

## DECLARATIO (eff. Nov 22, 2019) Changes from Jul 7 version highlighted in blue.

### Rules

3.42 (Correction) – Bur Fu'ad is in hex 0117, not 0115.

5.11 (Addition) – Add the following to the end of the Exception: “Zones of Control do not extend across the Suez Canal.”

6.11 (Omission) – One Headquarters unit may freely stack in a hex.

6.33 (Clarification) – Add the following at the end of the case: *“Important: Brigade-sized units may not cross any bridges and thus must be broken down in order to move onto any emplaced or emplacing Bridge Marker or to cross any emplaced or emplacing Bridging Engineer bridge.”*

7.33 (Correction) – Change the last sentence to read: “At the beginning of the Movement Segment of the player’s next Operations Phase the Emplacing Bridge is flipped to its Emplaced side and units may cross as per 7.22 and 7.23.” Note that the Extended Sequence of Play has the step correctly placed.

7.34 (Correction) – Change the third sentence to read: “At the beginning of the Movement Segment of the player’s next Operations Phase the Emplacing Bridge is flipped to its Emplaced side and units may cross as per 7.22 and 7.23.”

7.42 (Correction) – Change the second and third sentences to read: “At the beginning of the Movement Segment of the player’s next Operations Phase the Emplacing Bridge is flipped to its Emplaced side and units may cross as per 7.22 and 7.23.”

8.21 (Clarification) – Change the first sentence to read: “Arab ground units in undestroyed Syrian fortifications are always in command control, and Arab ground units on or west of the Suez Canal do not need to trace to an Army Headquarters in order to be in command control.”

8.22 and 8.23 (Clarification/Correction) – Change “within two hexes of another unit of their division” to “within two hexes of another *stack of* units of their division.” This brings the rules into alignment with my intent when developing the command and control rules. Simply being stacked with another unit of the division is not enough to satisfy that criteria.

9.34 (Clarification) – When playing the Golan front as a One Front Game (see Rule 31.0 in the Playbook), all Central Command mobilizing units are moved towards the Northern Front Mobilized box (via the Transit box on the Golan map).

10.44 (Clarification) – Although Bur Fuad (hex 0117 on the Suez Map) is controlled by the Arab side at the beginning of the game, if the Egyptian 30<sup>th</sup> Infantry Brigade is mobilized on Oct 6, only one infantry battalion may deploy into the hex when the units are initially set up. This reflects the historical deployment where units were “snuck in” prior to the commencement of the Egyptian offensive.

10.44 (Addition) – GHQ reserves (those with “GHQ” printed on the Unmobilized Reserve marker of the formation) enter either the western map edge of the Suez map, or the northern or eastern map edges of the Golan map when released.

11.31 (Omission) – Change the second sentence to read: “Supply lines may not be traced through hexes occupied by enemy ground units, hexes in enemy ZOCs and not also occupied by friendly units, across an escarpment (except where crossed by a road), across an unbridged canal, antitank ditch or river, or across a full lake or sea hexside.”

12.31 (Correction) – In the example on page 16, there are two 2/145x units in the picture. The northernmost commando battalion should be the 3/145x that is referenced in the example text, rather than 2/145x.

14.21 (Addition) – Add the following at the end of the rule: “For the first two bulleted cases above, only Arab artillery that is part of the same formation as a spotting unit may fire at the target hex, as per the following restrictions:

- 1) For a spotting unit that is part of a divisional brigade, artillery units of that brigade, the division to which it is assigned, and any army-level artillery (of the correct Army, in the case of the Egyptians) may fire.
- 2) For a spotting unit that is part of a division (but not a brigade), division-level artillery and army-level artillery may fire (correct army, as above), but no brigade-level artillery may.
- 3) For a spotting unit that is part of a non-divisional brigade, only army-level artillery from the correct army may fire. Units released from a GHQ reserve may be considered to be a part of any army on that front.
- 4) For a spotting unit that is at any other command level (e.g. Egyptian commandos or Port Said Force) any army-level (or higher) artillery units may fire.

18.24 (Clarification) – Change the first sentence to read: “Units which are landed on the map by helicopter transport may not move during the same Movement Segment in which they are transported (before or after being transported); irregular units

may not move in their next Irregular Movement Segment (Non-Phasing). Units may fire during subsequent combat phases.”

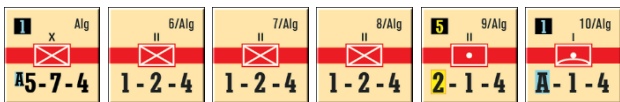
**17.81 (Addition)** – Add the following to the end of the rule: “Units must dismount prior to expending any movement points in that movement segment.”

**22.1 (Clarification)** – In the “Important” note following this rule, delete “or neutralized” from the fourth sentence.

**22.21 (Correction)** – In the first sentence, after “in its ZOC” add “(or to which it is adjacent, if it has no ZOC)”. This will correct an issue with fortifications and outposts having attack factors but no ZOCs.

**22.51 (Correction)** – Delete the word “Israeli” at the beginning of item #1. First Fire benefits of an Outpost/Fortification accrue for both sides, provided the Outpost/Fortification counter is in the hex (Neutralized or not).

