

# **ARAB-ISRAELI WARS**

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

*By Lloyd Krasner*



# ARAB ISRAELI WARS

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## 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.