

# DAYS OF BATTLE: GOLAN HEIGHTS

THE SYRIAN OFFENSIVE:  
6-10 OCTOBER, 1973

## Table of Contents

[1.0] INTRODUCTION.....	1
[2.0] GENERAL COURSE OF PLAY .	1
[3.0] GAME EQUIPMENT .....	1
[4.0] SEQUENCE OF PLAY .....	2
[5.0] HOW TO WIN .....	2
[6.0] SETTING UP THE GAME.....	3
[7.0] BUILD-UP PHASE .....	3
[8.0] ZONES OF CONTROL.....	3
[9.0] STACKING .....	4
[10.0] MOVEMENT .....	4
[11.0] COMBAT .....	5
[12.0] REINFORCEMENTS.....	7
[13.0] REPLACEMENTS.....	7
[14.0] GAME BALANCE .....	7

## [0.0] USING THESE RULES

**New gaming terms**, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS** font, and represented by the number to the left of the decimal point (e.g., Rule 4.0 is the fourth Rule). These Rules generally explain the game’s components, procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a Rule’s general concept or basic procedure. Cases might also restrict the application of a Rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

**Important information** is in **red text**.

References to **examples** of a Rule or Case are in **blue text** and this font.

Text in **shaded boxes**, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

## [1.0] INTRODUCTION

The Syrian Army’s attack against Israel on the Golan Heights, in October of 1973, caught the Israeli Defense Force by surprise. From the afternoon of 6 October through the morning of 10 October, the issue hung in the balance. Several times it seemed as if nothing could stop the Syrians from sweeping down into the Jordan River valley and placing all of Northern Israel in artillery range again. Then arriving Israeli reservists gained the upper hand and in a powerful counteroffensive broke the Syrian Army and sent it streaming back across the pre-war ceasefire line. The first several critical days of that struggle are the subject of **DAYS OF BATTLE: GOLAN HEIGHTS**.

**DAYS OF BATTLE: GOLAN HEIGHTS** is played on a map of the Golan Heights region where the battle was fought. It uses playing pieces that represent the actual military units that participated in this campaign. Each player represents a Lieutenant General, either commanding the Northern Command (*for the Israelis*) or acting as Syrian Chief of Staff. The individual ground units represent brigades of approximately 2,000 soldiers (100 tanks in an armored brigade), or battalions of about 500 soldiers (35 tanks).

## [2.0] GENERAL COURSE OF PLAY

**DAYS OF BATTLE: GOLAN HEIGHTS** is a two-player game: One player assumes the role of the **Israelis** and the other player assumes the role of the **Syrians**. Each player moves his units and executes attacks on enemy units in turn, attempting to fulfill the game’s Victory Conditions.

To move from one space to another, each unit expends a portion of its **Movement Allowance**. Combat is resolved through **Battles** by comparing the total **Strength Points** of adjacent opposing units and expressing the comparison as a simplified probability ratio (“**odds**”). A die is rolled and the outcome indicated on the **Combat Results Table** (CRT) is then applied to the units involved.

## [3.0] GAME EQUIPMENT

### Parts Inventory

- 1 11” x 17” map
- 76 thick, two-sided, multi-shaped game pieces\*
- 2 Player Aid
- 24 Event cards
- 1 Turn Record/Reinforcement Track sheet
- One 6-sided die (boxed version only)
- One 12-page, full color Rulebook
- One 16-page Campaign Manual

*\*Some slight soot and discoloration can occur during the laser-cutting process.*

*Twenty-four (24) of the pieces combine to make twelve (12) “standee” pieces.*

*If any pieces are missing or damaged, please email us at: [info@victorypointgames.com](mailto:info@victorypointgames.com)*

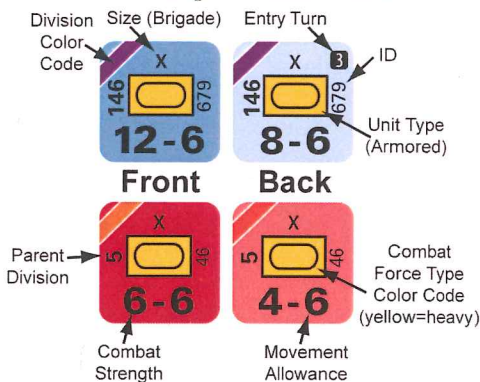
**[3.1] The Game Map:** The map portrays the area along Israel’s northwestern frontier with Syria in the disputed Golan Heights region. A hexagonal grid is superimposed on the terrain features on the map. These hexagonal spaces (we call them “**hexes**”) define units’ positions just like the squares of a chessboard. The map also shows important terrain such as Towns, Hills, Escarpments, Rivers, etc.

Explanations of the various terrain features are found on the **Terrain Effects Chart** (TEC) on the Player Aid Card.

**[3.2] Game Charts & Tables:** Various game aids are provided for the players in order to simplify and illustrate certain game functions. These include the **Combat Results Table** (CRT), the **Terrain Effects Chart** (TEC), and the **Turn Record Track**. They are explained where presented in the appropriate Rules section.


**[3.3] The Playing Pieces:** The playing pieces represent actual military units that fought in this campaign. The numbers and symbols on the playing pieces represent the strength and type of unit simulated by that particular playing piece. The playing pieces are referred to in these rules as “**units**.”


### Sample Ground Units




One player controls the Israeli (blue) units. The opposing player controls the Syrian (red) units.

### Unit Type Symbols

 **Infantry:** Composed primarily of infantry battalions but sometimes including supporting tanks.

 **Paratroopers:** Infantry, but trained for airborne operations.

 **Mechanized:** Composed primarily of infantry in armored personnel carriers, also including supporting tanks.



**Armor:** Composed primarily of tanks, with little or no supporting infantry forces.



**Commando:** Composed of elite commando troops trained to infiltrate enemy lines.

#### Unit Size Symbols

X	II
Brigade	Battalion

**Combat Force Type** describes the dependence of the unit on heavy vehicles and equipment (as opposed to dismounted infantry) for its combat power. Combat Force Type is shown by the background color of the unit type box: **Yellow** for **Heavy Forces**, **Gray** for **Mixed Forces**, and **Blue** for **Light Forces**.

**Combat Strength** measures a unit's value when attacking or defending in a Battle as expressed in **Strength Points**; higher numbers are stronger.

**Combat Shift** measures the effect of a unit's participation in an attack.

**Movement Allowance** determines how far the unit can move at each opportunity as expressed in **Movement Points**.

**Unit Size** affects **stacking** (i.e., having more than one unit in a hex).

**Division ID** (identification) affects joint attacks (for the Syrians) and unit activation for both sides. The division's identification is noted on each counter both by the number to the left of the unit box and also by the color-coded stripe in the upper left corner. The color of the stripe identifies the division. Units without these stripes or divisional number listings are not part of any division, which affects their performance in battle.

**Unit ID** (identification) is included purely for historical interest and has no effect on game play.

All ground units have two sides: Most ground combat units have a **full-strength** (front, two-step) side and a **reduced-strength** (back, one-step) side (in a lighter shade of color for easy recognition during play) that is about half the Attack Strength of its full-strength. Battalion-sized units have only a reduced-strength (one-step) side.

**[3.4] Event Cards:** Twenty-four event cards are provided (twelve for each player side), which deal with the unforeseen and unusual events of the campaign.

**[3.5] The Die:** The six-sided die (⚲), which players must provide, is used only

with the Combat Results Table to determine the result of attacks. The die has nothing to do with the movement of units.

## [4.0] SEQUENCE OF PLAY

**Game Length:** There are twelve Game Turns in **DAYS OF BATTLE: GOLAN HEIGHTS**.

**Time Scale:** Each turn within a Game Turn represents roughly eight hours. Each day consists of a morning turn, an afternoon turn, and a night turn. The morning and afternoon turns are called **Daylight turns**.

**How the Turns Work:** Each turn is divided into two Player Turns followed by an Administrative Phase. Each Player Turn is divided into three parts or "**Phases**" that are performed in the order listed below. All actions in one Phase must be finished before the next Phase can begin.

In Daylight turns, the Israeli Player Turn comes first and the Syrian Player Turn comes second. **In Night turns this order is reversed;** the Syrian Player Turn comes first and the Israeli Player Turn follows second.

**Note:** This means at the end of every day the Syrian player has two player turns in a row, after which the Israeli player has two Player Turns in a row.

Details of Player Turns are different in Daylight turns and in Night turns.

