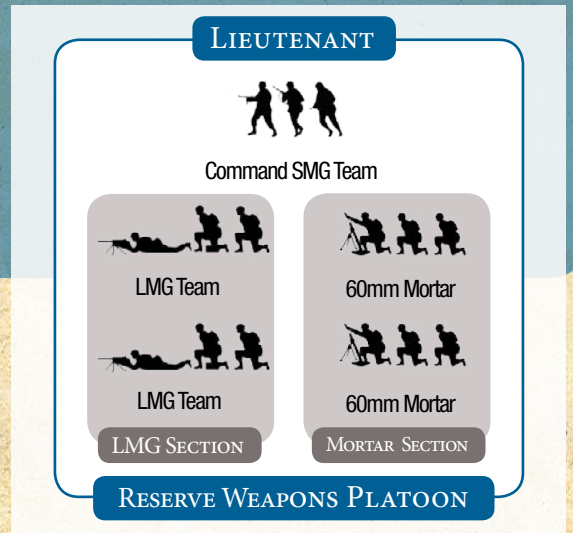
Command SMG Team and

	CT	CV
2 30. cal LMG and	75 points	95 points
2 60mm Mortars		

OPTIONS

- Add trucks to the platoon for +5 points per LMG and Mortar Section.

Teams from a Reserve Weapons Platoon may make combat attachment to Combat platoons. If all LMG and Mortar teams are attached out remove the command SMG team.



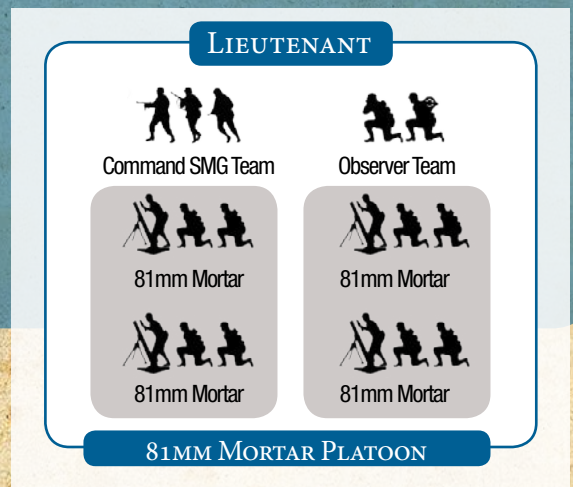
81MM MORTAR PLATOON

Command SMG Team, Observer team and

	CT	CV
4 81mm Mortars	90 points	105 points
2 81mm Mortars	45 points	70 points

OPTIONS

- Add trucks to the platoon for +5 points per Mortar team.



ISRAELI PARATROOP COMPANY

(Infantry Company)

An Israeli Paratroop Company must field a company HQ and two to three Infantry Platoons. It may also field one Support Platoon from each box shown.

HEADQUARTERS

HEADQUARTERS



Company HQ

COMBAT PLATOONS

INFANTRY



Paratroop Platoon

INFANTRY



Paratroop Platoon

INFANTRY



Paratroop Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Recon Jeep Platoon

Halftrack Recon Platoon

MACHINE GUNS



Paratroop Weapons Platoon

ARTILLERY



Paratroop Mortar Platoon

BATTALION SUPPORT PLATOONS

ARMOR



Sherman Tank Platoon

Centurion Tank Platoon

M48 Tank Platoon

ARMOR



AMX-13 Tank Platoon

INFANTRY



Reserve Infantry Platoon

Paratroop Platoon

ARTILLERY



Heavy Artillery Battery (Towed)

AIRCRAFT



Limited Air Support

Priority Air Support

MOTIVATION AND SKILL

The Israeli Paratrooper represented the best and most aggressive infantrymen in the IDF at the time of the Six Day War. These paratroops like all of Israel knew what was at stake and whether fighting to retake Jerusalem or attacking fortified positions in the Sinai they preformed with incredible bravery. Teams in a Paratroop Company are rated **Fearless Veteran**.



HEADQUARTERS

PARATROOP HQ

HEADQUARTERS

Company HQ 55 points

OPTIONS

- Add a Jeep to each command team for +10 points for both.

