ARAB-ISRAELI WARS

A Solo Card Game System simulating the Arab Israeli Wars 1948+

By Lloyd Krasner



ARAB ISRAELI WARS

By Lloyd Krasner.

INTRODUCTION

Solo Card Game System simulating the Arab Israeli Wars 1948+.
Currently only cards set for the Israeli War of Independence is available.
The player takes the role of the Israelis. Arab deployments are automatic.

FRONTS

There are 3 Fronts:
1. Northern Frontier (Galilee)
2. Central Frontier (Jerusalem)
3. Southern front (Negev)

Each Front requires some table space. Unit cards are deployed to the Fronts.

TERRITORY TOKENS

Each Front is represented by 6 Territory Tokens (TT).

VICTORY CONDITIONS

Complete Loss – If the Arabs control all 6 TT at any 1 Front you lose.
(The Israelis are pushed into the Sea)
Decisive Victory – If you win all battles at all 3 Fronts 2 turns in a row.
Attrition Victory – If the Arabs have no Unit cards left.

THE DECKS

Each War (conflict) will have its own Deckset.
A Deckset consists of three Decks:
1. Israeli Unit Deck
2. Arab Unit Deck
3. Event Deck

UNIT CARDS

Each unit card represents a Military Unit. Unit cards will either be Arab or Israeli. Each Unit card has a Force rating. Unit cards will say what Front the card must be deployed to.

SETUP

The Israelis begin in control of all TT. Skip Battle phase on the first turn.

TURN SEQUENCE

Each turn has 6 Phases:
1. Arab Phase
2. Event Phase
3. Israeli Phase
4. Transfer Phase
5. Battle Phase
6. End Phase

1. ARAB PHASE

Draw 3 Arab cards from the Arab deck and Deploy them to their designated Fronts.

2. EVENT PHASE

Draw 1 Event card, which will take its effect this turn.

3. ISRAELI PHASE

Draw 2 cards from the Israeli Deck. These may be deployed to any 1 or 2 Fronts the player wants.

4. TRANSFER PHASE
One Israeli Regular Unit may be moved to a different Front.

5. BATTLE PHASE
Add up the Force Total of both sides at each Front. (3 Fronts = 3 Battles)
If the Totals tie (Stalemate), each side must discard 1 random unit card.
The higher Total wins the battle at that Front. The winner takes 1 TT from the loser (if the losing side has any). The loser must discard 1 random Unit card.
If a side had no units at the start of the battle, the other side takes 2 TT.

6. END PHASE
Check for Victory Conditions.

RANDOMIZATION
Some rules and cards require a random Flank or Unit at a Flank to be selected. Use dice to aid in randomization.

THE 1948 WAR OF ISRAELI INDEPENDENCE DECKSET
In this scenario the Arabs start in control of 3 TT at each Front. (The Palestinians controlled half of the country)

1948 WAR ISRAELI UNIT CARD LIST

Card Name:	#	Force	Notes:
Moshe Dayan	1	-	Leader
Yitzhak Sadeh	1	-	Leader
Yigal Allon	1	-	Leader
Shimon Avidan	1	-	Leader
Kibbutzim	6	4	Communal Farming Settlements
Armed Settlers	4	2	Jewish Militia
Settlement Police	1	3	
Haganah Brigades	10	5	Regular
Palmach Shock Troops	4	6	Regular
Mortars	2	2	Regular
Special Night Squads	1	3	Regular
Artillery	1	4	Regular; Antiques
Armored Cars	2	3	Vehicles; Home-made
Convoys	2	2	Vehicles
Tanks	1	4	Vehicles
Piper Airplanes	1	1	Vehicles; Supply Drops
Palmach Air Squad	1	5	Vehicles
Irgun Commandos	4	3	Extremists
Lehi Stern Fighters	1	2	Extremists

