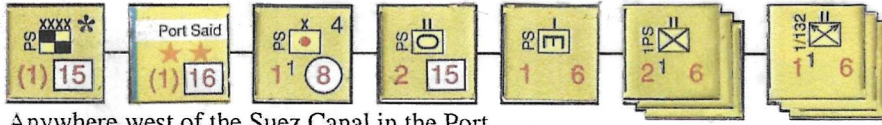


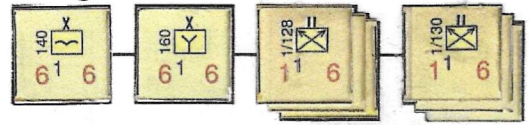
SCENARIO #1: ACROSS SUEZ

PORT SAID FORCE



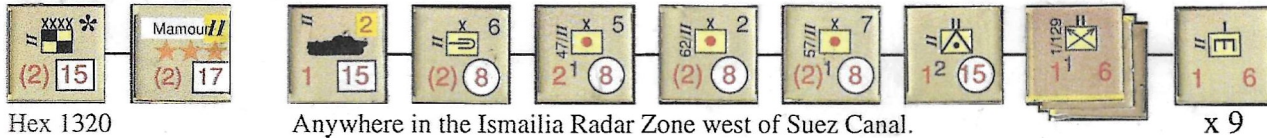
Anywhere west of the Suez Canal in the Port Said Radar zone, or in Port Fuad (hex 2202)

GHQ RESERVES



Anywhere west of the Suez Canal, or in the Egyptian "Air Transport" box.

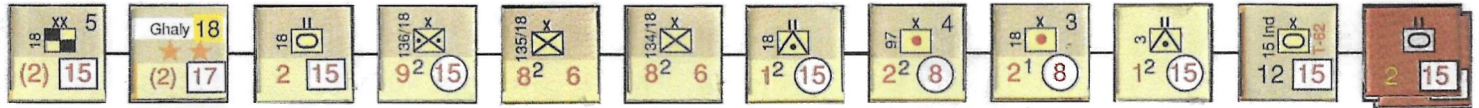
SECOND ARMY



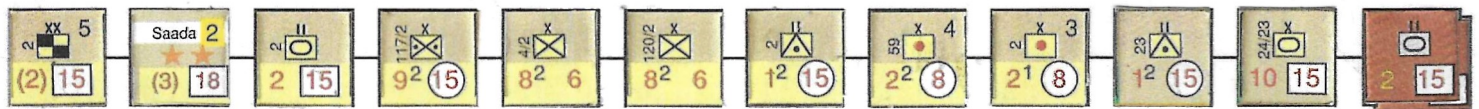
Hex 1320

Anywhere in the Ismailia Radar Zone west of Suez Canal.

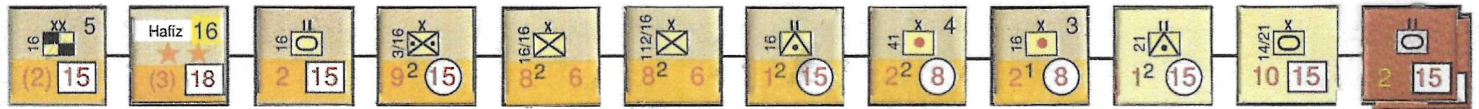
x 9



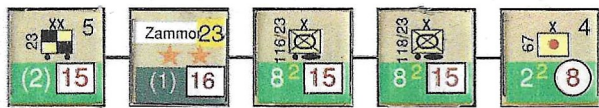
Anywhere between the xx10 and xx15 hexrows west and within 2 hexes of the Suez Canal.



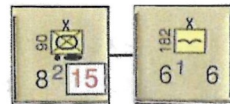
Anywhere between the xx16 and xx20 hexrows west and within 2 hexes of the Suez Canal.