### Daylight Player Turn

**1. Build-Up Phase (7.0):** The active player draws a card and either plays it at once or holds it for later play. He then declares which of his divisions will conduct operations (be "**Operational**") and which will be **Resting**. (Units without division affiliations are always Operational, and so, cannot Rest.) The player then receives Reinforcements (if any, see **12.0**) and Replacements (**13.0**).

**2. Movement Phase (11.0):** All active player units can move.

**3. Combat Phase (10.0):** Units of both sides fire at each other in the following order:

**3A.** All non-active player units (*troops belonging to the side that did not move*) entitled to conduct a Defensive First Fire.

All other units of both players which are in combat then fire in the following order based on their Combat Force Type:

**3B.** Heavy units of both sides fire.

**3C.** Mixed units of both sides fire

**3D.** Light units of both sides fire.

### 4. Advance the Turn marker and conduct next Player Turn

#### Night Player Turn

**1. Build-Up Phase.** Same as in a Daylight turn.

**2. Movement Phase.** Same as in a Daylight turn.

**3. Combat Phase.** All units of both players which are in combat fire in the following order based on their attack type:

**3A.** Light Units of both sides fire.

**3B.** Mixed Units of both sides fire

**3C.** Heavy units of both sides fire.

**Note:** There is no Defensive First Fire step in night combat.

### 4. Advance the Turn Marker and conduct next Player Turn

**Administrative Phase.** Advance the Game Turn marker or, if the last turn was played, stop and determine the winner. If the last turn was not played, check to see if the Syrian player has won an **Immediate Victory**.

## [5.0] HOW TO WIN

The Syrian player wins if, in the Administrative Phase of any Game Turn, Syrian units occupy any three of the Victory hexes (marked with a ★ red star) and there is a line of communication stretching from the unit back to a Syrian map edge. The line of communication may be of any length but may not pass through an Israeli Zone of Control (see 7.0). This results in an **Immediate Victory** for the Syrian player.

Failing this, victory is determined by the number of **Town** hexes (*not Villages*) and/or Victory star hexes controlled by the Syrian player at the end of the last Game Turn.

The Syrian player wins by controlling two or more Towns or star hexes. If the Syrian player Controls one Town or star hex, the game ends in a draw, and if the Syrians Control no Towns or star hexes, the game ends as an Israeli victory. Each Victory star hex held counts the same as one Town when resolving end-of-game victory status.

A player "**controls**" a Town or Victory star hex if one of his units was the last one to pass through or occupy that hex. *The Israelis control all Towns and Victory stars at the beginning of the game.*



Players can record Syrian control of Town or Victory star hexes using the Syrian control markers

provided. Towns and Victory star hexes without Syrian control markers are assumed to be under Israeli control.

**Historical Note:** In game terms, the historical battle was a draw. The Israelis stopped the Syrian advance just short of the vital Jordan River bridges. By the end of the game, the Israelis had pushed the Syrians back across the Purple Line along its entire length, but despite several costly Israeli attacks, the Syrian paratroopers and commandos still held the Mount Hermon Victory hex.

## [6.0] SETTING UP THE GAME

### Procedure

#### 1. Place the **Game Turn**

**marker** on the 1 box of the Turn Record Track.

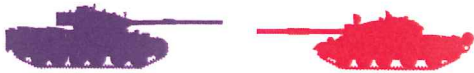


2. All of each side's twelve event cards are shuffled, and three random cards are discarded. The remaining nine are placed face down in a separate Draw Pile for each player (7.1).



3. Place the full-strength Israeli infantry brigade on the map in Banias Village (Hex # 0304).

4. Place the five (5) Israeli tank battalions and one (1) mechanized battalion of the 36<sup>th</sup> Division in the six hexes marked with blue (Centurion) tank silhouettes, one unit per hex.



5. The Syrian then sets up all fourteen units of the 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> Divisions and the single Syrian parachute unit, one unit on each hex containing a red (T-62) tank silhouette.

6. The remaining Israeli and Syrian units are placed as indicated on the Turn Record Track to arrive as Reinforcements (12.0).

7. The Syrian player commences the first Game Turn with the **Syrian Movement Phase** (skipping the Syrian Build-Up Phase). The game then proceeds according to the Sequence of Play (4.0) until the last Game Turn is completed.

## [7.0] BUILD-UP PHASE

### Procedure

1) The active player draws a card and either plays it at once or holds it for later play (7.1).

- 2) He then declares which of his divisions will conduct operations and which will be Resting (7.2).
- 3) The active player receives Reinforcements (12.0).
- 4) The active player receives Replacements (13.0).

**[7.1] Event Cards:** At the start of the game all of each side's twelve event cards are shuffled, and three random cards are discarded. The remaining nine are placed face down in a separate Draw Pile for each player.

At the start of each player's Build-Up Phase, the player draws a card from the Deck and, consulting the event, either plays it at once or holds it for play during his opponent's turn, as instructed by the card. Once the card is played, it is placed in a Discard Pile.

No card is drawn on the first Player Turn of the game (since the Build-Up Phase is skipped). Each player will draw cards from their Deck during their Build-Up Phase, beginning with Game Turn 2 through the end of Game Turn 10. No event cards are drawn on the last two Game Turns (11 and 12) **but cards retained in the player's hand can still be played.**

### [7.2] Declare Operational and Resting

**Units:** After the active player has drawn or played an event card, he must declare which of his units are Operational and which will be Resting. Place the Resting marker (standee) on the appropriate turn space on the Turn Record Track for each Division declared to be Resting. All other units are considered to be Operational for that turn.

**[7.2.1] Unaffiliated Units:** Units without a division affiliation may never be declared Resting.

**[7.2.2] Resting Effects:** Resting units have certain restrictions on movement (see 8.1, 10.3) and generate Replacement Steps for their Division (13.0).

*Otherwise, the units are treated normally.*

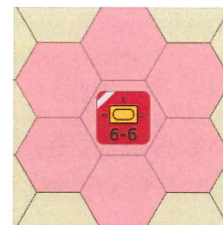
**[7.3] Receive Reinforcements:** Section 12.0 outlines management and placement of Reinforcements.

**[7.4] Receive Replacements:** Section 13.0 outlines management of Replacements.

## [8.0] ZONES OF CONTROL

### General Rule

Each unit has a **Zone of Control** ("ZOC") that consists of the six hexes surrounding it (see diagram), including hexes occupied by enemy units. *Terrain does not limit, block,*



*or affect ZOC.* In addition, some Israeli Bunkers may have a Zone of Control in the hex of the bunker itself and the six surrounding hexes. Enemy Zones

of Control **have important effects** on movement, combat, and line of communications (used in both victory and Replacements).

Note that, unlike in some other wargames, friendly units do *not* negate the effects of enemy Zones of Control for any reason.

**[8.1] Movement Effect:** Only Operational Units may enter an **Enemy Zone of Control** ("EZOC"); Resting units may not. A unit entering an EZOC must immediately end its movement for that Movement Phase (as per 10.1.2), except for Commando units (10.1.3).

All Resting units which begin their movement in an EZOC may freely **leave** that EZOCs without penalty.

**Operational Israeli** units which begin their movement in an EZOC may freely leave that EZOC or may move directly to an adjacent EZOC, ending their move there. If they begin in an EZOC, they may move to an **adjacent** EZOC.

**Syrian Operational** units which start in an EZOC may move directly to an adjacent EZOC (including the EZOC of another enemy unit) but may not move completely out of EZOCs, nor leave EZOCs at any time.

**Historical Note:** The Syrian Army was intent on wiping out the stain of their humiliation in the 1967 war. As a result, once committed to an attack, they were unwilling to break off and try a different course of action.

**[8.2] Combat Effect:** Units that must Retreat through EZOC hexes lose one step of strength (see 11.0, Combat). Units forced to end their Retreat in an EZOC are eliminated.

**[8.3] Effect on Lines of Communications:** Lines of communication to Victory hexes or to units intended to receive Replacements may not be traced through an EZOC.

**[8.4] Israeli Bunkers:** Each Israeli Bunker exerts a ZOC into its own hex and the six surrounding hexes. It continues to do so until *either* there is no Israeli unit within three hexes of the Bunker *or* a Syrian unit occupies the Bunker hex.

As soon as a Syrian unit moves into a Bunker hex, that Bunker ceases to exert a

ZOC. Syrian units which move later in the same movement phase may pass adjacent to the Bunker without stopping. However, as soon as a Bunker hex is no longer occupied by a Syrian unit *and* there is an Israeli unit within three hexes of it, the Bunker again exerts a ZOC.

