

Israeli Defence Force: The Mechanised Rifle Company

Infantry squads are armed with FN FAL assault rifles, some of which are the heavy barrelled (HB) version allowing use as a quasi-squad support weapon. Israeli platoons have plenty of support weapons integral to the unit, as well as extra firepower available from the CHQ.

Company HQ

One Big Man Level III or IV
Two 60mm mortar teams, 3 crew each
Two FN MAG LMG teams, 3 crew each

Platoon One

One Big Man Level II or III
Three assault rifle squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Platoon Two

One Big Man Level II or III
Three assault rifle squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Platoon Three

One Big Man Level II or III
Three assault rifle squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Mechanising/Motorising a Company

To mechanise or motorise, add three vehicles for the CHQ; and five per platoon (Big Man, three squads, weapons squad) i.e. eighteen in all. Possible vehicles are:

- Trucks (000s)
- M3 Halftracks

A company's vehicles must all be the same.

BATTALION SUPPORT UNITS

Reconnaissance Platoon*

Platoons of four jeeps and two squads of infantry led by a Level II Big Man.

Mobile Anti-Tank Platoon*

Platoons of four Jeeps with M40 106mm RCL led by a Level II Big Man.

*Either the reconnaissance or mobile anti-tank platoon may be fielded, not both.

Off-Table Mortars

Batteries of up to four 81mm M2 medium mortars, represented on table by an FOO in jeep.

BRIGADE SUPPORT UNITS

Off-Table Mortars

Batteries of up to four 120mm M65 medium mortars, represented on table by an FOO in jeep.

Reconnaissance Platoon

Platoons of four jeeps or M3 ½-tracks and two squads of infantry led by a Level II Big Man.

BRIGADE SUPPORT CONT.

Anti-Tank Platoon

Platoons of four vehicles led by a Level II Big Man. Possible types are:

- M3 halftrack with 90mm DEFA gun
- SS-11 ATGM mounted on jeep

Attached Armour

Support from companies or platoons of MBTs.

Engineer Platoon

Same TOE as an infantry platoon, but specialised engineers

Off-Table Artillery

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

- 25-pounder QF [GB]
- 105mm SP M7 Priest [USA]
- 155mm M-50 [France]

DIVISION SUPPORT UNITS

Off-Table Artillery

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

- 25-pounder QF [GB]
- 105mm SP M7 Priest [USA]
- 155mm M-50 [France]

AIR SUPPORT

Possible support from Dassault MD 450 Ouragons ("Hurricane") or Sud Vautour IIAs ("Vulture") aircraft

Israeli Defence Force: The Rifle Company

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Company HQ

One Big Man Level III or IV
Two 60mm mortar teams, 3 crew each
Two FN MAG LMG teams, 3 crew each

Platoon One

One Big Man Level II or III
Three assault rifle squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Platoon Two

One Big Man Level II or III
Three assault rifle squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Platoon Three

One Big Man Level II or III
Three assault rifle squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Motorising a Company

To motorise, add three trucks for the CHQ; and five per platoon (Big Man, three squads, weapons squad) i.e. eighteen in all.

BATTALION SUPPORT UNITS

Reconnaissance Platoon*

Platoons of four jeeps and two squads of infantry led by a Level II Big Man.

Mobile Anti-Tank Platoon*

Platoons of four Jeeps with M40 106mm RCL led by a Level II Big Man.

*Either the reconnaissance or mobile anti-tank platoon may be fielded, not both.

Off-Table Mortars

Batteries of up to four 81mm M2 medium mortars, represented on table by an FOO in jeep.

BRIGADE SUPPORT UNITS

Off-Table Mortars

Batteries of up to four 120mm M65 medium mortars, represented on table by an FOO in jeep.

Attached Armour

Some non-mechanised infantry brigades had tank units attached (by platoon, squadron or company): therefore support from companies or platoons of MBTs.

BRIGADE SUPPORT CONT.

Anti-Tank Platoon

Platoons of four vehicles led by a Level II Big Man. Possible types are:

- M3 halftrack with 90mm DEFA gun
- SS-11 ATGM mounted on jeep

Reconnaissance Platoon

Platoons of four jeeps and two squads of infantry led by a Level II Big Man.

Engineer Platoon

Same TOE as an infantry platoon, but specialised engineers

DIVISION SUPPORT UNITS

Off-Table Artillery

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

- 25-pounder QF [GB]
- 105mm SP M7 Priest [USA]
- 155mm M-50 [France]

Attached Armour

Possible support from companies or platoons of MBTs.

AIR SUPPORT

Possible support from Dassault MD 450 Ouragons ("Hurricane") or Sud Vautour IIAs ("Vulture") aircraft

Israeli Defence Force: The Paratroop Company

Paratroop squads are armed with a mixture of Uzi SMGs and Mauser rifles plus one FN FAL (HB). They therefore count as SMG squads rather than assault rifle squads.

Company HQ

One Big Man Level IV

Platoon One

One Big Man Level III
Three SMG squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Platoon Two

One Big Man Level III
Three SMG squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Platoon Three

One Big Man Level III
Three SMG squads of 8 men
One Blindicide bazooka team, 2 crew
One 51mm light mortar team, 2 crew
One FN MAG LMG team, 2 crew

Motorising a Company

To motorise, add one jeep or truck for the CHQ; and five per platoon (Big Man, three squads, weapons squad) i.e. sixteen in all.

