

Sinai Desert

I. Terrain: There are several new types of terrain that affect spotting, movement, and combat in Middle East Assault.

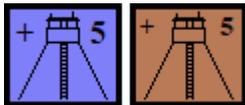
1. Clear Desert: Standard clear terrain with navigable sand
2. Orchard: Planted rows of fruit bearing trees. Units may move through paying movement costs. Units may spot through Orchard hexes into the next adjacent hex with spotting roll penalties. ATGM may fire into Orchard hexes with a +2 base chance to hit die roll modifier. Non-ATGM units may direct fire through Orchard hex into adjacent hex with a + 4 Chance to Hit die roll modifier.
3. Sand: T/W/HT mobility class units may enter upon paying movement costs. The moving unit rolls a die and becomes stuck on a roll greater than the number listed on the Sand Hex Mobility chart for that particular Mobility Class.
4. Partial Sand: Terrain that borders full Sand hexes. See Sinai Terrain Cost chart
5. Suez Canal: The Suez Canal is a waterway varying between 150M-250M wide. Only amphibious units or P-class units using assault boats may cross. Other units must use ferries, pontoon bridges or other (non AVL B) bridges.
6. Sand Dune Crest: See Sinai Desert Terrain Cost chart for movement cost. Units attacking T-54/T-55/T-62/Ti-5/Ti-67 MBTs across a Sand Dune Crest hexside, subtract 2 from the Chance to Hit die roll. Sand Dune Crest are considered to be at 0/1 Height and may block LOS.
7. Crest: See Sinai Desert Terrain Cost chart for movement cost. Units attacking T-54/T-55/T-62/Ti-5/Ti-67 MBTs in a Crest hex, subtract 2 from the Chance to Hit die roll.
8. Farmland: Terrain representing Agricultural Facilities. P and W Class units are considered entrenched and under cover when occupying hexes containing Farmland.
9. Marshland: Only Mobility Class L units may enter Marshland. All other units may only enter Marshland on a Road.
10. Special Road: Tirtur Road was specially designed by the Israelis for transporting the Roller Bridge. The Roller Bridge may only move along this road.

II. Middle East Assault Neutral Markers and New Units

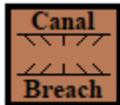
There are several new neutral markers that are unique to Middle East Assault.



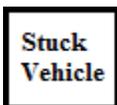
Firing Ramp: These are fighting positions that are built up to allow firing from an elevated position. Defensively, firing ramps function as hull down fighting positions. The number is the number of additional levels above the current terrain from which a unit may spot and conduct combat.



Observation Towers: May only be occupied by Hq/OP P-Class units. Units may not conduct offensive combat from an Observation Tower but may be attacked with a -3 die roll modifier to Conventional/Indirect Fire Combat Results Table die roll. The number on the counter is the number of additional levels above the current terrain from which the spotting unit is considered to be at.



Canal Embankment Breach: These counters represent breaches made in the Suez Canal West bank to allow passage of vehicular traffic. Normally, these are placed during set up in specified hexes. Egyptian Engineer platoons may construct a canal breach in 36 phases (3 hours). The Israeli Canal Cut on Map SC2 functions as a permanent Canal Embankment Breach hex.



Stuck Vehicle: These markers are used when vehicular units become stuck in Sand Hexes. Vehicles may be recovered using ARVs to tow the vehicle out of the sand during the Logistics Operations Section of a Movement Phase; however, the ARV must also roll for Sand Mobility Table for Sand hexes entered.



Israeli Roller Bridge: The Roller Bridge was a specially designed bridge for crossing the Suez Canal. It must be towed by at least 6 steps of MBTs and can only be towed along the Special Road (Tirtur Road). It has a movement allowance of 2 when towed. The Towing MBTs are placed under the Roller Bridge and may not engage in combat when towing. Once at the Suez Canal three Engineer P Class units must stack with the Roller Bridge for 36 Engineer phases before it is operational as a bridge.



Pontoon Rafts: Pontoon Rafts were designed to be towed by Israeli MBTs. They have a movement allowance of 2 when towed. At least 1 step of MBTs must tow a Pontoon Raft. The MBT is placed under the raft when towing and may engage in combat but only has a movement allowance of 2 when towing. Once at the Suez Canal (one per Pontoon Raft) Engineer P Class unit must stack with the Pontoon for 16 Engineer phases before it is operational as a bridge. Two Pontoon rafts are required to bridge the Suez Canal.



Gilowa: This is a ferry unit and functions as all other ferri



SA-6 SAM: Once Deployed, Israeli CAS aircraft that attempt missions and are in the LOS are shot down on a roll of 1-7 and are removed from play.



SA-2 SAM: Once placed on the map these units are static and may not move. Israeli CAS aircraft that attempt missions and are in the LOS are shot down on a roll of 1-6 and are removed from play.



Minelayer: BTR152 based minelayer

	<i>Load</i>	<i>Fields</i>	<i>Type</i>	<i>Rate</i>	<i>Pre-game Minelaying</i>
BTR152 MLG + Engineer	4	8	AT	1	6/4
			MXC	1/2	