DECLARATIO (eff. June 14, 2019)

Rules

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

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.

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).

26.15 (Clarification) —The image below shows the Algerian Infantry brigade and the component units of the brigade. 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 are composed of the infantry brigade and the tank/mot inf/AAA battalions "tacked on." For stacking purposes, only the brigade proper is going to count as a brigade, the rest of the units 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.
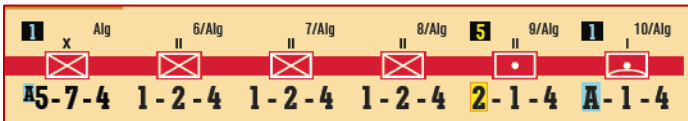
Playbook

30.11 (Omission) — Add the Israeli 440xx HQ to the group of 9 Oct Mobilizing units. It has no directly subordinate units but arrives automatically that turn (image from page 2).

9 Oct (SF)	5/214	2-1-8/[2]	SP Mor Bn
	875x (5 units)		

30.22 (Omission) — Add the Syrian 82 Par Airmobile Battalion to the group of On Map units listed to be set up Anywhere (image from page 7).

Anywhere	88	4-3-6	Tank Bn
	69	3-1-4/[23]	Rocket Bn
	xxxx (x3)	3-1-4/[9]	Arty Bn
	xxxx (x2)	3-1-4/[10]	Arty Bn
	xxxx	5-1-4/[6]	Arty Bn
	xxxx	3-1-4/[3]	Mor Bn
	xxxx (x3)	[2]3-3-4/[2]	AT/Arty Bn
	xxxx	[3]4-3-6/[2]	SPAT/Art Bn

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 (image from page 9).

	Ajx (4 units)	
Algerian Forces	Alg (10 units)	
Libyan	Lib (6 units)	

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

(Correction) On the Unit Identification Charts (UIC)--reverse of the Terrain Effects Charts (TEC) the symbols for the Syrian Fortification and the Israeli Outpost are swapped. The TEC and counters are correct.

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.

EXTENDED, ANNOTATED SEQUENCE OF PLAY

This is the sequence of play for a player turn. Arab player turns are performed first each day, followed by the Israeli player turns.

1. **Administration Phase** (Phasing Player Only)
   a. Clean-Up Segment
      - Remove Fired/SP Fired Markers
   b. Command Control Segment
      - Remove Out of Command Markers
      - Mark Out of Command Units
   c. Mobilization/Reinforcement Segment
      - Roll for Mobilized Unit Entry (Israel only)
      - Advance Mobilized Units (Israel only)
      - Place Newly Mobilizing/Reinforcing Units
   d. Operational Planning Segment (Arab only)
      - Move HQ (spending OPs)
      - Release Reserves (spending OPs)
   e. Supply Segment
      - Remove Out of Supply Markers
      - Mark Out of Supply Units

2. **Operations Phase**
   a. Irregular Movement Segment (Phasing)
   b. Indirect Fire Segment (Phasing)
      - Place Fired/SP Fired Markers
   c. Joint Air Segment
      i) Aircraft Task Allocation
      ii) Ground Attack Placement
      iii) Air-to-Air Combat Resolution
      iv) Surface-to-Air Combat Resolution
      v) Ground Attack Resolution
   d. Movement Segment (Phasing)
      i) Flip Emplacing Bridging Engineers and Bridge Markers to Emplaced Bridges
      ii) Regular Movement
         (At any time during Regular Movement, and in any desired order:)
         - Reserve Marker Placement
         - Bridging
            a) Place Bridge Markers on Emplacing Sides (spending 1 OP each)
            b) Flip Bridging Engineer Units to Emplacing Bridge Units (spending 2 MPs)
         - Air Transport
            a) Air Transport Mission Placement
            b) Air-to-Air Combat Resolution
            c) Surface-to-Air Combat Resolution
            d) Air Transport Resolution (Scatter and/or Vertical Envelopment Combat)
         - Helicopter Transport
            a) Helicopter Movement
            b) Possible Air-to-Air Combat Resolution
            c) Surface-to-Air Combat Resolution

      d) Possible Vertical Envelopment Combat Resolution
      iii) Irregular Movement Segment (Non-Phasing)
      iv) Joint Direct Fire Segment
         (1) First Fire Impulse
         (2) Simultaneous Fire Impulse
   e. Reserve Movement Segment (Phasing)
   Note: As either the last action of the Operations Phase or the first action of the Joint Regroup/Refit Phase, perform the following step:

   f. Remove SAM Fired Markers/Move Air Units from Air Superiority to Flown box — this could be performed after all air or helicopter transport missions, as that is the last opportunity to fly aircraft or fire SAM/AAA in a player turn

3. **Joint Regroup/Refit Phase**
   a. Regroup all Neutralized Units — Flip all ground units that have been Neutralized (except HQs) back to their front sides. See Rule 16.3.

   b. Roll for Aircraft Serviceability — If an air unit was placed in the Air Superiority box of the Air Tasking Display or flew a mission and did not get shot down, it will have been flipped and placed into either the Flown box or the Aborted box by the conclusion of all air activities for the player turn.

   Roll a d10 for each unit in the Flown box. If the result is equal to or less than the Recovery Rating, the unit is placed into that display's Available box; if the roll is greater than the Recovery Rating it remains in the Flown box.

   Roll a d10 for each unit in the Aborted box, applying a +1 drm. If the modified die roll is equal to or less than the Recovery Rating. The unit is placed into the Available box; if the roll is greater than the Recovery Rating it is moved to the Flown box.

   All air units (which haven't been eliminated) will end this segment in either the Available or Flown boxes.

   c. Refit/Scrap Units — See procedure in Rule 23.0.

   d. Place Newly Refit Units (Phasing Player First) — Procedure in Rule 23.0. Newly refit air units are placed into the Flown box of an appropriate Air Tasking Display (Israeli play may choose Suez or Golan).