BATTALION SUPPORT UNITS

MMG Platoon

One Big Man Level II
Four FN MAG MMGs, five crew each

Reconnaissance Platoon*

Platoons of four jeeps and two squads of infantry led by a Level II Big Man.

Mobile Anti-Tank Platoon*

Platoons of four Jeeps with M40 106mm RCL led by a Level II Big Man.

*Either the reconnaissance or mobile anti-tank platoon may be fielded, not both.

Off-Table Mortars

Batteries of up to four 81mm M2 medium mortars, represented on table by an FOO in jeep.

BRIGADE SUPPORT UNITS

Off-Table Mortars

Batteries of up to four 120mm M65 medium mortars, represented on table by an FOO in jeep.

Reconnaissance Platoon

Platoons of four jeeps and two squads of infantry led by a Level II Big Man.

Engineer Platoon

Same TOE as an infantry platoon, but specialised engineers

DIVISION SUPPORT UNITS

Off-Table Artillery

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

- 25-pounder QF [GB]
- 105mm SP M7 Priest [USA]
- 155mm M-50 [France]

Attached Armour

Possible support from companies or platoons of MBTs.

Anti-Tank Platoon

Platoons of four vehicles led by a Level II Big Man. Possible types are:

- M3 halftrack with 90mm DEFA gun
- SS-11 ATGM mounted on jeep

Air SUPPORT

Possible support from Dassault MD 450 Ouragons ("Hurricane") or Sud Vautour IIAs ("Vulture") aircraft

Israeli Defence Force: The Tank Company

IDF tanks operated at various different levels. Some battalions formed the core of an armoured brigade, and some were part of mechanised brigades. In addition, independent tank companies and even platoons were attached to individual infantry formations. 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

SUPPORT UNITS

Operating independently of infantry

Tank companies operating independently of infantry have access to off-table support from 120mm heavy mortars and artillery, with the most senior tank officer acting as FOO.

Operating with infantry

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

Types of MBT Available

A list of MBTs fielded by the Israelis in the 6DW (numbers available in brackets):

- M50 Sherman (about 200)
- M51 Sherman (about 200)
- Sho't/Centurion (about 250)
- Magach/M48 (about 200)
- AMX-13 (about 200)

Rating Your IDF Force

As previously mentioned, Israeli regular infantry 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 (this is why the battalion has an attached MG platoon).

Infantry Types/Actions	0	1	2	3	4
Regulars (Assault Rifle Squads)	1, 2, 3	4	5	6, 7, 8	~
Reserves (Assault Rifle Squads)	1, 2, 3	4	5, 6	7, 8	~
Paratroopers (SMG Squads)	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"	8-12"	12-16"	16-24"
Infantry Squad	3	~	~	~	~
Blindicide M-51 (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-portable, 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 wear and tear of their rapid advance, partly due to an occasional lax attitude towards proper tank maintenance

Dynamic Leader: will usually be present for IDF forces

Reconnaissance Bonus Move: will apply to all reconnaissance units

IDF Armoury

AFVs

Vehicle	Armour	Weapon	Strike	Speed	Notes
M4 Sherman	6	76mm	8	Average	
M50 Sherman	6	75mm	12	Average	
M51 Isherman	6	105mm	14	Average	
Sho't (Centurion)	16	84mm	14	Average	
Magach (M48)	12	90mm	12	Average	
AMX-13	4	75mm	12	Fast	

APCs

Vehicle	Armour	Weapon	Strike	Speed	Notes
M3 ½-track	2	MMG	~	Fast	
Truck	0	~	~	Wheels	

Anti-Tank Guns

Weapon	Strike
90mm DEFA Gun	14
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.

So if both mortars in a regular company's CHQ fire at the same target, they have a 2" radius.

The 51mm Light Mortar (British 2" Mortar)

The 51mm light mortar was deployed at platoon level and provided this unit with the ability to provide its own limited indirect fire support and, more importantly, smoke.

The 51mm mortar was a very light weapon which had the most elementary aiming system, yet despite this it was found to be very accurate and effective. Its HE rounds were only really powerful enough to oblige an enemy to keep his head down rather than causing much physical damage.

Minimum Range

The 51mm mortar has no minimum range. If the enemy are that close then it is assumed that the crew can do an equal amount of damage with their rifles.

Maximum Range

The 51mm mortar has a maximum range of 72".

Aiming

To fire at a target the 51mm mortar needs to be within 6" of a point from 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 while one of its team moves forward to observe the fall of shot.

For example, a 51mm 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 have already been spotted.

Ammunition

A 51mm mortar may deploy smoke but is limited to four turns of fire.

The 51mm mortar has a limited supply of H.E. rounds which it is expected to use immediately before any attack through the smoke screen it has deployed.

The 51mm mortar may fire H.E. for four rounds in total or two rounds rapid fire.

When firing normally it does the usual one point of Shock. When firing rapid fire, it may fire once using the same rule but rolling 3D6 in one turn

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

3" Mortars: Auto

Other Assets: 3/3/2