

War of Attrition

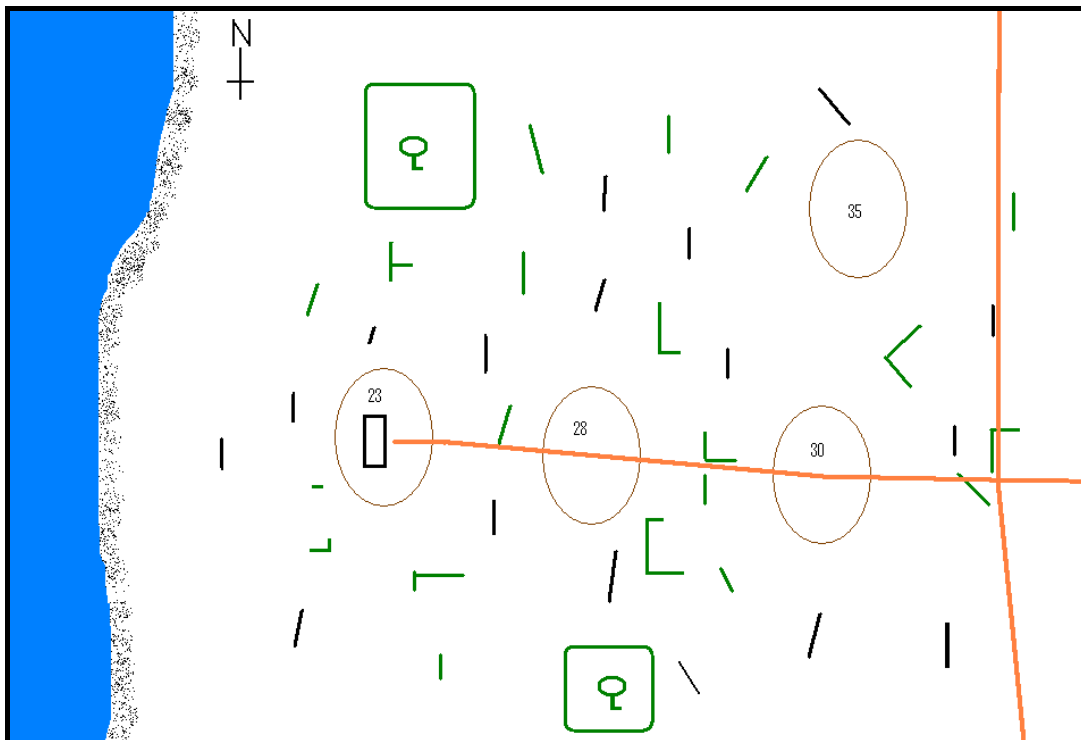
Ras Al-'Ish

1. Strategic situation

Following their humiliating defeat in the war of 1967, the Egyptians soon confronted the Israelis in order to keep control of Port Fouad, the only place in the Sinai to stay in Cairo's hands. In this scenario an Egyptian force faces Israeli units still intoxicated by their stunning victory.

2. Terrain

Arid landscape intersected by walls and brush, with a few hills and orchards.



3. The opposing armies:

EA

Amphibious force:

Unit	Composition	OP
Reconnaissance platoon	2x BRDM2 + 2x PT-76	4+6
Mechanized Inf. platoon	4x BTR152	12
Armoured platoon	4x T55	24

Heliborne (may enter either from north, south or west):

Unit	Composition	OP
Commando platoon	4x T1 + 4x T2	8
Support platoon	2x T2 c/ HMG + 2x SPG-9	6

Total: **62** operational points; withdrawal at **50%** casualties (**31** points).

Fire support:

1x Battery 122cm (6xHE; 2xWP)

CAS:

1 close air support mission (2x Sukhoi-7 or Mig 17)

Arab-Israeli Wars

IDF

Placed on the board:

Unit	Composition	OP
Mechanized Inf. platoon (on Hill 23)	4x M3 Halftrack	12
Armoured platoon (on Hill 30 or 35)	4x M50	24

Reinforcements (2nd turn + D3):

Unit	Composition	OP
Mechanized Inf. platoon	4x M3 Halftrack	12
Armoured platoon	4xM51	24

Total: **72** operational points; withdrawal at **40%** casualties (**29** points).

The reinforcements are placed 20cm from the Eastern edge of the board.

CAS:

1 close air support mission (2x Vautour, Ouragan, Mystère IV or Super Mystère)

4. Commanders' orders

EA: Take hill 23 and keep it until the end of the game. Use the commandos unit as a stopgap against enemy reinforcements.

IDF: Force the enemy to withdraw.

Game's length: 10 turns