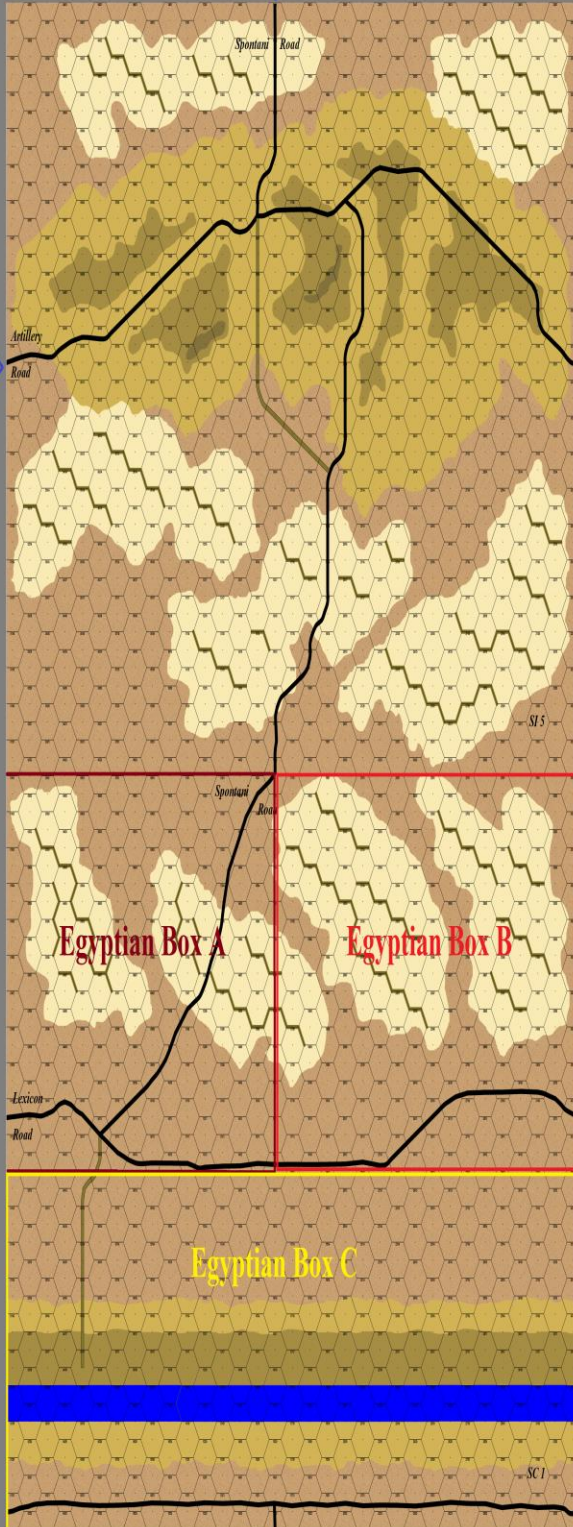




## 196th Armor Battalion



## 142nd Armor Battalion



### Unoccupied Bar-Lev Fort Hizayon

- Place a Bunker..... in Hex SC1-0517
- Place a Ramp..... in Hexes SC1-0417 and SC1-0617
- Place a Watchtower in Hex SC1-0616

### Israeli Defense Force

- Enter Turn 1:  
196th Armor Battalion SI5-1601 (Spontani Road)
- Enter Turn 24:  
142nd Armor Battalion SI5-0110 (Artillery Road)

### Israeli VP

- 1 point for each Egyptian unit destroyed
- +15 points if no un-suppressed, un-shaken or un-broken Egyptian units on or East of Artillery Road at end of game
- +50 points if an un-suppressed, un-shaken or un-broken Israeli unit occupies any Fort Hizayon hex at end of game
- +100 points if an un-suppressed, un-shaken or un-broken Israeli unit occupies SC1-1919 at end of game

### Egyptian VP

- 1 point for each Israeli AFV step destroyed
- 1 point for all other Israeli units destroyed
- +5 points per un-suppressed, un-shaken or un-broken AFV/AIFV/P Class unit on or East of Artillery Road at end of game

### Egyptian Fortifications (may be occupied by Egyptian units in Box C):

- Place Ramp marker..... in Hexes SC1-0319, SC1-0519, and SC1-0719
- Place Watchtower marker... in Hex SC1-0919
- Place Canal Breach marker... in Hexes SC1-1916 and SC1-1917
- Place Bridge marker..... in Hex SC1-1918

### Egyptian 2nd Infantry Division Setup:

Tracked vehicles may be deployed in Sand hexes and are considered to be unstuck

#### Box A:

4th Infantry Brigade (P-class and W-class units are entrenched)

#### Box B:

120th Infantry Brigade (P-class and W-class units are entrenched)

#### Box C:

- 117th Mechanized Infantry Brigade
- 2nd Independent Tank Battalion

### Free Setup:

- Hq 2nd Infantry Division
- 2nd Assault Gun Battalion
- 2nd Sagger Battalion
- 2nd Anti-tank Battalion
- 2nd Air Defense Battalion

### Off-map:

All other 2nd Infantry Division units (with the exception of the 2nd Art. Brig) are deployed off map and may enter at Player's discretion at SC1-1622

### 2nd Artillery Brigade:

- 5th Battalion 10 hexes off map
- 4th Battalion 15 hexes off map
- 1st and 2nd Battalions 20 hexes off map
- 3rd Battalion 25 hexes off map

### Special Rules:

Egyptian units in Box A and Box B may not move out of assigned Boxes; all other units may move after turn 6.