

# Retreat from Sultan Yakoub

## 1. Strategic situation

10<sup>th</sup> June 1982.

Pushing through the Syrian lines, the 362<sup>nd</sup> battalion under Brigadier General Giora Lev's 90<sup>th</sup> Division moved up toward Sultan Yakoub, a small village placed in a narrow valley near Joub Janine. Unknown to them, the Israelis were actually moving right into the forward positions of a relatively fresh Syrian mechanized brigade. This was an obvious intelligence failure.

During the night the Syrians realigned themselves and closed in on the IDF. At dawn, the Syrians began firing Sagger and armour-piercing projectiles from the hills, as Syrian commandos approached closer with RPG's and Sagers. The Israeli's situation turned desperate as a result so they decided for a breakout.

The unit's commander coordinated artillery support and using massive fire support, the Israelis raced the five kilometres back to safety. In all they lost some eight tanks and 35 men killed or seriously wounded, plus three MIA. The tanks, containing sensitive equipment and classified materials, were never recovered, being captured by the Syrians instead.

## 2. The battlefield

The hills are impassable by tanks. Both the hills and the agriculture fields are bad going for wheeled vehicles (reduce speed by 1/3). Orchards may hide troops from aerial view.

## 3. Game's length

15 turns



Captured Israeli tank on display in Damascus

#### 4. IDF Settings and Orders



From: BATTALION  
10.20h

Throughout the night our reconnaissance managed to detect the enemy positions. An assessment was made and we concluded that we risk being surrounded by superior enemy forces. It is imperative that we extricate ourselves from this perilous position. You must cover the battalion's retreat southwards in a rearguard action. We will have massive fire support from both the artillery and the Air Force.

#### Force's composition

Unit type	Composition	OP
Reconnaissance platoon	1x M113 Zelda	3
	1x Magach 3 (M48 A3)	6
2x MECHINF platoons	4x M113 Zelda [4xT2 + 1xT1 (Dragon ATGW) + 3xT1 (LAW)]	24
1x ARM platoon	3x Magach 3	18
<b>Total</b>		<b>51</b>

**Total: 51 Operational Points, break at 50% casualties (26 OP).**

#### Artillery Support:

**Battery A:** 155mm battery: 8 salvos HE+ 4 WP

**Battery B:** 155mm battery: 8 salvos HE+ 4 WP

**CAS:** 2x F-4 Phantom (Kurnass)

#### Notes:

Your forces must be placed up to 30cm from the crossroad.

**Special rule:** The Magach 3 were equipped with ERA reactive armour. On a **SF (Fire Suppression)** outcome, roll a D6. A 4+ result invalidates the shot.



#### 4. SyA Setting and Orders

From: BRIGADE  
10.15H

After a cautious night approach our commandos control the hill commanding Sultan Yakub. We have the Zionists surrounded.

It is now your task to inflict the enemy as many casualties as possible and fend off his forces.

#### Force's composition

Tac. group	Unit type	Composition	OP
1	5x tank-hunter commando teams	Each team - 1x T1 w/ 9K11 Malyutka (AT-3 Sagger); 1x T1 w/ RPG-7 or RPG-18	15
	Recon platoon	2x BRDM2	4
2	1x MECHINF platoon	BMP 1[1x 9K11 Malyutka (AT-3) per vehicle]	18
3	1x MECHINF platoon	BTR 60PA +1x SPG-9	10
	1x MECHINF platoon	BTR 60PB	12
<b>Subtotal</b>			<b>59</b>

After suffering 19 points casualties:

1x ARM platoon	4x T-62	24
1x MECHINF platoon	BTR 60PB	12

**Total: 95 Operational Points, withdraw at 30% casualties (29 OP)**

#### Notes:

Each of your Tactical Groups will enter at a given time from one of the grey areas in the map: TG 3 will enter from the western edge in the 1st turn; TG 2 will enter from the northern edge in the 3<sup>rd</sup> turn; the commando teams and recon are assigned to the eastern edge and may be deployed 20cm from the board; the reinforcements must enter from the northern edge only.

### LEBANON WAR 1982

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