If a Syrian unit occupying an Israeli bunker hex is forced to Retreat in combat, it does not suffer any potential step losses due to Retreating into the immediately restored ZOC of that Bunker. However, the Bunker's ZOC can from then on affect any later combats or Retreats in that Phase.

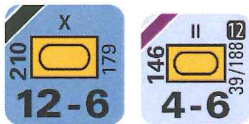
**Historical Note:** The bunkers were numbered consecutively from 101, but some of the bunkers had been abandoned before the war. Only the bunkers actually manned during the war are shown.

## [9.0] STACKING

### General Rule

More than one unit can remain in a hex.

**[9.1] Stacking Limit:** A player may have no more than one brigade (reduced or full strength) or two battalions in a hex during movement or at the end of a Retreat (11.8). This means that a player may have up to two battalions in a hex, a single brigade, or a brigade and a battalion.



To help cement this mechanic, and to make the distinction easier for players, brigade counters are larger than battalion counters.

**[9.2] Overstacking Penalty:** At the end of each Phase, units found in violation of the above Stacking Limit are removed from the map by their owning player.

## [10.0] MOVEMENT

### General Rule

Units can be moved during their owner's Movement Phase.

### Procedure

Each unit has a **Movement Allowance** (expressed in terms of **Movement Points**) representing the distance in hexes it can move in each Movement Phase, subject to Terrain Effects (as listed on the Player Aid Card).

During a friendly Movement Phase, that player may move any or all of his eligible units. Units move individually, one hex at a time, from hex to hex, in any direction or combination of directions desired, spending Movement Points as they transit the map,

and stopping when those Movement Points are gone, or an EZOC is entered (7.0), or the owning player simply desires to cease that unit's movement. Once a unit begins moving it must finish its movement before another friendly unit can begin its movement.

### Restrictions

**[10.1] Enemy Forces:** The following movement restrictions apply:

**[10.1.1] Enemy Units:** A unit can never enter a hex containing an enemy unit.

**[10.1.2] EZOCs:** A unit **entering** an Enemy Zone of Control **must immediately end its movement for that Movement Phase**.

**[10.1.3] Commando Units:** A special recon unit **entering** an Enemy Zone of Control **may move one additional hex**, and then ends its movement for that Movement Phase.

**[10.2] Stacking:** A unit may enter a hex containing other friendly units, even if doing so would violate stacking, but may not end movement in violation of the Stacking Limit (9.1).

**[10.3] Resting:** Units of a **Resting** division **may only move half of their printed movement allowance** (rounding up) and **may not enter an enemy ZOC**. If they begin in an enemy ZOC they may leave, but are not required to do so.

**[10.4] No "Minimum Movement" Allowance:** Units must have enough movement points available to complete any attempted move. If it does not, it remains in its current hex location at the point it expended its last movement points. *Therefore, some hex-to-hex movement can only be completed by units with higher movement allowances.*

**Example:** A Syrian infantry brigade, with a three (3) movement point allowance, cannot cross the Escarpment, except when using a Road hexside.

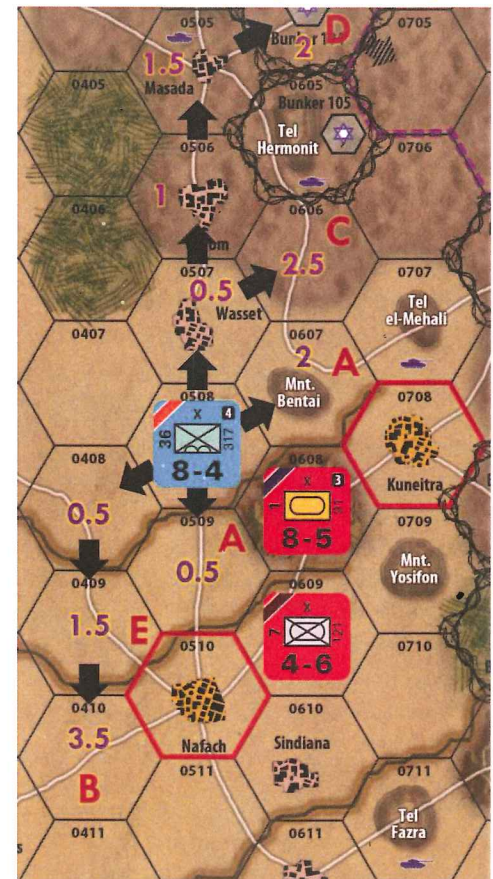
### Special Movement

**[10.5] "Road" Movement:** A unit moving along a Road (i.e., moving from one hex to an adjacent hex connected by a Road across their adjoining **hexside**) pays only one half Movement Point (1/2 MP) to enter that hex, regardless of the normal costs to enter it (see the Terrain Effects Chart).

**Movement Example:** Here are some different ways that the Israeli 317th Parachute Brigade could move. The numbers in the illustration show how many Movement Points it has spent from its Movement Allowance of four (4), which

is the *second* number along each counter's bottom edge, to enter that hex.

The Israeli 317th Parachute Brigade can move one hex to either **hex A** adjacent to the Syrian



**armored brigade.** In both cases the Israeli unit has movement remaining but must stop because it has entered a ZOC. Note that it pays 2 Movement Points to enter the Hill hex (one for the Clear terrain hex and one more for the Hill). It pays only one half movement point to enter the Clear hex to the south, due to the Road which also allows it to ignore the one movement point cost to cross the Wadi hexside).

The Israeli 317th Parachute Brigade could also move southwest to hex B, exiting ZOC, and then skirting the ZOC of the Syrians. This illustrates the combination of Road and non-Road movement, paying no penalty to cross the Wadi hexside when moving along the Road but then paying it for the next hex, when the movement is not along a Road.

The Israeli unit could move northeast to hex C, but once it reached that hex does not have sufficient movement to go any further.

It could also move north to hex D using Road movement. It could not move from there to the Rough terrain hex across the Purple Line (shown with a broken arrow) because that would use three more movement points (two for the Rough terrain and one additional for crossing the Purple Line hexside).

If the Israeli brigade was part of a Resting division, it could only expend two movement points (half of its printed allowance) and could not enter an enemy ZOC. This means it could still move to hex D, since that requires only two movement points. It could not reach hex B, but could get as far as hex E. It could not reach hex C because it does not have enough movement, and it could not enter either hex A because it may not enter an EZOC.

## [11.0] COMBAT

### General Rule

During each Combat Phase, all friendly units may attack **adjacent** enemy units, and all enemy units in hexes under attack may fire back. Attacking is completely voluntary; units are never compelled to attack.

A “**Battle**” is an attack on **one** enemy-occupied hex by any or all of the attacking player’s units that are adjacent to that **Battle Hex**, the die being cast to determine its outcome.

### Procedure

First, the attacking player (or “attacker,” i.e., the Israeli Player during the Israeli Combat Phase, and the Syrian during their Combat Phase) announces **all** their Battles – that is, **he declares in advance** which enemy units they will attack, which of his own (friendly) units will attack them, and their use of any cards to affect a battle.

The defender then decides which, if any, of their defending units will fire at attacking adjacent units. Only defending units which are being attacked may fire defensively, and they may only fire at enemy units actually conducting attacks against them.

- **Once Per Combat Phase:** A single unit may only fire once per Combat Phase, and a single enemy unit may only be fired at once per Combat Phase.
- **Battle Commitment:** Once all of a player’s Battles have been announced for that Combat Phase, **the player can’t change his mind**; no additional Battles can be announced, nor can previously announced Battles be cancelled.

### The Battle Sequence

Battles are resolved one at a time in any order the attacking player desires. Within each battle, fire is conducted subject to the order of Combat Force Type as specified in the Sequence of Play (4.0).

All combats in each Step of the order of Combat Force Type are considered as taking place simultaneously, and so any unit affected by combat in that Step **may still fire in that Step**. However, units which

suffer a result which prevents them from firing, or which would be reduced in strength and thus fire at a lower strength, suffer those effects if firing in a later Step.

Since an enemy unit may only be fired on once in a Combat Phase, a unit fired on in an early Step may not be fired on again in a later Step. A unit eligible to fire in an early Step may refrain from firing so that it can combine its fire with a friendly unit firing in a later Step.

Sometimes a player will have units eligible to fire in different Steps at an enemy unit. The player must decide whether he wants to fire early but at lower strength or delay his fire until all eligible units can fire together.