CAPTAIN



Company Command SMG Team



2IC Command SMG Team

COMPANY HQ

COMBAT PLATOONS

PARATROOP PLATOON

Command Squad and


3 Paratroop Infantry Squads and a Weapons Squad 355 points

2 Paratroop Infantry Squads and a Weapons Squad 265 points


OPTIONS

- Upgrade Bazooka teams to RPG-7 teams for +5 points per team.
- Add up to three trucks to the platoon as transports for +5 point per squad.
- Add M3 Halftracks to the platoon as transports for +10 points per squad.
- Exchange all FN FAL teams in the platoon for SMG teams for no cost.

LIEUTENANT



Command SMG Team




Bazooka Team



Bazooka Team


COMMAND SQUAD



FN FAL Team



FN FAL Team




FN FAL Team

PARATROOP INFANTRY SQUAD



FN FAL Team



FN FAL Team




FN FAL Team


PARATROOP INFANTRY SQUAD



FN FAL Team



FN FAL Team




FN FAL Team

PARATROOP INFANTRY SQUAD



LMG Team



60mm Mortar

WEAPONS SQUAD

PARATROOP PLATOON

WEAPONS PLATOONS

PARATROOP WEAPONS PLATOON

Command SMG Team and

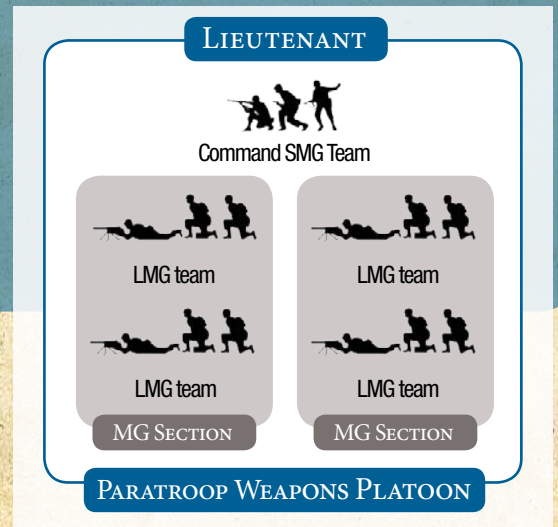
2 MG Sections 150 points

1 MG Section 85 points

OPTIONS

- Add trucks to the platoon for +5 points per MG section.
- Upgrade any LMG team to a .50 cal MG team for no cost.

Teams from a Paratroop Weapons Platoon may make combat attachment to Combat platoons. If all MG Sections are attached out remove the command SMG team.



PARATROOP MORTAR PLATOON

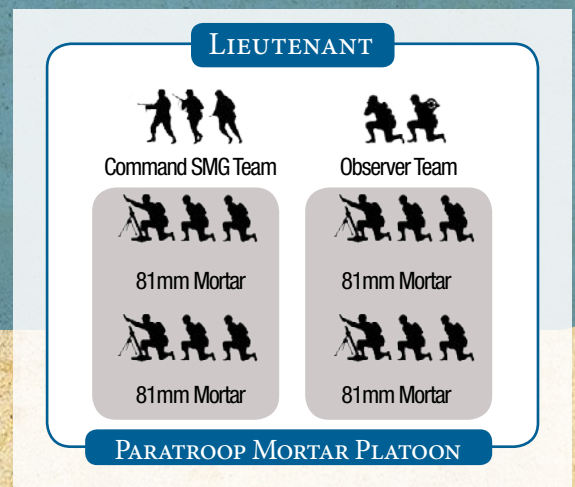
Command SMG Team and observer team

4 81mm Mortars 125 points

2 81mm Mortars 85 points

OPTIONS

- Add trucks to the platoon for +5 points per mortar team.



MOTIVATION AND SKILL

Soldiers of the Israeli Defense Force were well trained and prepared for battle. Many were veterans of the earlier conflicts against the surrounding Arab countries and were regular soldiers while the rest were reservists called up in emergencies. Brigade Support platoons are rated **Confident Veteran**.



BATTALION SUPPORT

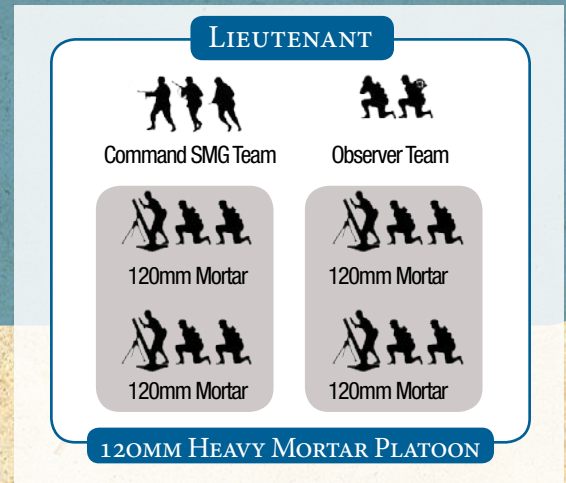
120MM HEAVY MORTAR PLATOON

Command SMG Team and observer team

	CT	CV
4 120mm Heavy Mortars	105 points	140 points
2 120mm Heavy Mortars	60 points	80 points

OPTIONS

- Add trucks to the platoon for +5 points per mortar team.