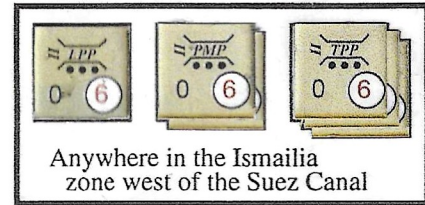
Anywhere between the xx21 and xx25 hexrows west and within 2 hexes of the Suez Canal.



Anywhere in the Ismailia Radar zone west of the Canal.

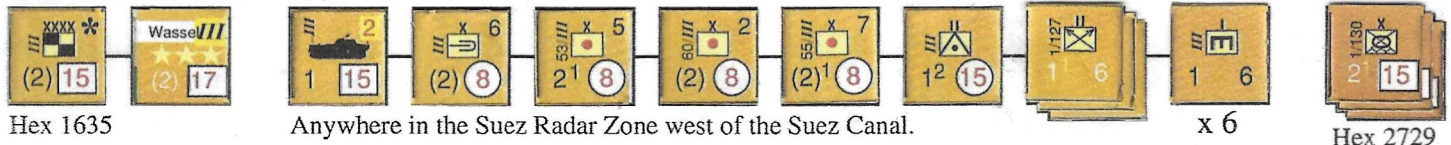


Anywhere in the Ismailia Radar zone west of the Suez Canal



Anywhere in the Ismailia zone west of the Suez Canal

THIRD ARMY

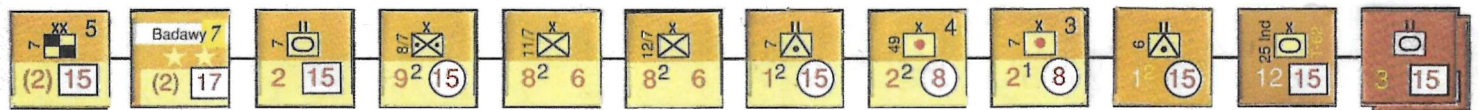


Hex 1635

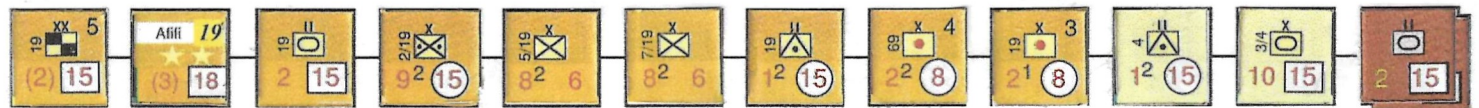
Anywhere in the Suez Radar Zone west of the Suez Canal.

x 6

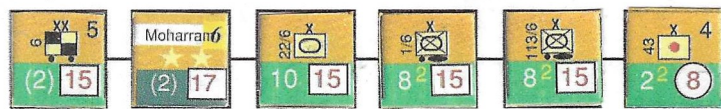
Hex 2729



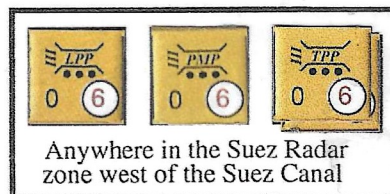
Anywhere between the xx32 and xx35 hexrows west and within 2 hexes of the Suez Canal.



Anywhere between the xx36 and xx38 hexrows west and within 2 hexes of the Suez Canal.



Anywhere in the Suez Radar zone west of the Suez Canal.



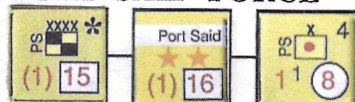
Anywhere in the Suez Radar zone west of the Suez Canal



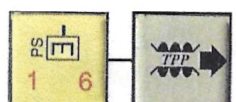
Hex 2101, pointing to 2202 (Port Said Force)

SCENARIO #2: ADAN'S COUNTERSTROKE

PORT SAID FORCE



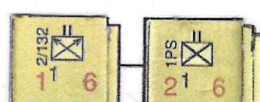
Hex 2202 (Port Fuad)



