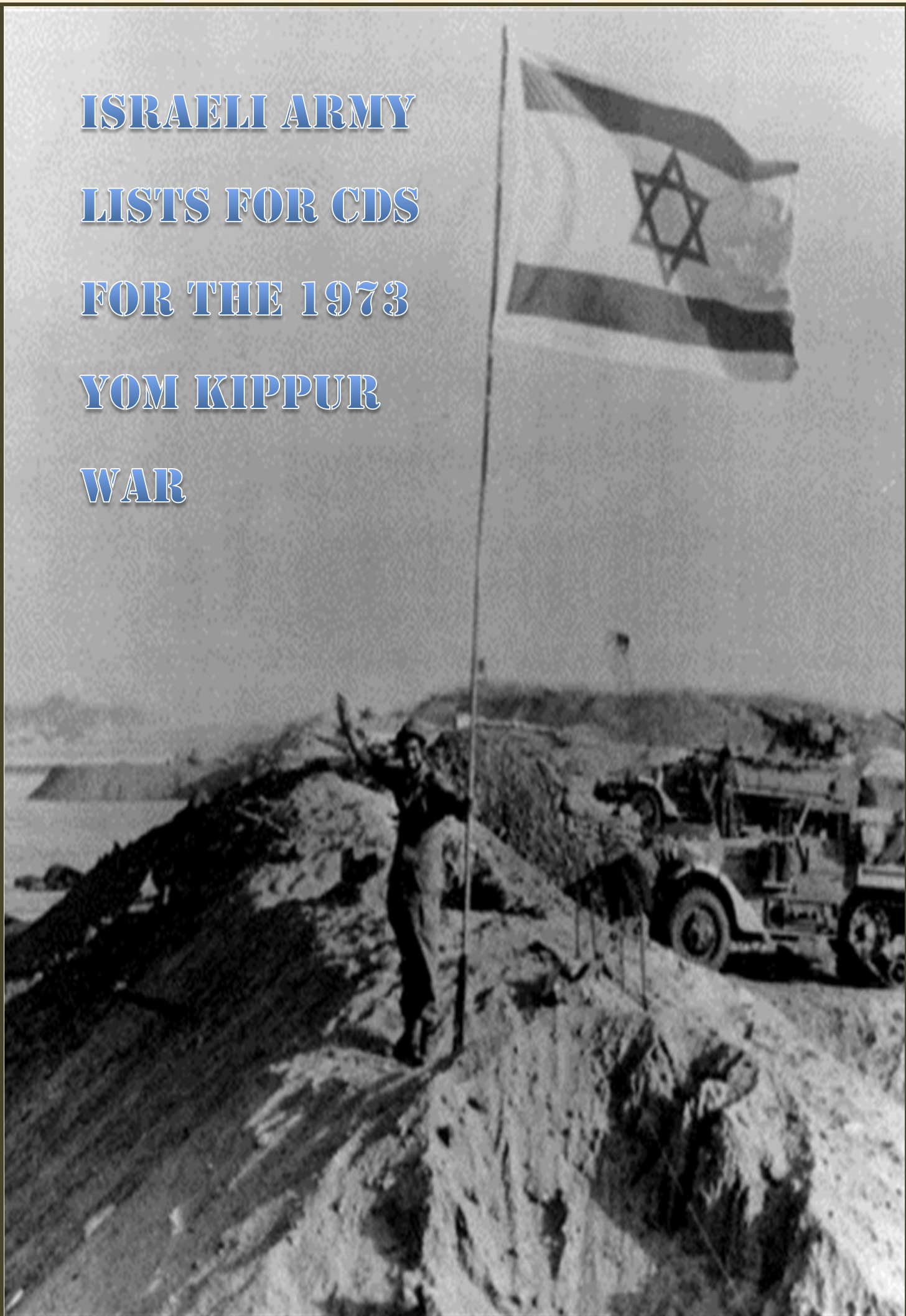


**ISRAELI ARMY
LISTS FOR CDS
FOR THE 1973
YOM KIPPUR
WAR**



IDF 1973: The Mechanised or Parachute Rifle Company

The standard weapon for an Israeli infantryman was the FN FAL (Romat) assault rifle, some of which would have a grenade discharger attachment, with the FALO SAW as the LSW. The standard weapon for an Israeli paratrooper was the UZI, again with the FALO SAW as LSW. However, infantrymen found the Romat too long and bulky for ease of use, especially if they were mechanised in M113s; and paratroopers found the UZI, whilst ideal for CQB, was severely lacking at longer ranges. Mechanised infantry or paratrooper squads may therefore be either assault rifle squads (predominantly armed with the Romat) or SMG squads (predominantly armed with the UZI), player's preference. A mix of squad weaponry in the same company is permitted e.g. a platoon of two assault rifle and one SMG squads.

