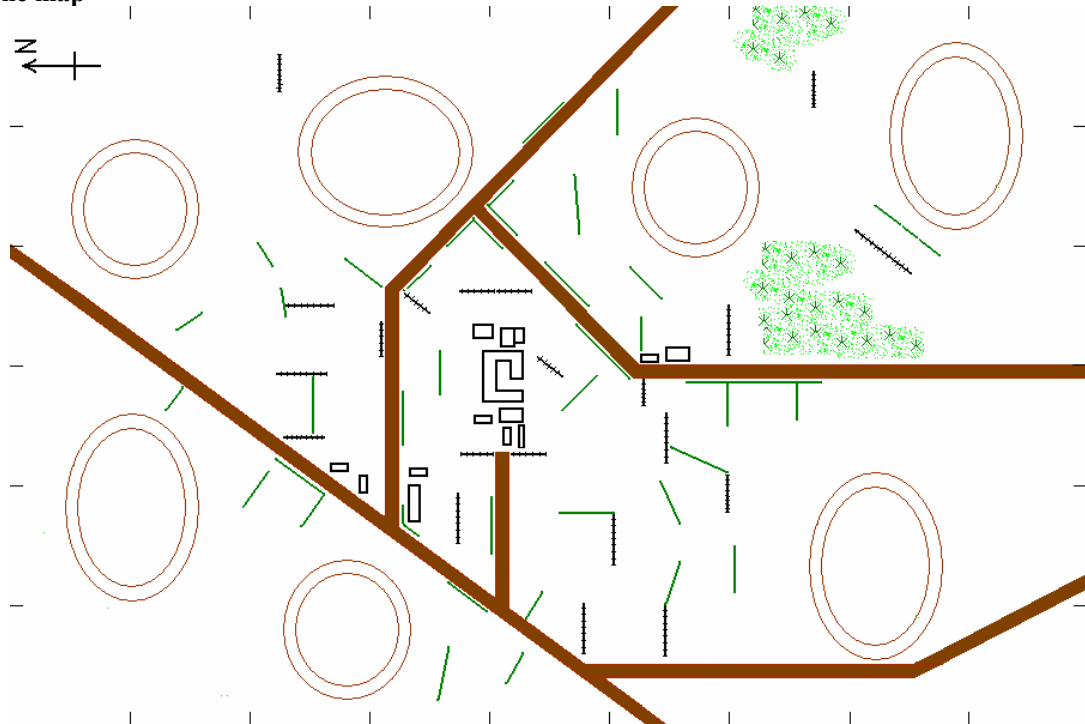


# Tank-Hunting in Lebanon '82

## 1. Strategic situation

An IDF force is tasked to take a village. But the Syrians aren't willing to give ground and rush to the scene.

## 2. The map



### 3.1. Israeli forces (Op. Capability =77+18 =95)

1x Reece platoon (4 jeeps)  
3x MECHINF platoons (4x M113 Zelda)  
2x ARM platoons (3x Magach or Merkava I each)  
1x M163 Vulcan  
1x mortar section (M125 w/ 81mm mortar)

Fire Support: 155mm battery

Salvoes: 4 x HE; 2 x WP

After suffering 16 points casualties:

1x ARM platoons (3x Magach or Merkava I)

### 3.2. Syrian forces (Op. Capability =61)

5x tank-hunter teams:

Each team - 1x T1 w/ 9K111 Fagot (AT-4 Spigot) or Milan; 1x T1 w/ RPG-7 or RPG-18; 1x BTR 60PB

2x MECHINF platoon in BMP 1[each w/ 1x 9K11 Mlyutka (AT-3)]

Fire Support: 122mm battery

Salvoes: 4 x HE; 2 x WP

After suffering 12 points casualties:

2x SA.342 Gazelle w/ HOT ATGM; four ATGM per helicopter

## 4. Setting and objectives

The Israelis enter from the South, the Syrians from the North; the Israelis may be placed 20cm from the South edge; the Syrians 40 cm from the North edge; the tank-hunters may be placed 80 cm from the North edge

Objective: control de entire village at the end of the game.

Game's length: 14 turns