Hex 2101 (Port Said)
Pointing toward 2202

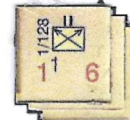


Hex 2605



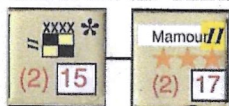
Anywhere in Port Said
Radar zone within 4
hexes of the front line

128th Commando Group

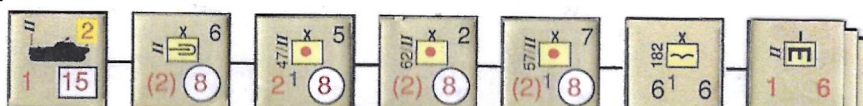


Anywhere west of
the front line

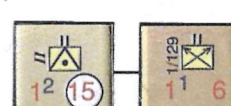
SECOND ARMY



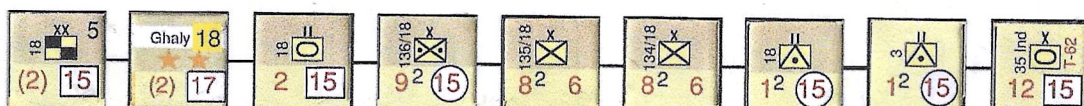
Hex 1320



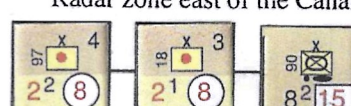
Anywhere in the Ismailia Radar Zone west of Suez Canal.



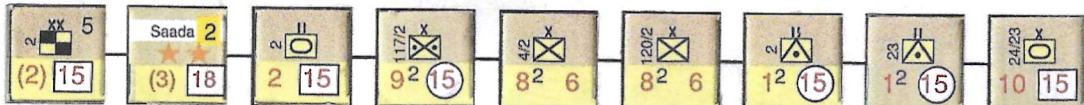
Anywhere in the Ismailia
Radar zone east of the Canal



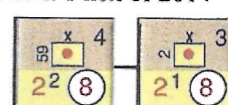
Anywhere between the xx10 and xx15 hexrows within 4 hexes of the front line.



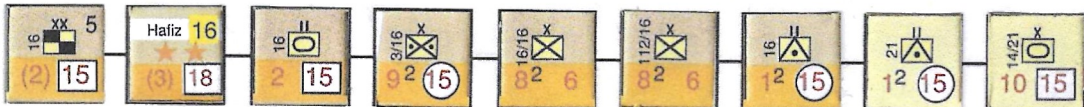
Within 1 hex of 2014



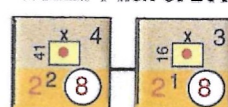
Anywhere between the xx16 and xx20 hexrows within 4 hexes of the front line.



Within 1 hex of 2118



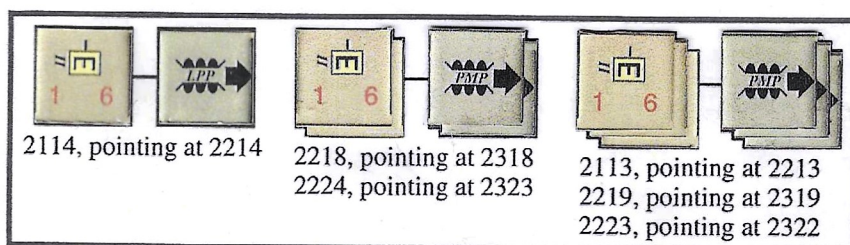
Anywhere between the xx21 and the Great Bitter Lake within 4 hexes of the front line.



Within 1 hex of 2123



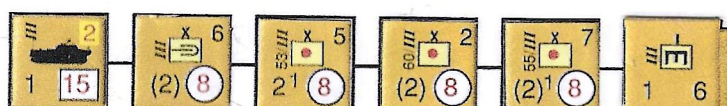
Anywhere in the Ismailia Radar zone west of the Canal.



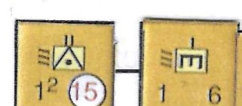
THIRD ARMY



Hex 1635



Anywhere in the Suez Radar Zone west of the Suez Canal.