**Before conducting ANY Steps of a Battle, each player must decide which of his units will fire in a later Step so as to combine strengths with other unit types.**

*Note that the actions listed on Event Cards: Air Strikes and Commandos need to be committed at the same time as other attacks.*

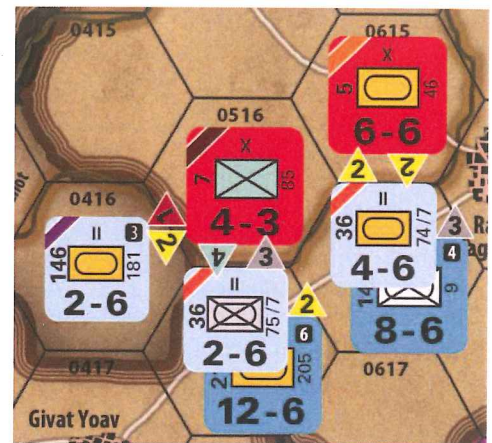
For each **Step of a Battle**, the following sequence is followed:

1. Total the Combat Strengths of all the firing units in that **Step**.
2. Divide this total by the Combat Strength of the target unit(s), dropping any remainder (or “fractions”) to get one of the odds levels provided on the **Combat Results Table**.
3. Determine if the combat effects of **terrain** and/or **Commando units** and **Air Strike cards** have shifted the odds column.
4. Roll the die and consult the **Combat Results Table**; cross-index the row of the number rolled with the odds column to determine the result.
5. Apply the combat result immediately.
6. Continue to the next **Step** of the current **Battle**.
7. **Advance After Combat:** If there are no units remaining in the defending hex (i.e., they have been eliminated or forced to Retreat), **one** attacking unit *may* immediately move into the defender’s just-vacated hex.
8. Conduct the next Battle if there are others that were declared at the beginning of the Combat Phase yet to be resolved.

When all previously announced Battles are resolved, that Combat Phase is over.

### Cases

**[11.1] Stacking Effects on Combat:** All units in the *defending* hex must be attacked together; their combat strength totaled.



**Combat Example:** It is the Israeli Combat Phase of a Daylight Turn. All five Israeli units are attacking, with three units attacking the Syrian infantry brigade and the remaining two Israelis attacking the armored brigade. A Wadi separates the Israelis from the Syrians and in attrition the Israeli lone tank battalion on the left is at the bottom of an Escarpment.

The nominal order of fire is color coded on the diagram, with Defensive First Fire first (in red), Heavy units second (in yellow), Mixed units third (in gray), and Light units fourth (in blue). The Syrian infantry brigade has two arrows because it has an option to conduct a defensive first fire at the Israeli tank battalion across the Escarpment, or fire at the armored brigade and mechanized battalion directly south.

**[11.2] Syrian Combined Attacks Not Allowed:** Syrian units from different divisions (i.e., *not part of the same division*) may not combine their fire to attack a hex. Units not marked as part of a division (“non-divisional” units) also may not combine their fire in attacks.

**[11.3] Long Odds:** After Step #2 of the Battle Sequence, above, if the odds are above 5:1, reduce them to 5:1.

After Step #2 of the Battle Sequence, above, if the odds are below 1:3, that attack has no effect on either side.

**[11.4] Terrain Effects on Combat:** As shown on the Terrain Effects Chart on the Player Aid:

- If the defending hex is a Swamp hex, reduce the odds by one column, abbreviated “◀1” (e.g., a 4:1 attack becomes a 3:1, a 3:1 attack becomes 2:1, and so on).

- If the defending hex is a Hill hex, reduce the odds by one level on Daylight turns, but not in Night Turns (◀1).
- If the defending hex is a Mountain, Town, or Woods hex, **and at least one defending unit in the hex is either Light or Mixed**, reduce the odds by one level (◀1).
- If **every** attacking unit in a Battle is across a Wadi and/or Purple line hexside from the defending hex, reduce the odds by one level on Daylight turns, but not on Night turns (◀1).
- If **every** attacking unit in a Battle is across a River or Escarpment hexside (and in the case of the Escarpment is firing up) from the defending hex, reduce the odds by two levels on Daylight turns, and one on Night turns (◀2/◀1).
- If **every** attacking unit in a Battle is firing across a **combination** of Wadi, Purple Line, River and/or Escarpment hexsides (and in the case of the Escarpment is firing up) from the defending hex, reduce the odds by one level on Daylight turns, but not on Night turns (◀1).
- If **several** of the above conditions apply, add all odds shifts together. However, the odds are never reduced by more than a total of **two** levels (◀2).

Defensive terrain benefits are based on the contents of the defender's hex. Hexside benefits are based on the type of hexside fired through by the attacker.

Note that terrain only affects the fire of the attacker (active player) against units of the defender (inactive player). *It has no effect on defensive fires by the defender against the attacker.*

**[11.5] Daylight/Night Effects:** On Day Turns, all Light units have their attack values halved when firing at Heavy units. On Night turns, all Heavy units have their attack values halved when firing at Light units.

**Combat Example Continued:** In **Step 1**, the Syrian player decides to use the infantry brigade to attack the Israeli tank battalion with defensive first fire. The 4 Syrian strength points versus 2 Israeli would normally be a 2:1 attack. Light units are halved versus Heavy units in Daylight turns, however, which reduces the odds to 1:1. There are no terrain modifiers. If the Syrians achieve any result other than NE, the Israeli unit will not be able to fire in a later Step, because it is a single step unit. That means that it will either be Suppressed (and unable to fire), Retreated (and no longer adjacent) or take a step loss (which will eliminate it).

In **Step 2**, the Syrian armored brigade fires at the Israeli stack of units adjacent to it. The Syrian unit has 6 strength points versus the combined total of 12 for the Israelis, or a 1:2 fire. There is a Wadi between them, but terrain does not affect defensive fire.

If the Syrian unit scores a Suppression or Retreat result, the Israelis will not be able to fire later. If the Syrian scores a step loss, the Israelis can remove the armored battalion and still fire the mechanized unit later.

The Israeli armored units can fire in this Step as well. The Israeli armored battalion stacked with the mechanized unit and attacking the Syrian armored brigade elects not to fire. If it fired now, the mechanized brigade would not be able to fire later, since each target can only be fired at once. Instead, the Israeli armored battalion will wait and fire in the next Step in conjunction with the mechanized unit.

The other Israeli armored units will fire at the Syrian armored unit. If the Israeli armored battalion was hit by the defensive first fire, it will not participate in the fire, but it would not have changed the odds in any case. The 12 strength-point armored brigade has a 3:1 attack against the Syrian infantry, reduced to a 2:1 by the Wadi hexside (◀1).

In **Step 3**, the Israeli armored battalion and mechanized brigade combine their fire against the Syrian armored brigade. If they did not suffer losses from the Syrian fire, the Israelis have 12 strength points versus 6, a 2:1 reduced to a 1.5:1 by the Wadi hexside (◀1).

The Israeli mechanized battalion stacked with the armored brigade has not fired, but it cannot do so now as the adjacent Syrian unit has already been fired at.

**[11.6] Commando Units:** If a Commando unit is stacked with one of the attacking units, shift the odds up one column. Note that Commando units have no effect on fire by defenders.

**[11.7] Defensive First Fire Qualification:** Before conducting the Defensive First Fire Step, consult the **Defensive First Fire Qualification** table on the Player Aid to ensure the defending units can conduct such fire.

**[11.7.1] Target Entire Hex:** When conducting Defensive First Fire against an attacking hex with two units, the entire hex must be targeted, combining the Combat Strength of both attacking units.

**[11.7.2] Splitting Fire:** If two units are conducting Defensive First Fire, they MAY split their fire between two different attacking hexes.

**[11.8] Combat Results Explanation:** These outcomes can occur during Step #4 of the Battle Sequence, above, as shown on the Combat Results Table:

**NE (No Effect):** Nothing happens.

**Suppress:** The target unit or units suffers no losses or Retreats, but it may not fire in any later Step of the Battle. The Suppressed markers may be used as a reminder.