Company HQ

One Big Man Level III or IV
Two 0.3" MMG or 0.5" HMG teams
(each 3 crew)
Two M3 ½-track or M113 APC

Most mechanised infantry were carried in M3 ½-tracks [4,000 available]. The rest used up-armoured M113 APCs known as a *Bardehlass* (cheetah) or a *Zelda* or a *Nagmash* [450 available].

Platoon One

One Big Man Level II or III
Three assault rifle/smg squads, each 8 men
One Blindicide bazooka team, 2 crew
One FN MAG LMG team, 2 crew
One 60mm mortar team, 2 crew
Four M3 ½-track or M113 APC

BATTALION SUPPORT UNITS

Anti-Tank Platoon

One Big Man Level II or III
Four 106mm M40A1 RCL mounted on Jeeps

HMG Platoon

One Big Man Level II or III
Four 0.5" HMG and four 0.3" MMGs
mounted on M3 ½-tracks

Platoon Two

One Big Man Level II or III
Three assault rifle/smg squads, each 8 men
One Blindicide bazooka team, 2 crew
One FN MAG LMG team, 2 crew
One 60mm mortar team, 2 crew
Four M3 ½-track or M113 APC

Mortar Platoon (version 1)

Up to six M21 81mm Mortar Carriers,
represented on table by FOO in M3 ½-track

Platoon Three

One Big Man Level II or III
Three assault rifle/smg squads, each 8 men
One Blindicide bazooka team, 2 crew
One FN MAG LMG team, 2 crew
One 60mm mortar team, 2 crew
Four M3 ½-track or M113 APC

Mortar Platoon (version 2)

Two 81mm mortar teams (3 crew each)
attached to each Company HQ within a
battalion.
If preferred, players may place the two
MMG/HMG and two 81mm mortars in a
separate, fourth, 'Weapons Platoon'.

Heavy Mortar Platoon (version 1)

Batteries of three or four 120mm Mortar Teams mounted on M3 ½-tracks or carried in trucks, represented on table by an FOO in M3 ½-track.

Heavy Mortar Platoon (version 2)

One 120mm Mortar Team mounted on M3 ½-track or carried in truck represented on table by an FOO attached to the Company HQ.

BRIGADE SUPPORT UNITS

Attached Armour

Support from platoons of MBTs.

Reconnaissance Platoon (version 1)

One Big Man Level II or III
Four Jeeps, each with four-man 0.5" HMG or 0.3" MMG team

Reconnaissance Platoon (version 2)

One Big Man Level II or III
Two 106mm M40A1 RCL mounted on Jeeps
Two Assault Rifle Squad (10 men each)
Two M3 ½ track or M113 APC

Reconnaissance Platoon (version 3)

One Big Man Level II
One Main Battle Tank
One assault rifle squad of 10 men in M3 ½-track or M113 APC

DIVISION SUPPORT UNITS

Engineer Platoon

Same TOE as an infantry platoon, but specialised engineers also equipped with with D9 bulldozers

Attached Armour

Support from companies or platoons of MBTs.

Motorised or Mechanised Anti-Tank Platoon

One Big Man Level II
Four TOW AT Guided Missile Launchers carried in Jeeps, M3 ½-tracks or trucks.

Towed or Mechanised Anti-Aircraft Platoon

Batteries of four anti-aircraft weapons. Possible types are:

- 40mm Bofors Anti-Aircraft guns towed by trucks
- M16 MGMC Anti-Aircraft ½-tracks
- M3 TCM-20 Anti-Aircraft ½-tracks

Off-Table Artillery

Batteries of up to four vehicles, represented on table by an FOO. Possible types are:

- 105mm M7 Priest SP Guns
 - FOO in Jeep
- 155mm M-109 SP Howitzer
 - FOO in M113
- 160mm Makmat SP Mortars
 - FOO in Jeep or M3 ½-track

FRONT LEVEL SUPPORT

Off-Table Artillery

Batteries of up to four vehicles, represented on table by an FOO. Possible types are:

- 155mm Soltam M-68 howitzers
- Various 155mm guns made SP by mounting them on Sherman chassis
- 175mm M107 SP Guns
- 203mm M-110 SP Howitzers

AIR SUPPORT

Air Support – Ground Attack

Ground attack support from Dassault Mystere, F4 Phantom & A4 Skyhawk aircraft.