Anywhere in the Suez
zone east of the Canal

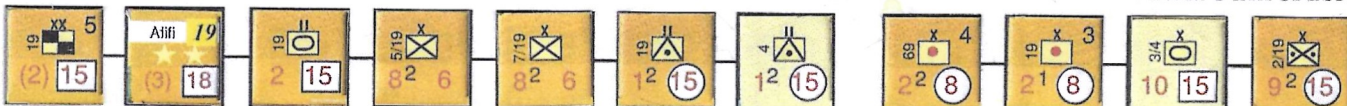


Hex 2829



Anywhere between the xx32 and xx35 hexrows within 4 hexes of the front line.

Within 1 hex of 2833.

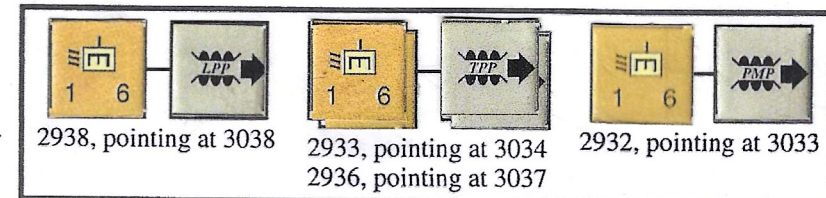


Anywhere between the xx36 and xx38 hexrows within 4 hexes of the front line.

Within 2 hexes of 2838 west of the Suez Canal.



Anywhere in the Suez Radar zone west of the Suez Canal.



SCENARIO #3: THE BATTLE OF CHINESE FARM

PORT SAID FORCE

Deploys exactly as in Scenario #2 except that the 1/132nd Commando Battalion sets up in the "Eliminated Units" box instead of hex 2605.



Hex 2429



Hex 2128

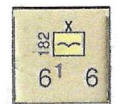
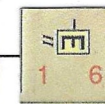
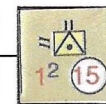
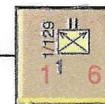
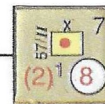
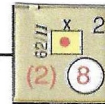
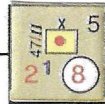
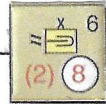
SECOND ARMY



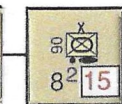
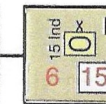
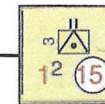
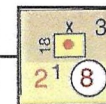
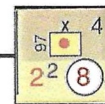
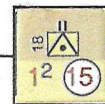
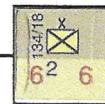
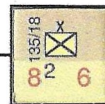
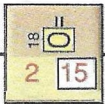
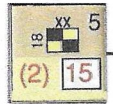
Hex 1320



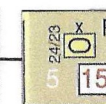
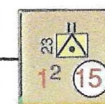
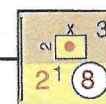
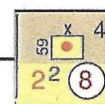
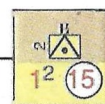
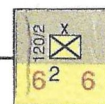
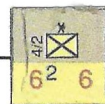
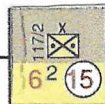
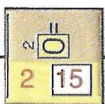
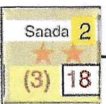
In the Ismailia Radar Zone east of the Suez Canal. None may set up south of the xx22 hexrow, and only two artillery units may set up south of the xx17 hexrow.



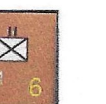
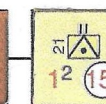
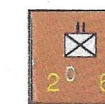
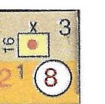
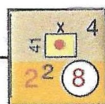
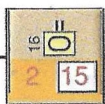
Hex 1920



Anywhere between the xx10 and xx14 hexrows west of the front front line and east of the Suez Canal.



Anywhere between the xx15 and xx19 hexrows west of the front line and east of the Suez Canal.



