

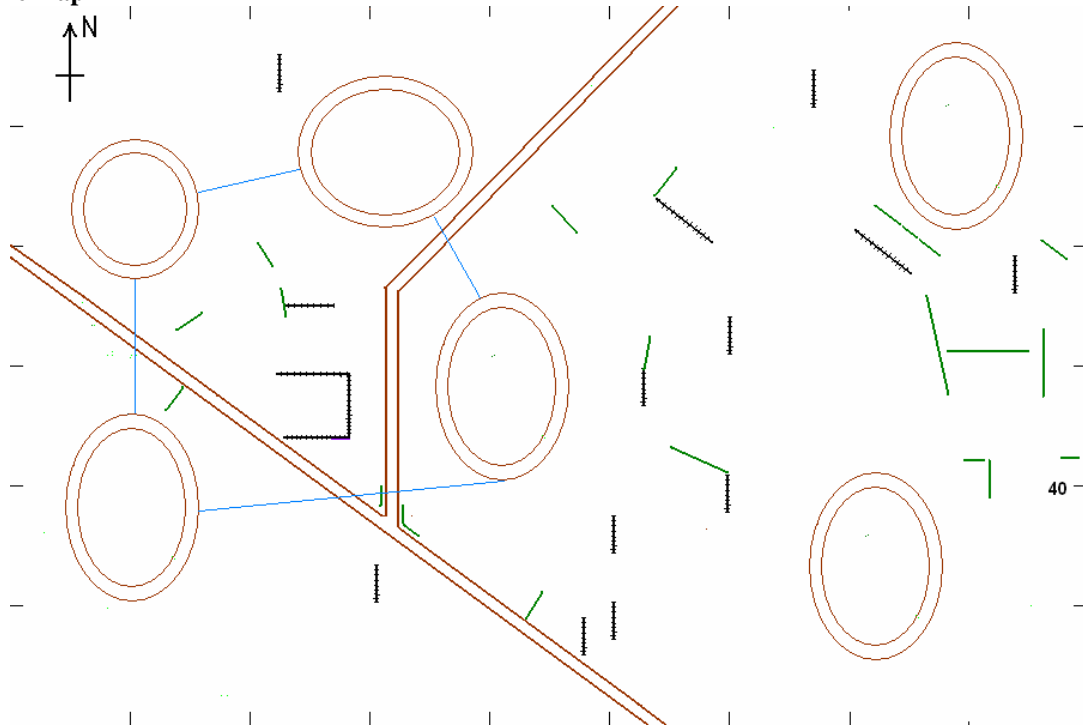
## Arab-Israeli wars

# SAM site (1973)

### 1. Strategic situation

After a hard fought battle, an IDF force is tasked to search 'n' destroy an Egyptian SAM site. The Egyptians are aware of the incoming attack and prepare themselves to fight.

### 2. The map



### 3.1. Israelis forces

1x Reece platoon  
2x MECHINF platoons (M3 Halftracks)  
3x ARM platoons (M48 and M60)  
Fire Support: 105mm battery  
Dotation: 4 x HE; 2 x WP

#### After round 5:

2x A4 Skyhawks/F4 Phantoms

### 3.2. Egyptian forces

3x MECHINF platoon (BTR 60PA or OT-64 w/ 12,7mm DShK)  
Support weapons: 2x 9K11 Malyutka (AT-3); 1x SPG-9  
1x ARM platoons (T62)  
1x ZSU-23-4  
1x 2K12 Kub (SA-6) ground to air missile  
Fire Support: 122mm battery  
Salvoes: 4 x HE; 2 x WP

### 4. Setting and objectives

The SAM (2K12 Kub) must be placed inside the blue-lined area. The Israelis may be placed 20cm from the eastern edge. The Egyptians are occupying positions West of the middle of the map, the hill included.  
Game's length: 14 turns