

The advance halted during the first truce, but when the fighting broke out again, the Israelis managed to win back much of the territory lost in the north and some of the Negev from the Egyptians. Although they were able to open the Jerusalem corridor in the west and relieve some of the pressure on the city, the Israelis lost the Old City and could not break the stranglehold at Latrun. Operations in the later part of the year (Operations Hiram and Horev) made great gains in the Galilee and the Negev, and in July 1949 the Israelis raised their flag at Eilat on the Red Sea. Most of the fighting resulted in a Israeli victory by the middle of July 1948, and the boundaries of the new state were established by the end of that year. Against all opposition, Israel had become a reality.

Jerusalem! **Simulations Design Corp., 1975**

Designed by John Hill

28 pages of rules and historical background, 270 counters, one 16" x 30" unmounted map, ziplock bag, 0.4 miles/hex, 1 week/turn. Counters represent companies, platoons, and individual leaders.

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As the British accelerated their withdrawal of troops, so did the fighting for Jerusalem and the roads which lead into the city intensify.

Fans of John Hill games will recognize both the game system and the map style ("schematic rather than an exact representation" say the designer's notes). Units move individually or in small groups, stopping in an enemy zone of control, but they may continue to move after combat if they succeed in eliminating all of the enemy's pieces at which they fire (a system similar his latest SPI game, *Battle for Stalingrad*).

In combat a unit may fire at either the entire stack or at units one at a time. Defenders get first fire, however, and all of the units in the attacked hex(es) get first fire. Both sides have garrison units (for settlements or villages) which cannot move or attack, but which may fire defensively when attacked. Both sides have infantry, artillery, armour and trucks. The Jews also have armoured buses and the Jerusalem convoy which must arrive in Jerusalem each turn or the Jewish player must either eliminate or demobilize a unit.

Initially, the Arab player has numerous units (garrisons and weak infantry) spread all over the map. Although these units hinder the progress of the Jewish player, they are not an effective fighting force unless concentrated into larger stacks (they cannot move without the presence of a leader). During the first few turns, the Arab player tries to consolidate forces while still blocking the roads, and the Jewish player attempts to open the roads and get the convoys through each turn. As the game progresses, the smaller units on both sides suffer high attrition but are replaced by stronger units. The Jews receive (aside from starting forces), units of the Alexandroni Brigade and the 7th Haganah Brigade among others. The Arab player is strongly reinforced by the Arab Legion, the strongest

force on the board, plus weaker Iraqi, Egyptian and Syrian units.

Leaders play a crucial role for Arabs in the early game-turns. Not only do they allow the irregular infantry to move, but they give a zone of control to Arab garrisons and add a combat multiplier to a stack: Khader triples combat value, three others double it, but Kaukji halves it — a reflection of his poor leadership qualities. The Arab is provided with ten dummy units to help confuse the Jewish player as to the whereabouts of leaders (Arab leaders and dummies deploy upside-down). The Jews have only one leader, Shaltiel, who adds a factor of 12 to a combat, but he must not be more than four hexes outside Jerusalem at any time. Jewish units can move without the presence of a leader.

Both sides have terrorist units which have a limited effect but, when successful in their mission, are deadly. Late in the game, the Jewish player receives bulldozer units which may be used to build road hexes around Arab blocks. These are really "last-ditch" units since they arrive too late to dig more than a few hexes of road. Both sides have artillery units with ranged fire capabilities plus vehicles to transport the artillery and infantry.

Jerusalem! is an excellent contest which offers numerous strategic and tactical options to both players. After the initial turns, when the attrition of the weaker units is greatest, the more powerful units arrive and tend to move about the map in large stacks, often forcing the end game into one or two significant battles which decide the outcome. The Arab player has two options: he may either try to take and hold Jerusalem with the bulk of his forces, or he may use those forces to blockade the roads into the city. To a limited degree, he can do both, but emphasis must be given to one or the other.

The Jewish player has to both clear the roads and take five hexes of Jerusalem to win. Victory conditions are based on the UN criteria as to who held the city at the time of the first truce, so the game is moderately pro-Arab. In a letter, John Hill suggested that if the Arab Legion were to have lost two complete regiments (or the equivalent of six infantry companies), they would have been forbidden to initiate any new attacks. This makes sense since the Legion had no effective replacements or reinforcements available at this time. This helps the balance of the game.

There are, however, historical inaccuracies in *Jerusalem!* although they do not affect its playability. Kaukji is allowed to act as a leader for the Arab irregulars (tribal mercenaries under the control of Khader and the Mufti). In reality, he commanded the Arab Liberation Army in the north-central area and did not campaign south of Remallah. Also, Kutub never commanded any units but may do so in the game, nor did the Mufti personally lead troops but may do so. Notably absent are the British, whose effect is to prevent units staying in certain hexes until they depart (May 14). Historically, they interfered continually, usually on the side of the Arabs.

There are also a few noticeable errors on the map: a village is displayed in Bab el Wad which is merely the beginning of a narrow passage up to Jerusalem. Arabs fighting there came mostly from neighbouring Deir Ayub. Also, the streams which cross the map are, actually, dry wadis, except perhaps in the winter. The terrain of the Judean mountains is so rough so as to prevent most vehicles from traversing it except along the roads, yet no hex is barred to vehicles.

Still, it's a fine game and one which can provide hours of excellent competition and excitement for both sides. It would be unfortunate for this game to lie buried and gathering dust with older games now not considered "state-of-the-art"; this game still can stand up with the best of them.

No other part of the '48 war has as yet seen simulation. This is unfortunate, for the war was a series of tense, desperate battles fought between an overwhelmingly large Arab force and a small but determined group of Jews. It represents an excellent game situation.

THE SUEZ CAMPAIGN **October-November 1956**

The 1948 war was a shocking defeat for the Arab nations which had attacked the fledgling state. Although considerably stronger on paper, the Arab armies suffered from inept leadership and low morale, while the Israeli forces had shown the world they had strong leadership and exceptionally high morale. Not only did the Israelis hold on to the land allotted to them by the partition plan, but they managed to win a significant amount (much of it by default) of the area that was intended for an Arab state; its inhabitants were told to leave by the invading Arab armies and to return for their booty after the expected Arab victory. The Arabs only succeeded in preventing the internationalization of Jerusalem and, in doing so, they also granted the Israelis partial control of the city.

The effects of the defeat on the proud Arab nations reverberated throughout the entire Arab world for decades. Many Arabs closely scrutinized their leaders and found them wanting. Social and political upheaval occurred in many Arab nations following the 1948 war, including Egypt where a military coup in 1952 led by Gamal Abd al-Nasser overthrew the government and sent King Farouk into exile. Nasser, an officer in the Egyptian army during the war and deeply humiliated by his country's defeat, was determined to see the eradication of Israel in his lifetime (Nasser, like many Arab leaders, had collaborated with the Nazis in WWII). Nasser was to become the most charismatic leader in the Arab world for almost two decades.

Nasser encouraged and provided arms for the terrorist attacks mounted from Egyptian-held territory, as did Syria and Lebanon. In 1953, Egypt had closed the Straits of Tiran and thus the port of Eilat to Israeli shipping despite the international status of the waters. In 1955, the waters were closed to *all* Israel-bound ships, of all na-