Hex 2321

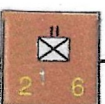
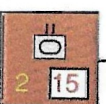
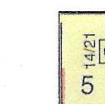
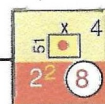
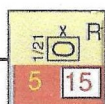
Hex 2423

Hex 2521

Hex 2622

Hex 2324

Hex 2621

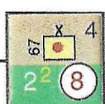


Hex 2321

Hex 2322

Hex 2422

Hex 2424 (Chinese Farm)



Hex 1621

Hex 1425

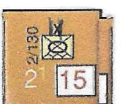
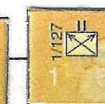
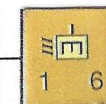
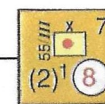
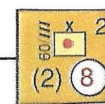
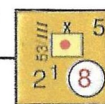
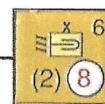
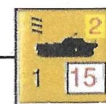
Hex 1617

There are 6 bridges (with their accompanying engineer companies) in the 2nd Army sector, also in the same locations as in Scenario #2.

THIRD ARMY

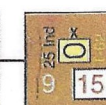
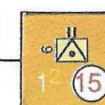
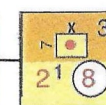
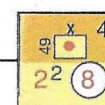
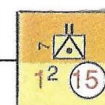
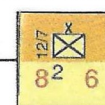
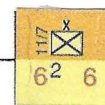
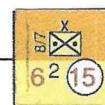
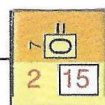
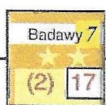
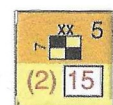


Hex 1635

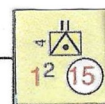
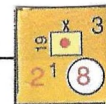
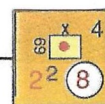
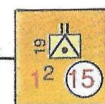
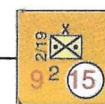
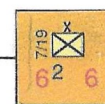
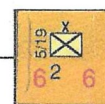
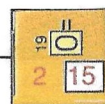
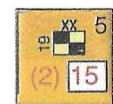


Hex 2728

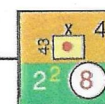
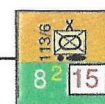
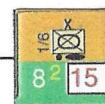
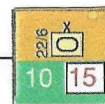
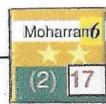
Anywhere in the Suez Radar Zone east of the Suez Canal and west of the front line, but not in hexes 2728 or 2829.



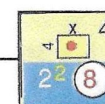
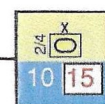
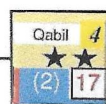
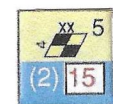
Anywhere between the xx31 and xx35 hexrows west of the front line and east of the Suez Canal.



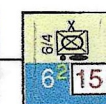
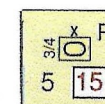
Anywhere between the xx36 and xx40 hexrows west of the front line and east of the Suez Canal.



Within 1 hex of 3038 east of the Suez Canal



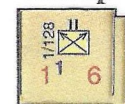
Within 2 hexes of 2334



Within 1 hex of 3036 east of the Suez Canal

There are 4 bridges (with their accompanying engineer companies) in the 3rd Army sector, all in the same locations as in Scenario #2.

128th Commando Group



Anywhere west of the front line, but not within 7 hexes of the Chinese Farm (2424)

SCENARIO #4: INTO AFRICA

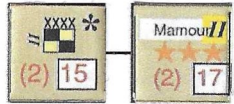
PORT SAID FORCE

Deploys exactly as in Scenario #2 except that the 1/131st Commando Battalion is placed in the "Eliminated Units" box instead of hex

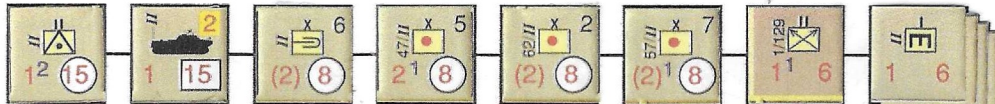
128th Commando Group

Deploys exactly as in Scenario #3

SECOND ARMY



Hex 1320



Hex 1621

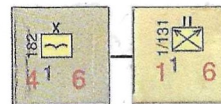
Anywhere west of the front line and east of the Suez Canal. The 2nd Army's Command Sector runs from the Port Said - Ismailia Radar zone boundary in the north, and the xx26 hexrow in the south.

