

TERRAIN KEY

 Road	 Lake
 Open	 Village
 Light Rough	 Town
 Sand	 Label (Open)
 Rough	R6  Reinforcement Hex
 Forest	 Canal

REINFORCEMENT SCHEDULE

In both scenarios the following reinforcements will be brought into play.

Israeli Reinforcements

Turn 3:

R1: 3 Tanks
1 Halftrack

R2: 3 Tanks
1 APC
3 SPG's
1 Recon unit

Turn 4:

R1: 3 APC's

Turn 8:

R1: 3 Halftracks

Turn 10:

R1: 3 Tanks
1 Halftrack

Egyptian Reinforcements

Turn 3:

R8: 3 Tanks
1 KATSH

Turn 4:

R8: 2 BDM's
1 ARTLY

Turn 5:

R8: 3 Tanks

Turn 9:

R3: 6 Tanks
1 BDM

Turn 10:

R4: 3 BDM's
1 ARTLY

Turn 11:

R7: 3 Tanks
3 BDM's
1 ARTLY
1 KATSH

Turn 13:

R5: 3 BDM's
1 ARTLY

Turn 14:

R6: 3 TANKS
3 BDM's

ISRAELI AIRSTRIKES

The Israeli player has a number of airstrikes available to him during the game.

On day 1 (turns 4-7) : 0 or 1 airstrikes

On day 2 (turns 11-13) : 1 or 2 airstrikes

On day 3 (turns 16-19) : 2 or 3 airstrikes



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