Air Support – Intercepting Fighters

Defensive air support from Dassault Mystere, F4 Phantom & A4 Skyhawk aircraft.

Air Defence Umbrella

Certain scenarios may allow the Israelis access to an air defence umbrella from Hawk SAM launchers.

Anti-Radiation Missiles

Certain scenarios may allow the Israelis access to Shrike ARMs designed to take down an enemy air defence umbrella.

IDF 1973: The Tank Company

Types of MBT Available

A list of MBTs fielded by the Israelis in the YKW (numbers available in brackets):

- M50 Sherman (about 190)
- M51 Isherman (about 145)
- Sho't/Centurion or Sho't Kal/Centurion with upgraded engine (about 1,000)
- Magach 3/M48A3 with 105mm gun or Magach 6/M60A1 (about 533)
- Tiran 4/T-54 or Tiran 5/T-55 (about 146 in the 134th Armoured Brigade deployed to the South Front)

Northern Front

- Tanks fielded in the three tank battalions of an armoured brigade were either Sho't or Sho't Kal tanks
- Up until 10th October, tanks fielded as the one tank battalion of a mechanised brigade were either M50 Shermans or M51 Ishermans. After 10th October, they could be M50 Shermans, M51 Ishermans, Sho't or Sho't Kal tanks.
- Tanks fielded as part of either 134th or 288th Armoured Reconnaissance Battalion are all Sho't tanks.

Southern Front

- Tanks fielded in the three tank battalions of an armoured brigade were nearly all Sho't or Magach tanks, although a few specific battalions used Tiran or Sho't Kal tanks
- Tanks fielded as the one tank battalion of a mechanised brigade were nearly all M50 Shermans or M51 Ishermans, although a few specific battalions used Magach tanks
- Tanks fielded as part of an armoured reconnaissance battalion are all either Sho't or Magach tanks.

IDF 1973: The Tank Company

IDF tanks operated within armoured brigades, mechanised brigades, and as part of divisional reconnaissance battalions. All vehicles in the same company must be of the same type.

Tank Company HQ

One Big Man Level III or IV
Two Main Battle Tanks

Platoon One

One Big Man Level II or III
Three Main Battle Tanks

Platoon Two

One Big Man Level II or III
Three Main Battle Tanks

Platoon Three

One Big Man Level II or III
Three Main Battle Tanks

BATTALION SUPPORT UNITS

Armoured Reconnaissance Platoon

One Big Man Level II
One Main Battle Tank
One assault rifle squad of 10 men in M3 ½-track or M113 APC

Heavy Mortar Platoon

Batteries of three 120mm Mortar Teams mounted on M3 ½-tracks or carried in trucks, represented on table by an FOO in M3 ½-track.

Operating within a Mechanised Brigade

Tank companies operating with infantry use the brigade/divisional support options of the infantry units accompanying them.

Operating within an Armoured Brigade

Despite the official OB, IDF armoured brigades in the YKW deployed without their integral mechanised infantry company. They use the support units detailed below.

BRIGADE OR DIVISION SUPPORT UNITS

Motorised or Mechanised Anti-Tank Platoon

One Big Man Level II
Four TOW AT Guided Missile Launchers carried in Jeeps, M3 ½-tracks or trucks.

Towed or Mechanised Anti-Aircraft Platoon

Batteries of four anti-aircraft weapons. Possible types are:

- 40mm Bofors Anti-Aircraft guns towed by trucks
- M16 MGMC Anti-Aircraft ½-tracks
- M3 TCM-20 Anti-Aircraft ½-tracks

Off-Table Artillery

Batteries of up to four vehicles, represented on table by an FOO. Possible types are:

- 105mm M7 Priest SP Guns
 - FOO in Jeep
- 155mm M-109 SP Howitzer
 - FOO in M113
- 160mm Makmat SP Mortars
 - FOO in Jeep or M3 ½-track

FRONT LEVEL SUPPORT

Off-Table Artillery

Batteries of up to four vehicles, represented on table by an FOO.