18th Infantry Division

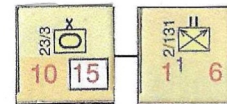
Deploys exactly as in Scenario #3.

2nd Infantry Division

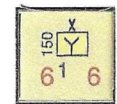
Deploys exactly as in Scenario #3, except that the 24th Tank Brigade is no longer attached to the division (see below).



Hex 2222



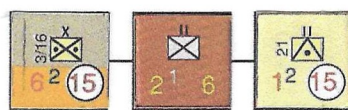
Hex 2025



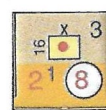
Hex 2022



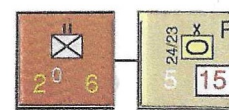
Hex 2422



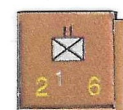
Hex 2423



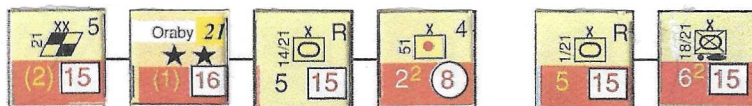
Hex 2521



Hex 2622

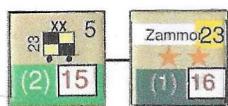


Hex 2621

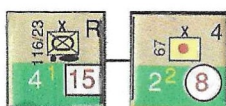


Hex 2321

Hex 2522



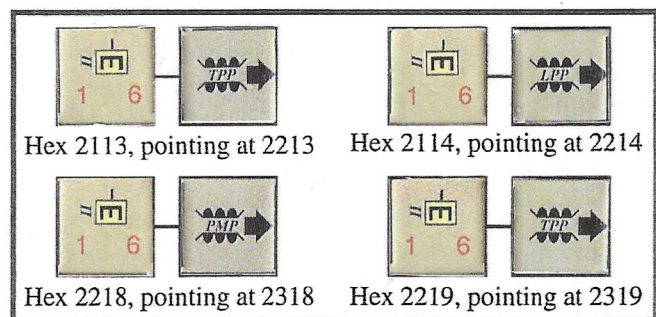
Hex 1723



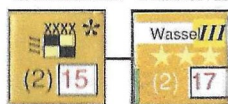
Hex 2024



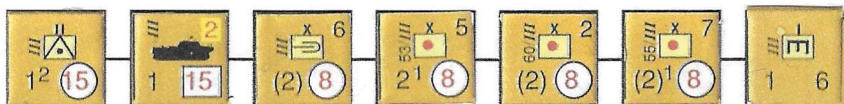
Hex 1821



THIRD ARMY



Hex 1635



Anywhere west of the front line and east of the Suez Canal. The 3rd's Army's Command Sector runs from the xx27 hexrow in the north, to the Gulf of Suez in the south.



Hex 2728

7th Infantry Division

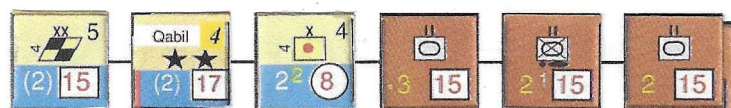
Deploys exactly as in Scenario #3, except that the 25th Independent Tank Brigade is no longer attached to the division. It is placed in the "Eliminated Units" box.

19th Infantry Division

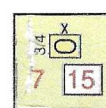
Deploys exactly as in Scenario #3.

6th Mechanized Infantry Division

Deploys exactly as in Scenario #3, except that the 1st Mechanized Infantry is missing only 1 step instead of 2.



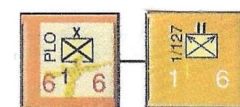
Any road or trail hexes within 4 hexes of 1230.