**Ls/R2 (Loss or Retreat):** The target unit is either Retreated or it suffers a step loss, at the owning player's option. If Retreated, the **opposing player** Retreats it two hexes as follows:

- **Two Hexes:** The unit must end up two hexes away from the target hex (i.e., it cannot zigzag; each hex of Retreat must take that unit a hex further from the defending hex).
  - **Avoid EZOCs:** If possible, the unit must avoid entering an Enemy Zone of Control at any time during a Retreat.
  - **Unavoidable EZOCs:** If the unit must Retreat into or through a hex or hexes in an EZOC, it loses one step. **If it is forced to end its retreat in an EZOC, it is eliminated.**
  - **Overstacking:** The unit also must **end** its Retreat in a hex that is not in violation of the Stacking Limit. If there is no other Retreat choice except to create an overstacking situation, then the unit must Retreat an additional hex (or hexes) further until a hex that is not in violation of the Stacking Limit (9.1) is reached.
  - **No Enemy Units:** The unit may never Retreat into an enemy-occupied hex.
  - **Or Else:** If there is no Retreat path which satisfies all of these conditions, the unit is eliminated instead.
  - **No Directional Requirements:** The unit is not required to Retreat in a particular direction. A unit may (and might be obligated to, due to the requirements above) Retreat "forward" and away from other friendly units or board side.
- Ls+R2, 3, 4 (Loss and Retreat):** The target unit must first take a step loss; then, if it survives, it must Retreat as described for an **Ls/R2** result (above), except it must Retreat the number of hexes indicated (2, 3, 4).
- If a full-strength unit takes a loss, flip it over to its half-strength side.
  - If a half-strength unit takes a loss, it is eliminated (i.e., removed from the map).

**Elim (Target Eliminated):** The target unit is entirely eliminated, whether it is currently at full-strength or half-strength.

**[11.9] Advance After Combat:** If there are no units remaining in the defending hex (i.e., they have been eliminated or forced to Retreat), one attacking unit may immediately move into and then stop in the defender's just-vacated hex. *This is not "movement" per se and expends no Movement Points nor follows the normal Rules of Movement (10.0). Movement classified as "prohibited" on the Terrain Effects Chart remains prohibited, including crossing Ravines and non-Bridged Jordan River hexsides.*

## [12.0] REINFORCEMENTS

### General Rule

Both players receive Reinforcements. Reinforcements appear on various turns of the game as indicated in the Setup Rule (6.0, #6) and on the Turn Record Track. All Syrian Reinforcements appear at full-strength. Some Israeli Reinforcements (as noted below) appear at reduced-strength.

### Israeli Reinforcement Schedule

**Game Turn 2:** One reduced-strength armored brigade of the 210<sup>th</sup> Division.

**Game Turn 3:** One armored battalion, one reduced-strength armored brigade, and one reduced-strength mechanized brigade of the 146<sup>th</sup> Division.

**Game Turn 4:** One mechanized brigade of the 146<sup>th</sup> Division. One paratroop brigade of the 36<sup>th</sup> Division.

**Game Turn 6:** One armored brigade of the 210<sup>th</sup> Division.

**Game Turn 7:** One mechanized brigade of the 146<sup>th</sup> Division.

**Game Turn 9:** One commando battalion.

**Game Turn 12:** One armored battalion of the 146<sup>th</sup> Division.

### Syrian Reinforcement Schedule

**Game Turn 3:** One armored and one mechanized brigade of the 1<sup>st</sup> Division. One mechanized brigade of the 3<sup>rd</sup> Division..

**Game Turn 4:** One armored brigade of the 1<sup>st</sup> Division.

**Game Turn 6:** One armored brigade of the 3<sup>rd</sup> Division.

**Game Turn 9:** Two armored brigades of the 3<sup>rd</sup> Division.

### Placement of Reinforcements

Reinforcements are placed in any hex along the owning player's friendly map edge. The friendly map edge hexsides are color-coded (blue for Israeli, red for Syrian). Reinforcements may not be placed in a hex that is occupied by an enemy unit, nor may they be placed in an overstaked situation (9.2).

## [13.0] REPLACEMENTS

### General Rule

Beginning on Game Turn 3, the Israeli player receives one **Replacement Step** each turn. In addition, beginning on Game Turn 2, both players receive one Replacement Step per division committed to Resting status. Both players receive Replacements in their respective Build-Up Phases. Each Replacement Step allows that player to:

1. Place a previously-eliminated unit on the map. If it is a two-step unit (a brigade), it is placed at its reduced strength.

—OR—

2. Flip a reduced-strength unit that is currently on the map over to its full-strength side.

**[13.1] One Step at a Time:** You cannot use two Replacement Steps during the same friendly Build-Up Phase to return an eliminated unit to the map as a newly rebuilt, full-strength unit.

Replacing a full-strength, two-step unit from one already eliminated would take *two* turns (and two total Replacement Steps; one received on each of those turns).

**[13.2] Regrouping Resting Divisions:** The Replacement Step gained by having a division declared Resting **must be used to rebuild a unit of that division.**

**[13.3] Where Replacements Can Appear:** Replacement units being brought in from off the map are placed using the same Rules and restrictions as Reinforcements (12.0).

**[13.3.1] On-map,** reduced-strength units, in order to be restored to full-strength via a Replacement Step, need only be in **communication** with the friendly board edge.

**[13.3.2] "In Communication" Defined:** In communication means being able to trace a path, of any length, **from** the hex in question **to** the friendly edge of the map. Excluding the origin hex, this path cannot enter a hex containing an enemy unit or an EZOC.

**[13.4] Use 'Em or Lose 'Em:** If a Replacement Step is not used, it cannot be saved for later turns. It is permanently lost.

**[13.5] Non Divisional Units:** Since units that are not part of a division cannot rest, they also cannot receive Replacements.

## [14.0] GAME BALANCE

If a handicap is needed for players of unequal experience, change the Rules as follows:

Adjust the number of Towns on the map that the Syrians must control at the end of the last Game Turn by one, either adding one to help the Israelis or subtracting one to help the Syrians.



## GAME CREDITS

**Game Design:** Frank Chadwick

**Development:** Bryan Armor and Eric Nyquist

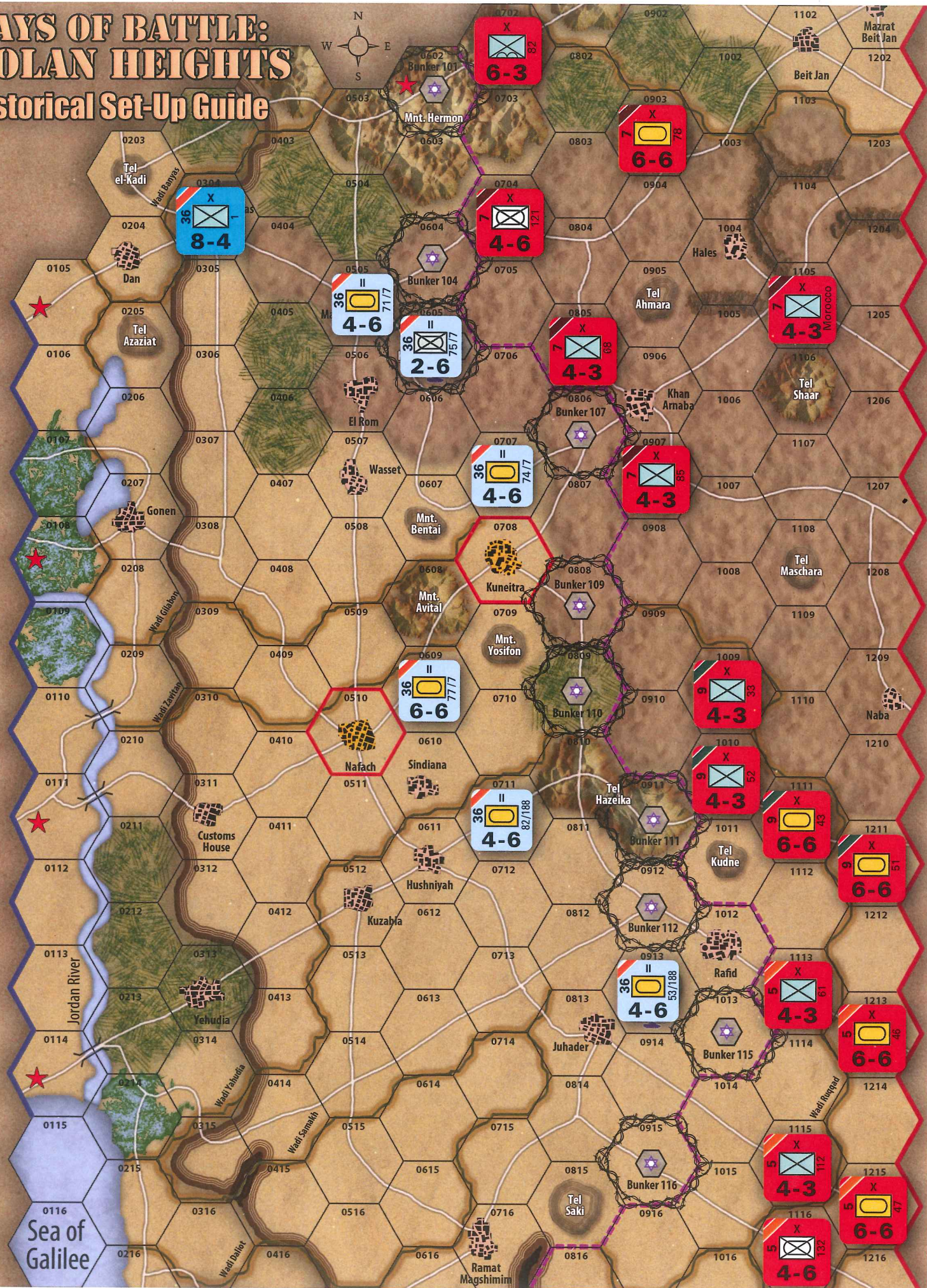
**Art and Graphics:** Alan Emrich, Tim Allen, and Barry Pike III