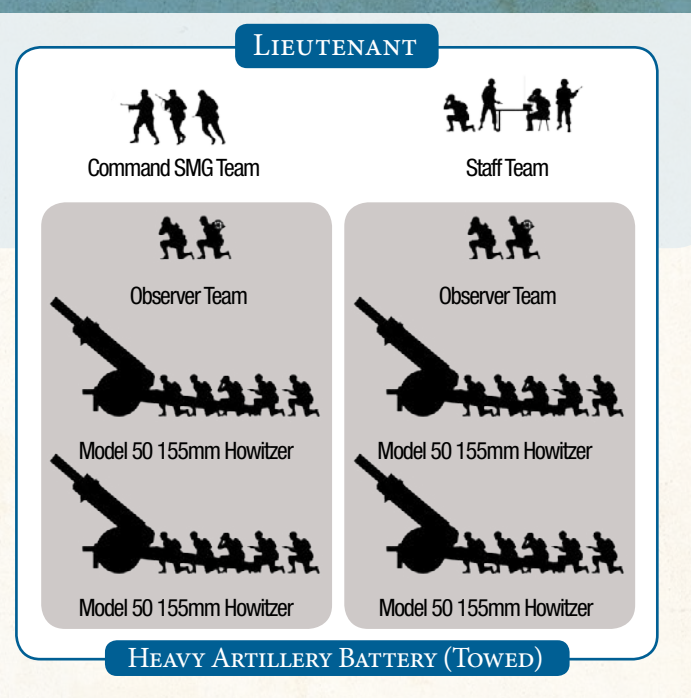


HEAVY ARTILLERY BATTERY (TOWED)

Command SMG Team, Staff Team and

4 Model 50 155mm Howitzers	300 points
2 Model 50 155mm Howitzers	150 points

Before the game begins you must deploy your Heavy Artillery Battery (Towed) off board, using the Horizon to Horizon special rule. When the battery is deployed off board only the observer teams appear on the table.



ARTILLERY BATTERY

Command SMG Team and observer team

4 Self Propelled 105mm 285 points

2 Self Propelled 105mm 160 points

The IDF used the American M7 Priest self propelled Howitzer of WWII vintage as well as French made AMX-105A mounted on the AMX light tank chassis. However after the 1956 war with Egypt the IDF's command gave precedence to the Armored Corps and the Israeli Air force, meanwhile the artillery branch was severely under equipped, there was never enough artillery to go around.

Before the game begins you may choose to deploy your Artillery Battery off board, using the Horizon to Horizon special rule. If the battery is deployed off board only the observer teams appear on the table. If this option is not taken the battery is deployed as normal.

LIEUTENANT



Command SMG Team



Staff Team



M3 Halftrack



M3 Halftrack



Observer Team and Jeep



Observer Team and Jeep



105mm Howitzer



105mm Howitzer



105mm Howitzer



105mm Howitzer

ARTILLERY BATTERY

HEAVY ARTILLERY BATTERY

Command SMG Team, a Staff Team and

4 Self Propelled 155mm 395 points

2 Self Propelled 155mm 215 points

The IDF relied on the M50 Self Propelled Howitzer for their heavy artillery needs in support of the Tank Brigades. The range and firepower of the M50 was always in demand, keeping the few vehicles available very busy. During the Six Day War the IAF carried out most of the bombardments of enemy positions. This would reinforce the IDF's view that artillery was no longer necessary, leading to great difficulty in 1973, when the SAM coverage kept the IAF away from the front lines.

Before the game begins you may choose to deploy your Heavy Artillery Battery off board, using the Horizon to Horizon special rule. If the battery is deployed off board only the observer teams appear on the table. If this option is not taken the battery is deployed as normal.

