



## Rule Book

**26.3 Simple CSAR Rules:** Clarification (-3 Modifier for Cairo is for IAF player only)

**29.2 Campaign Scenarios:** Clarification (EAF Order of Battle may or may not include a pool of MAPs. The Order of Battle tables in the Scenario Book may also be used to generate EAF player forces)

**Airbase Defense Zone (ADZ):** Clarification (Urban hex eligible for SAM setup rules under ADZ must be a location with at least 3 continuous and adjacent urban hexes) (*Example: Suez City hexes 2737, 2736, 2836 and 2837 make these hexes eligible to have a SAM within 3 hexes as they have 4 continuous and adjacent hexes. Hex 2635 does not count as while it is adjacent it is not connected to the other urban hexes.*)

## Scenario Book

**Design Note:** It has come to my attention that the Israelis had better battlefield intelligence on SAM locations which has led me to up the number of located SAMs to a higher percentage across the board. This is a play balance issue as this makes the Israelis a bit more powerful in scenarios where the number of located SAMs increases. Players may use the published numbers as a balance mechanism or when bidding for sides one player may offer to play the IAF with published located SAMs vs. numbers listed below.

**EV1/11:** EAF OOB/Ground Units: Change number of located SAMs to 15.

**EV2/8/9/10/12:** EAF OOB/Ground Units: Change number of located SAMs to 12.

**EV14/15/16/17/18:** EAF OOB/Ground Units: Change number of located SAMs to 25.

**EV20:** EAF OOB/Ground Units: Change number of located SAMs to 22.

**EV3 Egyptian Phoenix:** Replace references to MiG-21FL to state MiG-21PF. EAF OOB/Ground Units: Reduce SAM Battalions from 15 to 9. SSR#1: Delete Cairo Defense Zone (*Note: Not needed for scenario and will simplify play*)

**EV4 Alert Five:** SSR#6 Add “result 13 and 14 also as non-events.”

**EV6 Recon in Force:** SSR#2 Add “or any Gulf of Suez hex.” Add SSR#7. IAF player may split airborne CAP flight into 2x {2} MirageIIICJs as a mutually agreed option. (*Note: Balances scenario more in IAF favor and IAF GCI level is already set for this option*)

**Order of Battle Table A Main Raid Forces** (formatting issue; the text should read as below)

**Egrof (Fist) Mission (SEAD)**

1x {2} F-4E SEAD

2x {2} F-4E Armed Escort

**MiGCAP Mission**

1x {4} [CAP], CAP