**Playtesting:** Art Bennett, John Conner, Wulf Corbett, Paul Dobbins, Mark Goss, Richard McKenzie, Kim Meints, Steve Seyboldt

**Proofreading:** Simon King, Leigh Toms, Ian Wakeham, Karen Wolterman

# DAYS OF BATTLE: GOLAN HEIGHTS

## Historical Set-Up Guide

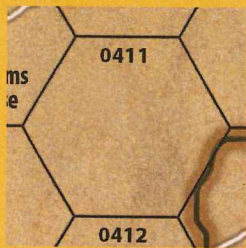


# DAYS OF BATTLE: GOLAN HEIGHTS

## TERRAIN EXAMPLES & CLARIFICATIONS

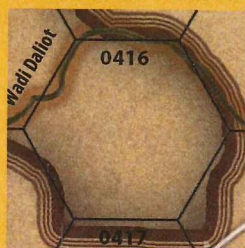
Refer to Terrain Effects Chart and Rules Sections 10.5 and 11.4 for specifics.

### CLEAR HEX



**Golan Heights**  
(Upper Elevation)

### CLEAR HEX



**Jordan River Valley**  
(Lower Elevation)

### ROUGH HEX

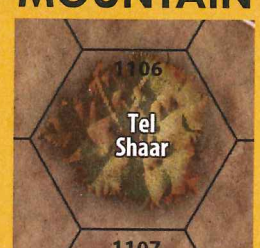


### WOODED



(Potential Defensive  
Combat Benefit)

### MOUNTAIN



(Impassable exc. by Road  
hexsides - Potential  
Def. Combat Benefit)

### HILL HEX



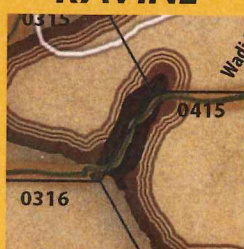
(Defensive Fire &  
Combat Benefit Potential)  
(Movement Hindrance)

### ESCARPMENT



(Defensive Fire Potential)  
(Thick line shows bottom  
of slope. Rises to east.)

### RAVINE



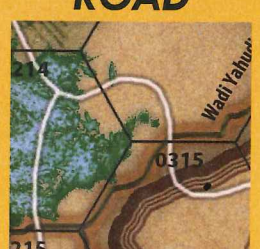
(Escarpment on both  
sides of hexside.  
Impassable hexside.)

### LAVA RIDGE



(Impassable Hexsides)

### ROAD



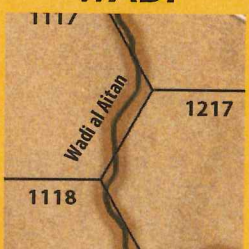
(Negates impassable  
terrain & movement point  
penalties - on hexside)

### SWAMP HEX



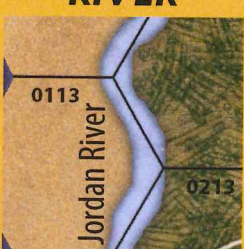
(Potential Defensive  
Combat Benefit)

### WADI



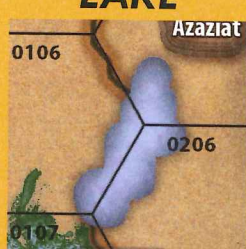
(Hexside movement  
hindrance & Potential  
Defensive Combat Benefit)

### RIVER



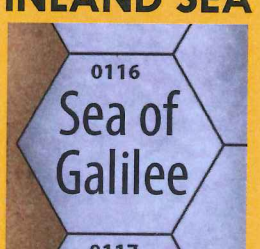
(Impassable Hexside -  
except by Bridge)

### LAKE



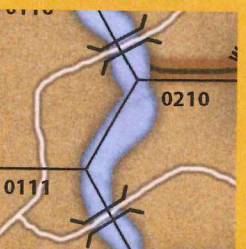
(Impassable Hexside)

### INLAND SEA



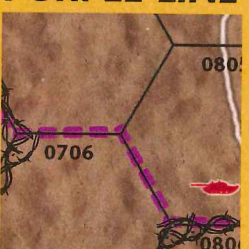
(Impassable)

### BRIDGE



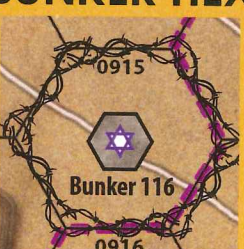
(Negates River Terrain  
movement penalties -  
allows Road MP rate)

### "PURPLE LINE"



(Defensive obstacles -  
Marked hexsides only)

### BUNKER HEX



**Israeli Strongpoints**  
(See Rules Section 8.4  
for specific abilities)

### VILLAGE HEX

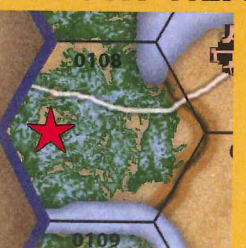


### TOWN HEX



(Defensive Fire Potential)  
(End-of-Game Victory  
Objective)

### VICTORY HEX



(Victory Objective)

### SET-UP HEX



**ISRAELI**

### SET-UP HEX



**SYRIAN**

### ENTRY HEX



**ISRAELI**

### ENTRY HEX



**SYRIAN**

# DAYS OF BATTLE: GOLAN HEIGHTS - PLAYER AID

## TERRAIN EFFECTS CHART

TERRAIN TYPE		MOVEMENT EFFECTS	COMBAT EFFECTS					
			DAYLIGHT TURNS			NIGHT TURNS		
			Heavy	Mixed	Light	Heavy	Mixed	Light
HEX CONTENTS	Clear	1MP	NE	NE	NE	NE	NE	NE
	Rough	2MP	NE	NE	NE	NE	NE	NE
	Swamp	3MP	⇐1	⇐1	⇐1	⇐1 *	⇐1 *	⇐1 *
	Mountain	Prohibited [**]	NE	⇐2	⇐2	NE	⇐1	⇐1
	Hill	+1MP	⇐1	⇐1	⇐1	NE	NE	NE
	Town	NE	NE	⇐1	⇐1	NE	⇐1 *	⇐1 *
	Wooded	2MP	NE	⇐1	⇐1	NE	⇐1 *	⇐1 *
	Village	NE	NE	NE	NE	NE	NE	NE
HEXSIDE	Bunker	NE	NE	NE	NE	NE	NE	NE
	Road / Bridge HS	½ MP	NE	NE	NE	NE	NE	NE
	Wadi HS	+1MP	⇐1	⇐1	⇐1	NE	NE	NE
	"Purple Line" HS	+1MP	⇐1	⇐1	⇐1	NE	NE	NE
	Escarpment HS	+4MP	⇐2 (when firing upslope)	⇐2 (when firing upslope)	⇐2 (when firing upslope)	⇐1 (when firing upslope)	⇐1 (when firing upslope)	⇐1 (when firing upslope)
	River / Lake HS	Prohibited	⇐2	⇐2	⇐2	⇐1	⇐1	⇐1
	Ravine HS***	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited
	Lava Ridge HS	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited	Prohibited

Notes: \* Ignore if all firing units are Light.

\*\* Units may only enter and exit a Mountain hex, and may only attack into or out of a Mountain hex, across a Road hexside.

\*\*\* Ravine hexsides are those with Escarpments on both sides.