**26.15 (Clarification)** –The images below show the Algerian Infantry brigade and the component units of the brigade, along with the attached tank, mot inf, and AAA units. Operationally, those units, as well as the armor, motorized infantry, and AAA units that make up the rest of the Algerian expeditionary force, are all treated as a single brigade for command control purposes, but function as an infantry brigade with the tank/mot inf/AAA battalions “tacked on.” For stacking purposes, only the brigade proper (or the 6<sup>th</sup> through 10<sup>th</sup> battalions stacked into the same hex) is going to count as a brigade, the rest of the units (1<sup>st</sup> through 5<sup>th</sup> battalions) have to stack as battalions (meaning three to a hex, plus an artillery battalion). Even though they are all “striped” the same, you can’t dump them all into a single hex and call it a brigade.



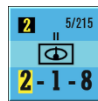
## Playbook

### 30.11 (Correction) – Bar-Lev Line

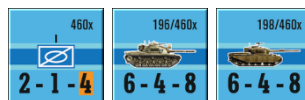
There are 27 Bar-Lev Garrison units, rather than 16 as indicated.

### 30.11 (Corrections and Omission) – Mobilizing Boxes:

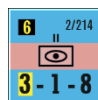
**6 Oct (SF):** Unit 3/215 3-1-8/[6] SP Arty Bn should be 5/215 2-1-8/[2] SP Mor Bn.



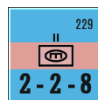
**6 Oct (SF):** Delete the 322/215 2-1-8/[3] SP Mor Bn and one 162xx A-1-8/[1] SP AAA Btry. These entries were duplicated. Also, the 460x entry should read 460x (3 units - less 71/460x Tank Bn).



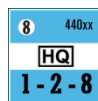
**7 Oct (SF):** Unit ID 3/214 should be 2/214.



**8 Oct (SF):** Unit ID 239 should be 229.

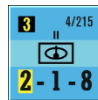


**9 Oct (SF):** Add 440xx 1-2-8/(8) HQ. It arrives automatically that turn.



It has no initially subordinate units but is in all aspects a regular Israeli divisional HQ.

**10 Oct (SF):** Unit ID 322/215 should be 4/215.

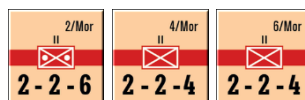


### 30.12 (Omission) – On Map:

Unit IDs 1/52x, 2/52x, and 3/52x under the 2xxxx group should be 1/62x, 2/62x, and 3/62x.

Add “(x3)” to the SA6 S-1-6/[7] SP SAM Btry entry in each of the 2xxxx and 3xxxx groups.

Add the 2/Mor 2-2-6 Mot Inf Bn, 4/Mor 2-2-4 Inf Bn, and 6/Mor 2-2-4 Inf Bn to the “Anywhere west of the canal” group.



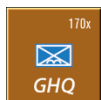
**30.12 (Correction)** – Unmobilized Reserve Holding Boxes:  
Add 140x Unmob Rsv GHQ to 140<sup>th</sup> Abn Bde Box.



Add 150x Unmob Rsv GHQ to 150<sup>th</sup> Abn Bde Box.



Add 170x Unmob Rsv GHQ to 170<sup>th</sup> Abn Bde Box.



**30.21 (Correction)** – Mobilizing Boxes:  
**6 Oct (NF):** 2/212 Unit Values should be 3-1-8/[6].



**7 Oct (CF):** 899/213 3-1-8/[7] should be 1/213 3-1-8/[6].



**30.22 (Omission)** – On Map:  
Add the 82 Par 3-2-4 Para Bn, 6 Cdo 2-3-3i Cmdo Bn and 7 Cdo 2-3-3i Cmdo Bn to the group of units listed to be set up **Anywhere**.



**30.22 (Correction)** – Installations  
There are 25 Golan Forts, rather than 28 as indicated.

**30.32 (Correction)** – Iraqi 18<sup>th</sup> Mech Bde should be Iraqi 8<sup>th</sup> Mech Bde box.

**30.34 (Clarification)** – The breakdown units for the Algerian Infantry Brigade on CS5 are some of the 10 units referenced in the 30.34 setup instructions in the Playbook. All units depicted on the previous page of this document comprise the Algerian expeditionary force.

Counter Errata – Egyptian 90<sup>th</sup> Infantry Brigade units are erroneously printed as 91<sup>st</sup> Infantry Brigade.

Comprehensive Air Examples – The last sentence on page 25 says that it's okay to remove the SAM Fired markers at that point in the Joint Air Phase, but they should actually remain until the very end of the Operations Phase, as Air Transport and Helicopter Transport can still be flown later in the turn. The image on page 26 should show the Kishuf outpost as Neutralized, and the neutralized AAA battery in hex 2215 should actually be a neutralized mortar half-battalion (and of course, all those SAM Fired markers, too).

## PACs

Unit Identification Chart (Correction) – The symbols for the Syrian Fortification and the Israeli Outpost are swapped. The TEC and counters are correct.

Terrain Effects Chart (Clarification) – Under the Movement Cost column, wherever it says, "Infantry only," read as "Infantry battalions only." This affects Mountain and Leja hexes, and Escarpment and Anti-Tank Ditch hexsides.

## Map

(Correction) Hex 1615 on the Golan map has some road breaks along the wrong hexsides. A map patch has been provided so players can cover the three affected hexsides with the correct artwork.

(Correction) The Egyptian 90<sup>th</sup> Infantry Brigade holding box should read 91<sup>st</sup> Infantry Brigade.