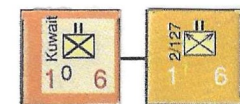
Hex 2632



Hex 3036



Hex 2227



Hex 2128

There are 4 bridges (with their accompanying engineer companies) in the 3rd Army sector, all in the same locations as in Scenario #2.

SCENARIO #5: WAR OF THE CEASEFIRE

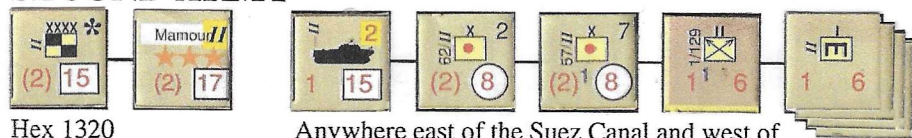
PORT SAID FORCE

Deploys exactly as in Scenarios #3 and #4.

128th Commando Group

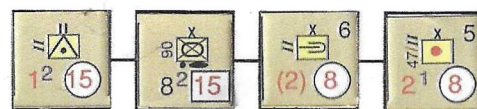
Deploys exactly as in Scenario #3

SECOND ARMY



Hex 1320

Anywhere east of the Suez Canal and west of the front line in the 2nd Army's Command Sector, which is exactly the same as in Scenario #4.



Anywhere west of the Suez Canal in the 2nd Army's Command Sector.

18th Infantry Division

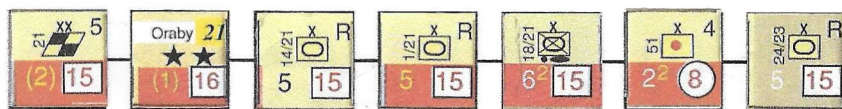
Deploys exactly as in Scenario #3, except that the 3rd Antitank Battalion and the 90th Mechanized Infantry Brigade are no longer attached to the division.

2nd Infantry Division

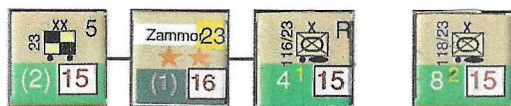
Deploys exactly as in Scenario #3, except that the 23rd Antitank Battalion and 24th Tank Brigade are no longer attached to the division.

16th Infantry Division

Deploys exactly as in Scenario #4, except that 23rd Tank Brigade is no longer attached.



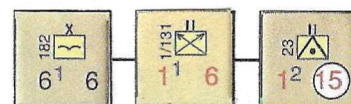
Within 2 hexes of 2421



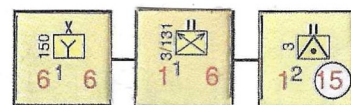
Within 3 hexes of 1324

Hex 1621

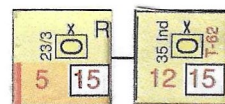
There are 4 bridges (with their accompanying engineer companies) in the 2nd Army sector, all in the same locations as in Scenario #4.



Hex 2021

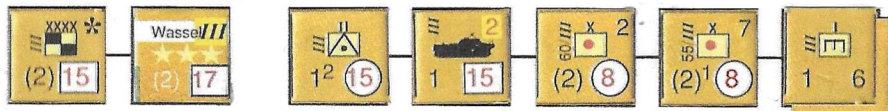


Hex 1821



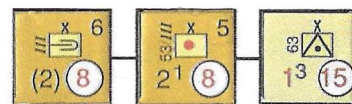
Within 3 hexes of 1324

THIRD ARMY



Within 5 hexes of 1635

Anywhere west of the front line and east of the Suez Canal, within the 3rd Army's Command Sector, which is exactly the same as in Scenario #4.



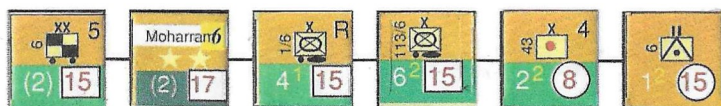
West of the Suez Canal in the 3rd Army's Command Sector

7th Infantry Division

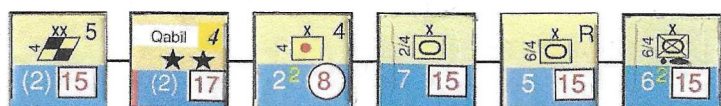
Deploys exactly as in Scenario #3, except that the 6th Antitank Battalion is no longer attached to the division (see below), and the 8th Motorized is placed in the "Breakdown" box.