## SEQUENCE OF FIRE

ORDER	DAYLIGHT TURNS	NIGHT TURNS
1st	Def. First Fire	No Def. Fire
2nd	All Heavy Units	All Light Units
3rd	All Mixed Units	All Mixed Units
4th	All Light Units	All Heavy Units

## DAYLIGHT/NIGHT COMBAT EFFECTS

DAYLIGHT TURNS	NIGHT TURNS
Light = ½ vs. Heavy	Heavy = ½ vs. Light

## COMBAT RESULTS TABLE

Die	1-3	1-2	1-1	1.5-1	2-1	3-1	4-1	5-1+	Die
1	Suppress	Ls/R2	Ls/R2	Ls+R2	Ls+R3	Ls+R4	Elim	Elim	1
2	NE	Suppress	Ls/R2	Ls/R2	Ls+R2	Ls+R3	Ls+R4	Elim	2
3	NE	NE	Suppress	Ls/R2	Ls/R2	Ls+R2	Ls+R3	Ls+R4	3
4	NE	NE	NE	Suppress	Ls/R2	Ls/R2	Ls+R2	Ls+R3	4
5	NE	NE	NE	NE	Suppress	Ls/R2	Ls/R2	Ls+R2	5
6	NE	NE	NE	NE	NE	Suppress	Ls/R2	Ls/R2	6

NE: No Effect

Suppress: Unit May Not Fire In Later Fire Phases

Ls/R2: Take A Step Loss OR Retreat 2 Hexes, Target Choice
























Ls+R2, Ls+R3, Ls+R4: Take A Step Loss AND Retreat 2, 3 Or 4 Hexes, Accordingly

## DEFENSIVE FIRST FIRE QUALIFICATION - (DAYLIGHT TURNS ONLY)

TERRAIN TYPE OCCUPIED	Heavy Units	Mixed Units	Light Units
Hill	YES	YES	NO
Escarpment HS	IF FIRING DOWN	IF FIRING DOWN	IF FIRING DOWN
Town	NO	YES	YES

# DAYS OF BATTLE: GOLAN HEIGHTS

## TURN RECORD TRACK

GAME TURN	PLAYER	REINFORCEMENTS	RPL	PLAYER	REINFORCEMENTS	RPL
1 Sat. Afternoon 6 October	<i>No Israeli Move During Turn 1</i>			 Syria		
2 Night 6/7 October	 Syria			 Israel	Armored Brigade [210] <i>Reduced</i>	
3 Sun. Morning 7 October	 Israel	Mech. Brigade [146] <i>Reduced</i> Armor Battalion [146] Armor Brigade [146] <i>Reduced</i>	1	 Syria	Mechanized Brigade [1] Armored Brigade [1] Mechanized Brigade [3]	
4 Sun. Afternoon 7 October	 Israel	Mechanized Brigade [146] Paratroop Brigade [36]	1	 Syria	Armored Brigade [1]	
5 Night 7/8 October	 Syria			 Israel		1
6 Mon. Morning 8 October	 Israel	Armored Brigade [210]	1	 Syria	Armored Brigade [3]	
7 Mon. Afternoon 8 October	 Israel	Mechanized Brigade [146]	1	 Syria		
8 Night 8/9 October	 Syria			 Israel		1
9 Tues. Morning 9 October	 Israel	Commando Battalion	1	 Syria	Armored Brigade [3] Armored Brigade [3]	
10 Tues. Afternoon 9 October	 Israel		1	 Syria		
11 Night 9/10 October	 Syria			 Israel		1
12 Wed. Morning 10 October	 Israel	Armored Battalion [146]	1	 Syria		

# DAYS OF BATTLE: GOLAN

				210 12-6		9-12 210 146	
				8-6 146 9		9-8 146 7	
<b>GAME TURN</b>		8-5 96 1		4-6 58 1		8-4 96 1	
5-8 81 6		8-5 65 3		8-5 AG 3		4-6 78 7	
9-9 46 X		6-6 47 5		4-3 19 5		4-3 58 7	
SUPPRESSED		SUPPRESSED		6-6 43 6		4-3 33 6	
1 AIR STRIKE		9th Division RESTING		SUPPRESSED		1 AIR STRIKE	
Commando Insertion		SUPPRESSED		SUPPRESSED		Sayeret Matkal	
RESTING		SUPPRESSED		SUPPRESSED		Sayeret Matkal	
1st Division RESTING		3rd Division RESTING		210th Division RESTING		36th Division RESTING	
RESTING		RESTING		RESTING		RESTING	
RESTING		RESTING		RESTING		RESTING	

						<b>GAME TURN</b>	

# DAYS OF BATTLE: GOLAN

THE SYRIAN OFFENSIVE: 6-10 OCTOBER, 1973



SYRIA

ايروس

## 01 Israeli Brigade Commander Killed



**Retain this card.**

Play at the start of the **Israeli Movement Phase**, designating **one Israeli** unit (Syrian choice) which **cannot move** that turn.

**Mid-Day 7 October:** Israeli Colonel Yitzhak Ben-Shoham is killed in action and the remnants of the 188th "Barak" Brigade are left without orders in the midst of a critical phase of the battle.

## 02 Delayed Enemy Reinforcements



**Play this card immediately.**

Move **one** Israeli Reinforcement unit (Syrian choice) **back one** Player Turn on the Game Turn Record Track (**so it arrives later**).

If there are no Israeli Reinforcement units left on the Game Turn Record Track, Syria receives **one** Replacement Step instead.

*The friction of war hinders your opponent this time.*

## 03 "Move Forward! Now!"



**Play this card immediately.**

Chose and move one **friendly** Reinforcement unit **forward one** Player Turn on the Game Turn Record Track (**so it arrives earlier**).

If no friendly Reinforcements units are left on the Game Turn Record Track, Syria receives **one** Replacement Step instead.

*Units are pressed forward with extreme urgency to engage the enemy.*

## 04 "It's Not 1967"



**Retain this card.**

Play during an **Israeli Combat Phase** to allow **any one Syrian** unit (Syrian choice) to utilize **Defensive First Fire** that turn. Playable on a **Night** turn, negating (**for one unit for one turn**) standard rules that prohibit Defensive First Fire during Night turns, along with restricting terrain qualifiers.

**7 October:** An Israeli officer warns arriving reservists, "Advance carefully. It's not 1967," a reference to Syria's poor performance in the 1967 War. An hour later the unit is ambushed by the Syrians and suffers heavy losses.

## 05 "We've Done Our Bit"



**Retain this card.**

Play during the **Israeli Build-Up Phase** to designate one **Israeli** division which must Rest this turn.

**Morning, 7 October:** The regular garrison of the Golan is exhausted after a night of continuous fighting. Colonel Ben-Shoham, commander of the 188th "Barak" Brigade, radios to one of his battalion commanders, "All we can do now is hang on until the reserves come up. We've done our bit."

## 06 Night Vision Gear



**Play this card immediately.**

If drawn on a **Night** turn, **one** Heavy unit (Syrian choice) is immune from halving its firepower that **Syrian Combat Phase**.

If drawn during a **Day** turn, Syria may receive **one** Replacement Step instead.

**Night, 6/7 October:** The commitment of Syrian armored units with infrared searchlights gives the Syrians a technological edge. The lack of training in night combat largely negates it, but in a few cases Syrian armored units use their IR (infrared) equipment to good effect.

## 07 Night Vision Gear



### Play this card immediately.

If drawn on a **Night** turn, **one** Heavy unit (Syrian choice) is immune from halving its firepower that **Syrian Combat Phase**.

If drawn during a **Day** turn, Syria may receive **one** Replacement Step instead.

**Night, 7/8 October:** The commitment of Syrian armored units with infrared searchlights gives the Syrians a technological edge. The lack of training in night combat largely negates it, but in a few cases Syrian armored units use their IR (infrared) equipment to good effect.

## 08 Syrian Air Strikes

### Play this card immediately.

If a **Day** turn, an **Air Strike** is available. This can **only** be used during this **Syrian Combat Phase**. The Air Strike allows any **one** attack to receive a **1** → column shift.

If drawn on a **Night** turn, Syria instead receives **one** Replacement Step.



Syrian SAM (Surface-to-Air Missile) and ADA (Air Defense Artillery) batteries limit the ability of the IDF to launch effective air support early in the war. In the same period, the Syrians are able to launch occasional air strikes.

## 09 Soviet Replacement Equipment Arrives



### Retain this card.

Play this card during this or any future **Syrian Build-Up Phase** and roll a die.

On a **1**, **2** or **3** Syria gains **one** Replacement Step; on a **4**, **5** or **6** Syria receives **two** Replacement Steps.