1948 WAR ARAB UNIT CARD LIST

Card Name:	#	Front	Force	Notes:
Abd el Kader el Husseini	1	N	-	Leader
Glub Pasha	1	C	-	Leader
Said Taha Bey	1	S	-	Leader
Arab Legion	8	C	5	Jordanian; British Led
Trans-Jordan Frontier Force	3	C	4	
Iraqi Expeditionary Force	2	C	3	
The Army of Salvation	2	C	2	Palestinian
Najada	1	C	1	Paramilitary Scouts
Arab Liberation Army	8	N	3	Syrian
Lebanese Contingent	2	N	2	
Egyptian Army	8	S	4	
Saudi Forces	2	S	2	
Moslem Brotherhood	1	S	1	Irregulars
Artillery Elements	4	R	4	
Armored Battalions	3	R	3	Tanks
Air Force	3	R	2	
Armored Cars	3	R	1	

CARD LIST NOTATION

N = North Front
S = South Front
C = Central Front
R = Random Front
# = Number of copies of card in deck
Target = The player chooses which Flank, Unit, etc will be affected
Notes = Some Notes are rules, some are descriptors, some are just for color
Truce = Skip Battle Phase this Turn
Vehicles = This Regular Unit gets 1 Free Transfer per Turn
Leader = All Non-Leader Units at same Flank get +1 Force
Extremists = They Deploy to a Random Flank

1948 WAR EVENT CARD LIST

Card Name:	Notes:
David Ben Gurion	Israelis draw 2 Unit cards
World Zionism	Israelis draw 1 Unit card
Czech Weapon Shipments	All Israeli Units get +1 Force
Isolated Settlements	All Arab Units get +1 Force
Fighting for Survival	All Israeli Units get +1 Force
WWII Veterans	All Israeli Units get +1 Force
Memory of the Holocaust	All Israeli Units get +1 Force
Narrow Coastal Plain	All Arab Units get +1 Force
Unified Command	All Israeli Units get +1 Force
Major Truce	Truce; Israelis draw 2 Unit cards
Long Cease Fire	Truce; Israelis draw 2 Unit cards
Palestinian Refugees	Negate Battle at North Front
Low on Ammo	All Israeli Units get –1 Force
Jihad	Arabs draw 1 Unit card
Arab League	Arabs draw 1 Unit card
Arab Divisions	All Arab Units get –1 Force
Destroy Arab HQ	Target Israeli Front gets +5
Cut Off Supply Routes	All Israeli Units get –1 Force
Surprise Attack	Target Israeli Front gets +5
Major Operation	Israelis get 3 Free Transfers
Bridgehead	All Arab Units at 1 random Front get +2 Force
Illegal Immigration	Israelis draw 1 Unit card
Poor Junior Leadership	All Arab Units get –1 Force
Flanking Maneuvers	All Israeli Units at Target Front get +2 Force
Arab Withdrawal	Remove 1 random Arab Unit from 1 Random Front
Reinforcements	Israelis get 1 Free Transfer
Defensive Position	All Arab Units at 1 random Front get +2 Force
Smuggle in Arms	All Israeli Units get +1 Force
Flexibility	Target Israeli Front gets +5
Siege	All Israeli Units get –1 Force
Manpower Advantage	All Arab Units get +1 Force
British Withdrawal	Both sides draw 1 extra Unit card
Internal Lines	Israelis get 2 Free Transfers
Failed Assault	Battle at 1 Random Front is automatic Stalemate
Bitter Fighting	All sides discard 1 random Unit from all Fronts
Desperate Struggle	Both sides discard 1 random Unit from 1 Random Front
Police Fortresses	Arabs get +5 Force at one random Front
Harassment	All Arab Units get +1 Force
Ambush	Target Israeli Front gets +5
Shortage of Weapons	All Israeli Units get –1 Force
Disrupted Communications	All Israeli Units get –1 Force
Demoralized by Setbacks	All Arab Units get –1 Force
Inter-Arab Bickering	All Arab Units get –1 Force
Night Attack	Target Israeli Front gets +5
Captured Equipment	All Israeli Units get +1 Force
Self-Sacrifice	All Israeli Units get +1 Force

GAME DESIGNERS NOTES

So far only the 1948 War Deckset is available.