Possible types are:

- 155mm Soltam M-68 howitzers
- Various 155mm guns made SP by mounting them on Sherman chassis
- 175mm M107 SP Guns
- 203mm M-110 SP Howitzers

AIR SUPPORT

Air Support – Ground Attack

Ground attack support from Dassault Mystere, F4 Phantom & A4 Skyhawk aircraft.

Air Support – Intercepting Fighters

Defensive air support from Dassault Mystere, F4 Phantom & A4 Skyhawk aircraft.

Air Defence Umbrella

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Anti-Radiation Missiles

Certain scenarios may allow the Israelis access to Shrike ARMs designed to take down an enemy air defence umbrella.

Rating Your IDF Force

Israeli infantry usually count as assault rifle squads and Israeli Paratroops count as SMG squads. SMG squads lose two dice off their firing at ranges over Effective range, but add one dice at Close range.

Infantry Types/Actions	0	1	2	3	4
Regulars	1, 2, 3	4	5	6, 7, 8	~
Reserves	1, 2, 3	4	5, 6	7, 8	~
Paratroopers	1, 2	3	4	5, 6	7, 8

Israeli anti-tank weapon crews have three Actions.

Israeli tank crews have three Actions and therefore a morale of three.

Anti-Tank Weapons	0-4"	4-8"	8-151mm	12-16"	16-24"
Infantry Squad	3	~	~	~	~
Blindicide M-83 (83mm)	6	6	6	6	6
M40 106mm RCL	11	11	11	11	11

All the anti-tank weapons listed above take one Action to re-load, so with their three Actions may only fire one aimed shot and one snap shot per turn. If a double is rolled when firing, the team has just one round remaining i.e. can take only one more shot before being out of ammunition for the rest of the game.

Stacking the Deck

One card should be present for each Platoon as well as any Company Headquarters and attached Platoons and on- or off-table support units. One *IDF Blinds* card will also be present, as will one card for each Big Man and FOO.

All anti-tank weapons apart from the platoon Blindicides, should have one card per weapon whether man-ported, self-propelled or mounted on a vehicle.

Other cards that may be present are as follows:

Rapid Deployment: will usually be presented for armoured and mechanised formations.

Rally: will always be present for IDF troops.

Armoured Bonus Move: will usually be present for IDF tank formations.

Armoured Bonus Fire: one Israeli tank may have a single bonus aimed shot.

Vehicle Breakdown card: this card may apply to any IDF vehicle, partly due to the extreme terrain they operate in, partly due to an occasional lax attitude towards proper tank maintenance

Dynamic Leader: will usually be present for IDF forces

Heroic Leader: will sometimes be present for IDF forces

Reconnaissance Bonus Move: will apply to all reconnaissance units

IDF Armoury

AFVs

Vehicle	Armour	Weapon	Strike	Speed	Notes
M50 Sherman	6	75mm	12	Average	
M51 Sherman	6	105mm	14	Average	
Sho't or Sho't Kal (Centurion)	16	84mm	14	Average	
Magach 3 (M48A3)	12	105mm	13	Average	
Magach 6 (M60A1)	16	105mm	13	Average	
Tiran 4 (T-54) or Tiran 5 (T-55)	10	100mm	11	Fast	
40mm Bofors towed by truck	~	40mm	5	Wheels	AA
M16 MGMC AA ½-track	2	4 x 12.7mm MG	~	Fast	AA
M3 TCM-20 AA ½-track	2	2 x 20mm AC	4	Fast	AA

APCs

Vehicle	Armour	Weapon	Strike	Speed	Notes
M3 ½-track	2	MMG	~	Fast	
M113 A1 APC	4	HMG, 2 x MMG	~	Fast	
Truck	0	~	~	Wheels	

Anti-Tank Guns

Weapon	Strike
S-11 ATGM	14

The M2 60mm Mortar

The M2 60mm mortar was unique in that it was effectively a smaller version of a medium mortar, and performed in a similar manner.

Ammunition was carried by three of the crew, a total of 36 rounds being provided for each weapon.

These were predominately high explosive, although illumination and smoke rounds were also available.

Range Limitations

The M2 60mm mortar has a minimum range of 12".

The M2 60mm mortar has a maximum range of 288".

Aiming

To fire at a target, the 60mm mortar needs to be within 6" of a point where a direct line of sight can be traced to the target or target area. This represents the ability of the mortar to fire from cover whilst one of its team moves forward to observe the fall of shot.

