Israeli Army, Arab-Israeli Wars (1984)

Quantity	Troops	Arm	Move	Attacks	Hits	Save	Cost	Notes
1	CO (CV10)	Command	24	3/12	6	6	120 [120]	
4	HQ (CV9)	Command	16	2/12	4	6	60 [240]	
2	FAO (CV7)	Command	12	-	4	6	30 [60]	
2	Recce Unit (Scouts)	Recce	4	2/12*	6	-	35 [70]	
1	Recce Unit (AML-90)	Recce	10	4/39	3	6	95 [95]	IR
12	Infantry Unit (Regulars)	Infantry	4	3/12*	6	-	30 [360]	
3	Support Unit (HMG)	Infantry	4	4/24*	5	-	50 [150]	
2	Support Unit (RR, 105mm, 4x4s)	Infantry	8	5/24H	3	-	75 [150]	
2	Support Unit (Mortar, 81mm, M125)	Infantry	10	3/47*	3	6	70 [140]	A
4	Tank Unit (M60 Blazer)	Armour	8	5/39	5	3	175 [700]	#1 S2/IR
4	Tank Unit (Merkava Mk 2)	Armour	10	5/47	6	3	225 [900]	#2 S1/IR
1	Air Defence Unit (AA, M163 Hovet)	Artillery	10	4/16	3	6	65 [65]	
2	Artillery Unit (155mm, M109 Rochev/Doher)	Artillery	10	4	3	6	80 [160]	
1	Artillery Unit (RL, BM-24)	Artillery	8	6	3	-	80 [80]	
9	Transport Unit (M113 Zelda)	Transport	8	3/20*	4	6	60 [540]	#3 A
1	Transport Unit (Helicopter, Bell 47/206)	Transport	-	-	3	6	30 [30]	#4

* No hits vs hard targets, # No hits vs soft targets, H: Howitzer, R: Restricted, O: Open, S: Stabilised, SL: Search Lights, IR: Infra-Red, TI: Thermal Imaging, A: Amphibious

Tactical Doctrine

- Flexible tactical doctrine (25cm initiative distance)

Special Rules

- Counter-battery capability from 1967
- Air Superiority: +1 modifier to die roll in 1956, +2 modifier to die roll 1967+
- Infiltration: +2 to command value for flank deployment
- Air Support: Any command unit can request air support using the command value of the FAC, but with a -1 penalty
- Combined-Arms: -1 command penalty when issuing orders to mixed infantry-armour formations and +1 die for artillery/aircraft deviation in 1973
- Tank Battalion: HQ, 3-4 Companies each 3 Platoons of 3 tanks, plus Recce Platoon (Jeeps) & one Infantry Platoon (M113)
- Infantry Battalion: HQ, Recce, MG, RR/ATGW, Mortar, 3 Companies each 3 Platoons of 3 Squads in APCs
- Para Battalion: HQ, Recce (4x4s), Engineers, Heavy Mortar, RR, 4 Companies each MG, 3 Platoons of 3 Squads of Paras
- Tank battalions generally had one type of tank, although some battalions had two types
- In 1956, Britain used the Centurion, LVT and Sea Hawk (none were used by Israel)
- In 1956, France used the M-47 Patton and the AMX-13 (the Patton wasn't used by Israel)

Assets

- 12 x Artillery HE (120 points)
- 3 x Artillery Smoke (60 points)

Note 1. Tank Unit (M60 Blazer)

- ERA: Roll armour saves of 4+ when hit by ATGW/IATW to the front

Note 2. Tank Unit (Merkava Mk 2)

- May carry one infantry unit inside the rear of the hull
- Composite Armour: Roll armour saves as normal when hit by ATGW/IATW to the front

Note 3. Transport Unit (M113 Zelda)

- ERA: Roll armour saves of 5+ when hit by IATW from any direction

Note 4. Transport Unit (Helicopter, Bell 47/206)

- Transport helicopter for one FAO (-1 die when rolling for deviation)

Summary

- Breakpoint 18
- 4040 points spent of 4000 points available (4000 points selected)
- Add 40 to your casualty points at the end of the game