

# ISRAELI INDEPENDENCE

## The First Arab-Israeli War: 1948-1949 Expansion Kit

### [1.0] INTRODUCTION

This expansion kit requires that you own a copy of **ISRAELI INDEPENDENCE**. It includes 12 additional **Headline** cards and these Rules allowing for more varied playing experiences.

The cards contain additional events that took place during the Israeli War of Independence and, with their addition, it becomes possible to vary the level of difficulty within an individual game.

**Important:** The game was designed to be challenging and, regardless of the selection of cards used, the game should retain a high level of solitaire play difficulty.

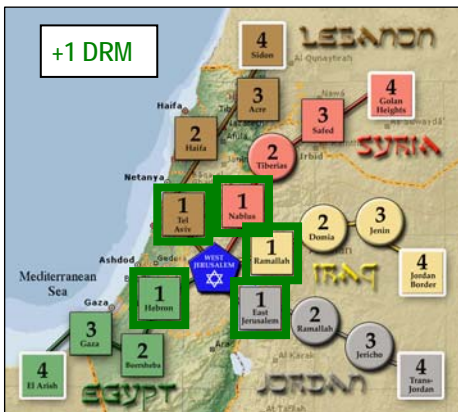
### [5.0] VICTORY & DEFEAT

The Victory Conditions remain unchanged regardless of Option, Scenario, or varied Level of Difficulty that you might select.

### [9.0] OPTIONAL RULES

In addition to the Optional Rules in the Standard Game, you may also employ this Optional Rule:

**[9.3] Desperation Offensives:** To simulate the use of close interior lines (around Jerusalem), the Israelis receive a **+1 DRM** on all Offensives vs. #1 boxes (highlighted in **GREEN**, as illustrated below).



While interior lines of communication and supply were a major advantage to the Israelis, it is interesting to note that most supplies arrived from the coastal plain in and around Tel Aviv. However, the Israeli government would often marshal reserve forces for major logistical and combat operations when the corridor to Jerusalem was threatened.

### [10.0] SCENARIOS

There are many new game setup variations called “scenarios,” as presented here:

**[10.1] The Campaign Game:** Simply add the 12 new cards (numbers 25-36) to the existing 22 (or 24 cards, if using Optional Rule 9.2) from the original game to create a massive deck.

By forcing a player to hold out longer, the addition of more cards significantly alters the level of difficulty.

When playing the Campaign game, it is highly recommended that Optional Rules 9.1 (**Reserve Offensives**) and 9.3 (**Desperation Offensives**) be utilized.



**[10.2] The Historical Game:**

Some players have been experimenting with arranging and playing the cards in their historic order of appearance to better study the conditions as they played out in the actual conflict.

You can do this with just the original cards or with the expansion cards added.

Below is a list of all 36 cards in their order of historical appearance, with the Advanced and Expansion cards in **bold** (should you desire not to use them):

**34, 27, 26, 25,** 21, 22, 13, **35,** 14, 11, 6, **29,** 2, **36,** 4, 19, 7, 10, **30,** 16, **31, 33, 32,** 18, 17, 12, 8, **28,** 3, 1, **23,** 15, 9, 20, 5, and **24.**

When playing the Historical Game, do not shuffle the cards when setting up for play (3.0). Instead, simply select the cards in the order listed above.

Some liberties were taken with “continuous events” in order to keep a logical flow of play and to maintain optimal play balance.

Also, when playing the Historical Game with all 36 cards, it is highly recommended that Optional Rule 9.1 (**Reserve Offensives**) be employed.

### [11.0] VARYING DIFFICULTY

Players may have noted that the cards in the original **ISRAELI INDEPENDENCE** game were given card numbers in boxes colored green, yellow, or red. This indicates that card’s **difficulty** in a logical progression from easiest (green) to most difficult (red).

Knowing this allows players to experiment with different Difficulty Levels of play when using this Expansion Kit.

While Players should feel free to play with selected decks of any chosen size to allow for more varied experiences and challenges,

these options are provided as guidelines for certain engineered levels of difficulty.

**[11.1] Low Difficulty Option:** This option predominantly employs green cards, which will not necessarily make the game ‘easy,’ just ‘easier.’

Select a mix of 14 green cards and 10 yellow cards (either randomly or purposefully) and shuffle them up to form the deck during Setup (3.0).

*This will leave unused 2 green, 3 yellow, and all 7 red cards (including those in this Expansion Kit).*

**[11.2] Intermediate Difficulty Option:** This option predominantly employs yellow cards.

Select a mix of 10 green cards, 12 yellow cards, and 2 red cards (either randomly or purposefully) and shuffle them up to form the deck during Setup (3.0).

*This will leave unused 6 green, 1 yellow, and 5 red cards (including those in this Expansion Kit).*

**[11.3] High Difficulty Option:** For the ultimate challenge, use *this* deck:

Select a mix of up to 5 green cards, 12 yellow cards, and all 7 red cards (either randomly or purposefully) and shuffle them up to form the deck during Setup (3.0).

*This will leave unused 11 to all 16 green, 1 yellow, and no red cards (including those in this Expansion Kit).*

*The fewer green cards employed, the more difficult it becomes!*

#### GAME CREDITS

**Game Design:** Darin A. Leviloff

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