LIEUTENANT



Command SMG Team



Staff Team



M3 Halftrack



M3 Halftrack



Observer Team and Jeep



Observer Team and Jeep



155mm Howitzer



155mm Howitzer



155mm Howitzer



155mm Howitzer

HEAVY ARTILLERY BATTERY

ENGINEER PLATOON

Command Engineer SMG Team, Bazooka Team and

3 Engineer Squads **CT** **CV**
 125 points 165 points

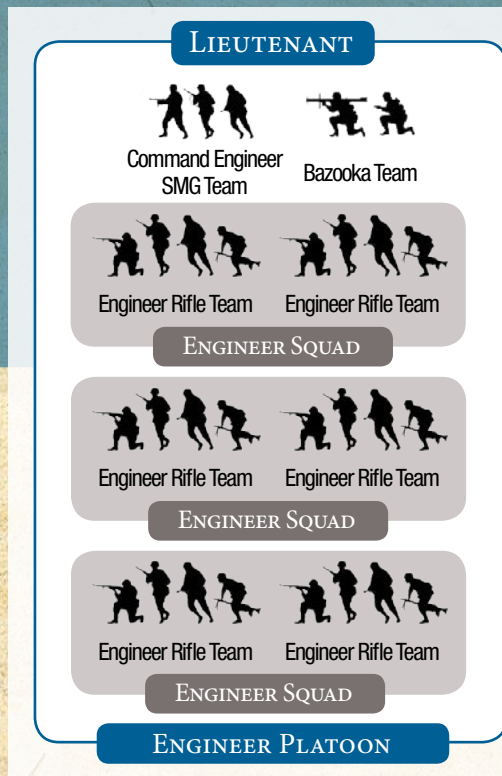
2 Engineer Squads 95 points 125 points

OPTIONS

- Upgrade Bazooka team to RPG-7 Teams for +5 points per team.
- Add trucks to the platoon for +5 points per squad.

Replace one Engineer Rifle Team per platoon with a Flamethrower Team, for no additional cost, before the game begins.

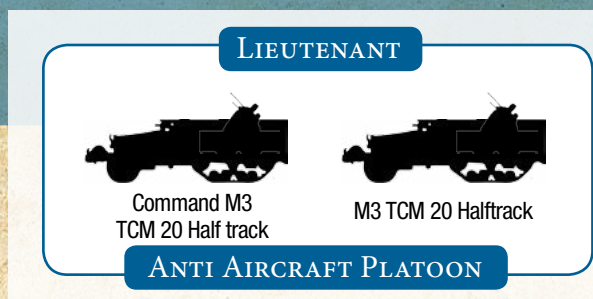
Israeli Engineers were in high demand when breaking through enemy defensive positions. Much of the specialized engineering equipment had been prioritized to the southern attack against Egypt, so the engineers fighting against the Jordanians heroically cleared minefield when bayonets, all while under fire.



ANTI AIRCRAFT PLATOON

2 M3 TRM-20 Halftracks 95 points

The ubiquitous M3 Halftrack was used with good effect as an Anti Aircraft vehicle by the IDF with the addition of two Hispano-Suiza HS.404 20mm cannons.



AIR SUPPORT

Priority Air Support

Dassault MD 450 Ouragons 200
 Sud Aviation Vautour IIA 210

Limited Air Support

Dassault MD 450 Ouragons 150
 Sud Aviation Vautour IIA 160

OPTIONS

- Replace the bombs on the Vautour IIA with Napalm for +25 points.



After the Israeli Air Force destroyed the majority of the Arab Air Forces on the ground during Operation Moked on the first day of the war, they closely supported the advancing IDF ground forces. The Dassault Ouragons (Hurricane) and Sud Vautour IIA's (Vulture) were the primary ground attack aircraft of the IAF during the Six Day War and wrecked a terrible toil on the Egyptian, Jordanian and Syrian ground forces.

