




Un-occupied Israeli Bar-Lev Fort Milano

Place a Bunker maker.....  in Hex SC10-0517

Place a Ramp maker.....  in Hexes SC10-0317 and SC10-0717

Place a Watchtower maker  in Hex SC10-0617

Israeli 217th Armor Brigade (Col Natke Nir) P and W class units may begin the game entrenched

217th Mechanized Infantry Battalion: Set Up anywhere East of Artillery Road and South of Lexicon Road. May not move from Israeli Box A

217th Reconnaissance Company is attached to the 217th Mechanized Infantry Battalion

126th Armor Battalion (Lev): Enters on Lexicon Road from the East Map Edge SI 10 on Turn 25

113th Armor Battalion (Natan) Set Up south of the SI 10 16XX Column and East of Artillery Road

142nd Armor Battalion (Yuguri) Enters on Lexicon Road from the East Map Edge SI 10 on Turn 13

Special Rules:

113th Armor and 142nd Armor Battalions must exit SC10-3310 Lexicon Road by Turn 30.

Failure to exit all of these two battalions Turn 36 results in Egyptian Victory

Egyptian 18th Infantry Division (BG Fuad Aziz Ghali)

Place a Ramp maker  in Hexes SC10-0319 and SC10-0719

Place a Watchtower marker...  in Hex SC10-0520

Place a Canal Breach marker  in Hexes SC10-0916, SC10-0917, SC10-1516 and SC10-1517

Place a Bridge marker.....  in Hex SC10-0918

Egyptians set up second

All P and W class units may begin game entrenched

Egyptian Box A:

- 90th Infantry Brigade
- 15th Independent Tank Brigade (attached to 18th Infantry Division)
- 18th Assault Gun Battalion
- 18th Independent Tank Battalion
- 18th Sagger Battalion
- 18th Anti-tank Battalion
- 1st Company/18th Air Defense Battalion

Egyptian Box B:

- 18th Engineer Battalion
- 136th Mechanized Infantry Battalion (without 3rd Battalion/136th Mechanized Infantry Battalion
- 2nd Company/18th Air Defense Battalion

All other 18th Infantry Division units are off map but may enter if any Israeli unit enters Egyptian Box A

18th Artillery Brigade deploys off map as follows:

- 5-18th Artillery Brigade deploys 15 hexes off map
- 1-18, 2-18 and 4-18 Artillery Brigade deploys 20 hexes off map
- 3-18th Artillery Brigade deploys 30 hexes off map

Israeli 217th Armor Brigade (-) attacks to re-establish the Bar-Lev Fort Milano and re-establish control of Lexicon Road

1 point for each Egyptian unit destroyed (per whole unit regardless of number of steps a unit has)

+ 10 points if no Egyptian un-suppressed, un-shaken or un-broken unit is on or East of the Artillery Road at the end of the game

+25 points if no Egyptian un-suppressed, un-shaken or un-broken unit is on or East of the Lexicon Road at the end of the game

+30 points for controlling the firing ramps and bunker of Fort Milano at the end of the game

+50 points for controlling hexes SC10-0916, SC10-0917 and SC10-0919 at the end of the game

+100 points for controlling all of the Suez Canal Breach hexes at the end of the game

For VP definition controlling a hex means last to occupy or pass through the hex

Egyptian 18th Infantry Division attacks to seize Artillery Road

Egyptian Victory Points

2 points for each Israeli AFV step destroyed (single vehicle units count as 1 step for VP purposes)

1 point for all other Israeli units destroyed (per whole unit, not per step)

+5 points for each un-suppressed, un-shaken, and un-broken Egyptian AFV/AIFV/ATGM/Inf unit east of the Artillery Road at the end of the game

+50 points for every 10 steps of un-suppressed, un-shaken, and un-broken Egyptian AFVs that exit off the East edge Lexicon Road at Hex SI10-0101 by the end of the game