For example, a 60mm mortar team may be 6" behind the crest of a hill and fire at any target that may be seen from the crest of the hill. In order to do this, the target must already have been spotted.

Fire Effect

The 60mm mortar has a 1" radius, which increases with each additional mortar firing.

Once the target has been selected and it is determined that it can be hit, roll a D6 for each weapon firing.

If the target is in direct line of sight then one point of Shock is caused on a roll of 4 to 6. If the target has solid overhead cover then subtract 1 from the dice roll.

If the target is not directly visible from the firer's position then one point of Shock is caused on a roll of 5 or 6. If the target has solid overhead cover then subtract 1 from the dice roll.

If a 6 is rolled, then the mortar causes one point of Shock plus one hit.

Medium & Heavy Mortar Minimum Ranges

Although only really available as an off-table asset, the minimum ranges of the medium and heavy mortar are included just in case a particular scenario defines them as being on-table:

M2 81mm mortar: 30"

M65 120" mortar: 84"

The SS-11 Anti-Tank Guided Missile

The SS-11 was a wire-guided system that required the target to be fired on at a range of between 500 and 3000 metres in order to work effectively. This generally makes it irrelevant for the level of game represented by CDS.

If used on-table, the missile system has a minimum range of 48".

If taken as an off-table asset, the missile team's 'firing position' must be defined as a specific point on one edge of the table. This would usually be in line with the IDF troops' deployment or entrance area.

In order for the missile system to fire at a target, it must have straight line access between the missile team's firing point and the target. An on-table Big Man who can see both the target and the firing point may then use all his Actions to attempt to call in a missile strike. He rolls 1d6: if the roll is equal or under his level, then the missile team fires as a normal aimed anti-tank strike.

If used against infantry, the missile has a 3d6 effect.

Off Table Artillery Availability

81mm and 120mm Mortars: Auto

Other Assets: 3/3/2

Aircraft and Anti-Aircraft Fire

Israeli Ground Attack Aircraft

Three types of Israeli aircraft are available for ground attack purposes:

- Dassault Mystere (bombs, cannon)
- F4 Phantom (rockets, bombs, cannon)
- A4 Skyhawk (rockets, bombs, cannon)

Weapon	Deviation	Kill Zone	Roll on Direct Fire Support (less one level of cover)
Cannon	2D6	3" x 6"	2D6/3D6 (within blast radius/direct hit)
Bombs	3D6	4" radius	2D6/3D6 (within blast radius/direct hit)
Rockets	2D6	4" radius	2D6

Any vehicle that takes a direct hit is destroyed. Any vehicle caught in the blast radius receives one strike at the following factors:

Weapon	Strike
Cannon	3
Bombs	6
Rockets	8

Anti-Aircraft Fire

Whenever an Egyptian or Syrian fixed wing aircraft declares an attack, it is immediately placed on the table above the target unit.

At that point, any weapons that are specifically dedicated anti-aircraft weapons with line of sight to the attacking aircraft may fire provided they have not acted already this turn. Cover from intercepting fighters and/or an air defence umbrella are also calculated now.

Roll 2D6 and add the following strike factors:

Weapon	Guns	Strike
M16 MGMC AA ½-track	Quad 12.7mm	+2
M3 TCM-20 AA ½-track	Twin 20mm	+3
Bofors 40mm AA Gun	One 40mm	+2
Intercepting Fighters	~	+7
Air Defence Umbrella	AAGM	+8

The attacking aircraft is hit on a score of 14+.

If hit, then roll 1D6 and add the same strike factor to see what happens:

Total	Result
1-5	Attacker aborts current action, Egyptian/Syrian Air Support activation ends
6	Attacker aborts mission, RTB. Remove Egyptian/Syrian Air Support card from pack.
7+	Attacker crashes or is destroyed. Remove Egyptian/Syrian Air Support card from pack.

Anti-Radiation Missiles

Once per game, the Israeli Air Support card may be used to fire Shrike ARM in an attempt to take out an enemy Air Defence Umbrella i.e. knocking out enemy SAM launchers and their tracking systems. Whether successful or not, this attempt ends the Air Support activation that turn.

Roll 2D6. The enemy Air Defence Umbrella is suppressed and no longer functional on a roll of 8+.

However, on the next appearance of the Tea Break card, the enemy may have one attempt to reactivate their Air Defence Umbrella, needing 9+ on 2D6 to succeed. Failure means their Air Defence Umbrella is suppressed and no longer functional for the rest of the game.