Tanks

Team		Mobility	Front	Side	Top	Notes
		Range	ROF	Anti Tank	Firepower	
M1 Sherman	Standard Tank		7	4	1	<i>Co-ax MG, .50 cal AA MG, Hull MG</i>
	76mm Gun	32"	2	13	3+	<i>Stabilizer, Protected Ammo, Wide Tracks</i>
M50 Sherman	Standard Tank		6	4	1	<i>Co-ax MG, Hull MG, .50 cal AA MG,</i>
	SA 50 75mm Gun	32"	2	14	3+	<i>Wide Tracks</i>
M51 Sherman	Standard Tank		7	4	1	<i>Co-ax MG, Hull MG, .50 cal AA MG,</i>
	French 105mm Gun	32"	2	17	2+	<i>Breakthrough Gun</i>
AMX-13	Light Tank		2	1	1	<i>Co-ax MG, AA MG, Protected Ammo</i>
	French 75mm Gun	32"	3	14	3+	<i>Limited Ammo</i>
M48 Patton	Standard Tank		12	8	2	<i>Co-ax MG, .50 cal cupola MG, Wide Tracks</i>
	90mm Gun	40"	2	16	3+	<i>Rangefinder, Protected Ammo</i>
M48 Patton (105mm)	Standard Tank		12	8	2	<i>Co-ax MG, .50 cal cupola MG, Wide Tracks</i>
	L7 105mm Gun	40"	2	18	2+	<i>Rangefinder, Breakthrough Gun</i>
Centurion Mk 5	Slow Tank		12	6	2	<i>Co-ax MG, .50 cal AA MG, Wide Tracks</i>
	20 pdr Gun	40"	2	17	3+	<i>Modern Stabilizer, Protected Ammo, Side Skirts</i>
Centurion Mk 5/2	Slow Tank		12	6	2	<i>Co-Ax MG, .50 cal AA MG, Wide Tracks</i>
	L7 105 mm Gun	40"	2	18	2+	<i>Modern Stabilizer, Side Skirts, Breakthrough Gun</i>

Reconnaissance Vehicles

AML-90 Armored Car	Wheeled		1	1	1	<i>Co-ax MG</i>
	90mm GIAT F1 Gun	32"	2	14	3+	
Jeep / 106mm recoilless	Jeep		-	-	-	<i>Tip and Run</i>
	106mm Recoilless Rifle	32"	1	14	2+	<i>Recoilless Rifle, Breakthrough gun, Spotting Rifle</i>
Jeep / MG	Jeep		-	-	-	<i>Hull MG, AA MG</i>

Artillery Vehicles

M3 Mk.C Halftrack	Half Tracked		1	0	0	<i>Hull MG</i>
	M1 81mm Mortar	24"	2	1	3+	<i>Smoke.</i>
		48"	-	2	6+	<i>Smoke Bombardment, Hull Mounted, Portee</i>
M3 Mk.D Halftrack	Half Tracked		1	0	0	<i>Hull MG, Overloaded</i>
	120mm Soltam Mortar	56"	-	3	3+	<i>Smoke Bombardment, Hull Mounted, Portee</i>
Self Propelled 105mm Howitzer	Standard Tank		1	0	0	<i>.50 cal AA MG,</i>
	105mm Howitzer	24"	1	10	2+	<i>Breakthrough gun, Smoke</i>
		72"	-	4	4+	<i>Smoke Bombardment, Hull Mounted</i>
M50 Self Propelled 155mm Howitzer	Standard Tank		1	0	0	<i>.50 cal AA MG, Overloaded</i>
	155mm Howitzer	32"	1	13	1+	<i>Smoke, Bunker Buster</i>
		80"		5	2+	<i>Smoke Bombardment, Hull Mounted</i>

Transport Vehicles

M3 Halftrack	Half Tracked	1	0	0	.50 cal AA MG, Hull MG,
.50 cal AA MG	16"	3	4	5+	Self Defense AA
M3 Halftrack 20mm	Half Tracked	1	0	0	Hull MG,
20mm Cannon	16"	3	5	5+	Hull Mounted
Truck	Wheeled	-	-	-	4 passengers
Bus	Wheeled	-	-	-	6 passengers, Overloaded

Anti Aircraft Vehicles

M3 TCM-20 Halftrack	Half Tracked	1	0	0	Hull MG,
Twin 20mm Cannons	16"	5	5	5+	Anti Aircraft

Gun Teams

Team	Mobility	Range	ROF	Anti Tank	Firepower	Notes
LMG	Man Packed	16"	5	2	6+	
HMG	Light	24"	6	2	6+	
.50 Cal MG	Man Packed	16"	3	4	5+	
60mm Mortar	Man Packed	24"	2	1	3+	Smoke
		32"	-	2	6+	
81mm Mortar	Light	24"	2	1	3+	Smoke
		48"	-	2	6+	Smoke Bombardment
120mm Mortar	Medium	56"	-	3	3+	Smoke Bombardment
106mm Recoilless Rifle	Medium	32"	1	14	2+	Recoilless Gun, Spotting Rifle, Breakthrough Gun
Model 50	Immobile	24"	1	13	2+	Bunker Buster
155mm Howitzer		80"	-	5	2+	Smoke Bombardment