19th Infantry Division

Deploys exactly as in Scenario #3, except that the 4th Antitank Battalion is no longer attached to the division (see below).



Within 2 hexes of 2134



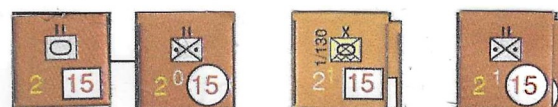
Within 3 hexes of 1531.



Hex 3038



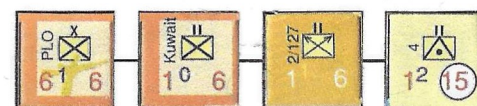
Hex 2331



Within 1 hex of 3133

Hex 2728

Hex 2933

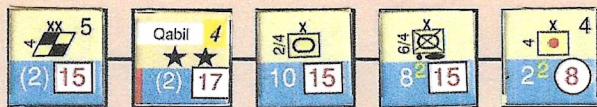


Within 1 hex of 2329

There are 4 bridges (with their accompanying engineer companies) in the 3rd Army sector, all in the same locations as in Scenario #2.

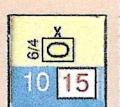
GENERAL HEADQUARTERS (GHQ) RESERVE

A 4th Armored Division

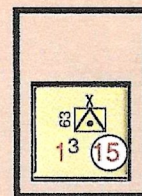


These units are automatically Released, and enter play as Reinforcements, on the night turn of October 8.

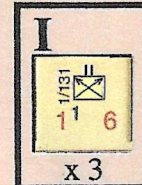
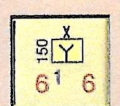
B



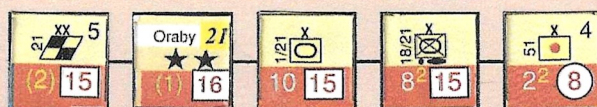
F



H

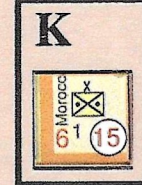


C 21st Armored Division

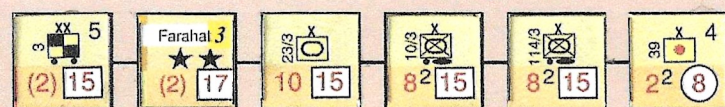


These units are automatically Released, and enter play as Reinforcements, on the daylight turn of October 9.

J

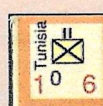


D 3rd Mechanized Infantry Division



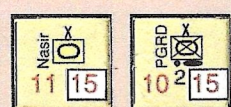
The Israeli player receives 5 Victory Points (+5 VPs) for each brigade which is brought into play.

L



These units cannot be Released before October 17

E

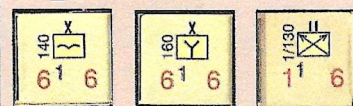


These cannot be Released until all other GHQ Reserve units have been Released. The Israeli player receives 5 Victory Points (+5 VPs) for each of these units which is brought into play.

M



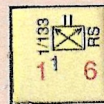
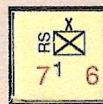
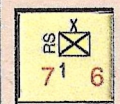
Optional



x 3

These cannot be Released. They are set up on the map or in the Air Transport box at the start of Scenario #1 and the Campaign Scenario. All surviving units that are In Supply are removed from the map and placed back in this box at the end of the October 10 night turn. A unit that is not In Supply at that point is removed at the end of the first turn in which it is In Supply.

Red Sea



x 2

These cannot be Released by normal means, but are automatically Released in the first Egyptian Movement Phase that an Israeli tank unit is within 7 hexes of Suez (2838) west of the Suez Canal.