**9 October:** The Soviet Union began supplying Egypt and Syria by air and by sea. The Soviets airlifted some 3,750 tons of supplies to Syria. Both the United States and the Soviet Union commenced massive resupply efforts to their allies during the Yom Kippur war, and this led to a near-confrontation between the two superpowers. The Soviets declared the "reasonableness" for intervention, and U.S. responded with an immediate increase in their DEFCON level, causing the Soviets to back down.

## 10 Commando Helicopter Insertions

### Play this card immediately.

Roll a die. On a **1**, **2** or **3** there is no effect (Syrian commandos are shot down); on a **4**, **5** or **6** receive the **Syrian Commando** marker. It is **only** available this turn during the **Syrian Combat Phase**. It may be added to any **one** attack to receive a **1** → column shift.



**Morning, 9 October:** As the armored brigades of the Syrian 3rd Armored Division are thrown against the remnants of the 7th Brigade near Booster Ridge (Tel-el-Mehali), helicopters pass overhead taking elements of a Syrian commando battalion into the Israeli rear area. Most of the helicopters are shot down.

## 11 Anti-Aircraft Batteries



### Retain this card.

Play when the **Israeli** player draws an **Israeli Air Strike** or gets a **Replacement Step** to cancel that Israeli action, and then roll a die. On a **1**, **2** or **3** there is no further effect; on a **4**, **5** or **6** the **Israeli** player must discard one card at random if any are being held in the Israeli hand.

**7 October:** On the second day of the war, the Israeli Air Force attempted to take out the Syrian anti-aircraft batteries. Codenamed **Doogman 5**, the attempt was a costly failure. The Israelis destroyed one Syrian missile battery and lost six aircraft. On **9 October**, Syrian FROG-7 SAMs (surface-to-surface missiles) struck the Israeli Air Force base of Ramat David, killing a pilot and injuring several soldiers.

## 12 Rally For A Counterattack



### Retain this card.

During a **Syrian Combat Phase**, allow all Syrian **reduced-strength** units in a **single battle** to fire using their **full-strength** value. (They remain reduced-strength units.)

On 9 October, as the last Syrian units were being ejected from the Golan Heights, the Syrians launched a counter-attack north of Kuneitra. As part of the operation, they attempted to land heli-borne troops in the vicinity of El Rom.

# DAYS OF BATTLE: GOLAN

THE SYRIAN OFFENSIVE: 6-10 OCTOBER, 1973



ISRAEL

ישראל

01

## Syrian Command Failure



**Retain this card.**

Play during the **Syrian Build-Up Phase** and designate **one Syrian division** (Israeli choice) which must **Rest** that turn.

**Sunset, 8 October:** Syrian Brigadier General Omar Abrash, CO of 7th Division, is killed just as he is committing his division to a night attack. The attack is cancelled while the division command reorganizes.

02

## Enemy Reinforcements Delayed



**Play this card immediately.**

Move **one** enemy Reinforcement unit (Israeli choice) **back one** Player Turn on the Game Turn Record Track (**so it arrives later**).

If there are no enemy Reinforcement units left on the Game Turn Record Track, Israel receives **one** Replacement Step instead.

*The friction of war hinders your opponent this time.*

03

## Zvika Force



**Retain this card.**

Play during the **Syrian Movement Phase** to designate one moving Syrian Heavy unit (Israeli choice) to **immediately** end its movement for that turn after it has moved at least one hex. In addition, no other Syrian unit can move through that hex that turn.

**Night, 6/7 October:** Israeli Lieutenant Zvika Greengold, without a unit assignment, hitchhikes to the front, is given command of a scratch platoon of tanks, and for the rest of the night and the next morning his force, often reduced to just his own tank, fights a continuous successful delaying action against advancing Syrian armor.

04

## "Get Up There, Quickly!"



**Play this card immediately.**

Choose and move **one** Israeli Reinforcement unit **ahead one** Player Turn on the Game Turn Record Track (**so it arrives earlier**).

If no friendly Reinforcement units are left on the Game Turn Record Track, receive **one** Replacement Step instead.

*Local commanders take the initiative and rush to the fighting.*

05

## "We Paid A Price"



**Retain this card.**

Play during the **Syrian Build-Up Phase** to designate **one Syrian** division which must **Rest** this turn.

**Night, 6/7 October:** The original Syrian plan envisioned a morning attack and a long day in which to advance. The switch to an afternoon attack, to match the Egyptian timetable, left the Syrians well short of their objectives at nightfall. The combination of lack of Syrian night combat training and Israeli reserves arriving sooner than expected made the Syrian breakthrough units hesitant, which may have cost them the war. The Syrian defense minister later said of the decision to delay the start of the offensive, "We paid a price."

06

## The Breaking Point



**Retain this card.**

Play during a **Combat Phase** to require the enemy to re-roll the die. The Israeli player may choose **either** die roll's result to apply.

**Morning 8 October:** As the Israeli 146th Division arrives in the southern Golan, it launches a strong attack against the Syrian 47th Armored Brigade, which retreats in disorder – the first Syrian brigade to buckle in the face of losses. The southern flank of the Syrian front collapses as the 146th Division rolls forward.

## Tank Repair Efficiency



**Play this card immediately.**

Receive **one Replacement Step**. If possible, it must be used for a **Heavy** or **Mixed** unit.

Israeli ordnance units work night and day throughout the war returning damaged tanks to service, which gives the Israelis a significant force reconstitution advantage over the Syrians.

## "Sayeret Matkal" Commandos

**Play this card immediately.**

**Sayeret Matkal** marker activated. It is **only** usable during this turn's **Israeli Combat Phase**. It may be added to **any one attack** to receive a **1** ➞ column shift.



**Sayeret Matkal** was the Israeli Defense Force (IDF)'s general staff strategic reconnaissance/commando unit. Half of the unit, under its deputy commander Major Yoni Netanyahu, conducts operations on the Golan Front during the 1973 war in support of conventional units. Later, as a Lieutenant Colonel, Netanyahu would lead the entire unit in the Entebbe Raid, and would be the only Israeli fatal military casualty in that operation.

## Tank Gunnery



**Retain this card.**

Play at start of the **Israeli Combat Phase**, causing one step loss to a **Syrian** unit (Israeli choice) adjacent to **any Israeli Heavy** unit. That **same** Syrian unit, if still in play, **can** be attacked normally in combat afterward.

Israeli training emphasized tank gunnery, both accuracy and rate of fire. As a result, Israeli tanks tended to shoot first, got off two or three rounds for every one Syrian tank round, and hit their targets both more frequently and at longer ranges.

## Israeli Air Strikes

**Play this card immediately.**

**Air Strike** activated. It is **only** available this turn during the **Israeli Combat Phase**. It may add to **any one attack**, gaining a **1** ➞ column shift.



**Day, 6 October:** Israeli Air Force (IAF) planes were in the process of re-arming for air-to-air combat when the war broke out at 2 PM because, with war imminent, they had been preparing for a preemptive strike against airfields and surface-to-air missile (SAM) sites in Syria and Egypt. However, the Israeli Prime Minister, Golda Meir, called off that pre-emptive strike to help ensure help from the U.S.

## Israeli Air Strikes

**Play this card immediately.**

**Air Strike** activated. It is **only** available this turn during the **Israeli Combat Phase**. It may add to **any one attack**, gaining a **1** ➞ column shift.



**Day, 6 October:** Israeli Air Force (IAF) planes were in the process of re-arming for air-to-air combat when the war broke out at 2 PM because, with war imminent, they had been preparing for a preemptive strike against airfields and surface-to-air missile (SAM) sites in Syria and Egypt, but the Israeli Prime Minister, Golda Meir, called off that pre-emptive strike to help ensure help from the U.S.

## Improvisation & Tactical Flexibility



**Retain this card.**

Play in **Israeli Build-Up Phase**. Instead of that turn's card draw, take any one card from the Israeli **Discard Pile** as that turn's play. The remaining Discards (including this card) may then be reshuffled back into the Deck to form a **refreshed Draw Pile**, if desired.

Syrian planners estimated it would take at least 24 hours for Israeli reserves to reach the front, but reserve units began arriving only 15 hours after the war began. Israeli tanks and infantry fought desperately and conducted stopgap blocking actions at Syrian breakthroughs to buy time for their reserves to arrive.

# DAYS OF BATTLE: GOLAN

THE SYRIAN OFFENSIVE: 6-10 OCTOBER, 1973



© 2013 Frank Chadwick  
and Victory Point Games

Map by Tim Allen