Infantry Teams

Team	Range	ROF	Anti Tank	Firepower	Notes
SMG Team	4"	3	1	6+	May move and fire full ROF
Rifle/MG Team	16"	2	2	6+	
FN FAL Team	12"	2	1	6+	Roll one extra dice in Defensive Fire,
FN FAL AT grenade	4"	1	10	5+	Tank Assault 4
Bazooka Team	8"	1	12	5+	Tank Assault 5
RPG-7 Team	12"	1	12	5+	Tank Assault 5
Staff Team					Moves as Heavy Gun team

Engineers teams are tank assault 4.

Aircraft

Aircraft	Weapons	To Hit	Anti Tank	Firepower	Notes
Dassault MD 450 Ouragon	Cannons	3+	8	5+	
	Rockets	3+	6	3+	
	Bombs	4+	6	1+	
Sud Aviation Vautour IIA	Cannons	2+	11	4+	
	Rockets	3+	6	3+	
	Bombs	4+	6	1+	
	Napalm	3+	-	5+	<i>Napalm</i>

ARSENAL SPECIAL RULES

Napalm

An aircraft can drop Napalm in the same way it uses bombs, except the aircraft's player must still roll to hit each team under the template. Infantry, gun teams, transports, unarmored and open topped tank teams are destroyed if hit by Napalm, just like a hit from a flamethrower. Fully armored tank teams that are hit are destroyed on a successful fire power roll, otherwise they are bailed out.

Limited Ammo

The AMX-13 tank was equipped with a unique auto loading main gun, this allowed the tank to fire ten shots per minute. However the tanks two rotating magazines only carried six rounds each, a AMX-13 could expend all of its on board ammunition in just over a minute if firing rapidly. The tank then had to withdraw out of fire and reload the magazines.

An AMX-13 tank platoon must make a skill check at the end of any shooting step in which any tank in the platoon fires its main gun at its full rate of fire. If the test is successfully passed the platoon may fire as normal in its following shooting step as the crew quickly reloads its ammo. If the skill test is failed the platoon must fire at its reduced rate of fire in the following shooting step, whether it moved or not, as the crew scrambles to reload. This does not effect defensive fire.

Stabilizers

A moving tank fitted with a stabilizer can fire its main gun with ROF 2 or more at its full ROF, but adds a penalty of +1 to the score to hit. If the main gun has ROF 1, it ignores the normal +1 penalty to hit when moving instead.

Modern Stabilizers

A Tank team with Modern Stabilizers may move up to half their normal movement after applying penalties or advantages for terrain, may shoot at full ROF, without any penalty. If the Tank team moves more than half, but not at the Double, Modern Stabilizers isn't applied, the Stabilizers rule above may be used.

Rangefinder

The M48 Patton had a stereoscopic rangefinder with telescopes on either side of the turret, allowing it to determine the precise range to the target.

Guns with a rangefinder that did not move do not suffer the +1 to hit when shooting at a platoon with all visible teams more than 16" away.

Spotting Rifle

Weapons with spotting rifles that did not move do not suffer the +1 to hit when shooting at a platoon with all visible teams more than 16" away.

Horizon to Horizon

Artillery in the Sinai was able to operate at ranges of up to 15 miles from the frontlines. The Israeli artillery batteries were not directly engaged by enemy ground forces.

When deployed in Horizon to Horizon, only the Observer team appears deployed on table deploying as an Independent team. You still use the normal Spotting and Ranging In rules when firing your artillery. Your Artillery is assumed to have the range and field of fire to hit any target on the table, and aligns the Artillery Template parallel to the table edges as if the artillery was firing from the closest short table edge.

As artillery units Deployed in Horizon to Horizon are not on the table, they do not count when working out which platoons to Deploy on table and which to hold in Reserves, nor as being on the table for Company Morale Checks. Simply ignore any artillery companies held in Horizon to Horizon when calculating whether your company is below half strength.

Company Commanders can act as spotting teams for artillery batteries deployed in Horizon to Horizon as they would for other artillery, Israeli Company Commanders do not add +1 to hit when ranging in off board batteries.

For more modern FOW rules check out the following blogs:

For rules for the Yom Kippur War visit <http://natholeonsempires.blogspot.co.nz/>

Or for modern FOW visit <http://stoppingtheredtide.blogspot.com/>