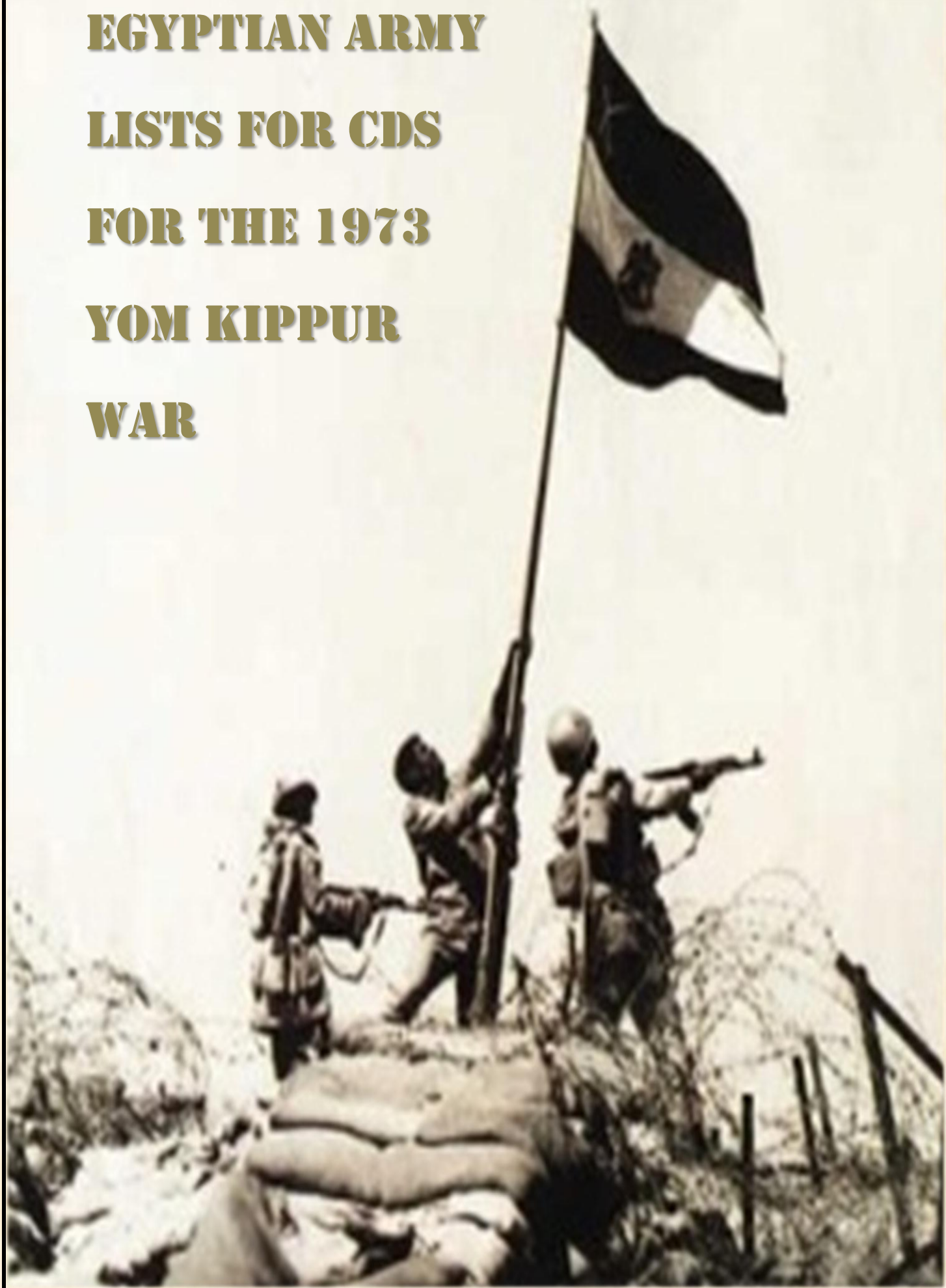


**EGYPTIAN ARMY
LISTS FOR CDS
FOR THE 1973
YOM KIPPUR
WAR**



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1973 Egyptian Infantry Company from an Infantry Division

Egyptian infantry were organised on Soviet lines and equipped with Soviet weaponry. They have only a couple of Big Men per company, representing the poor leadership exhibited after the initial stages of the Yom Kippur War. Infantry squads are armed with the AK-47 and RPD light machine gun, and therefore fire as assault rifle squads.

Company HQ

One Big Man Level II
One RPG-7 team, 2 crew

Upgrade Big Men

Company HQ: One Big Man Level III
Platoon One: One Big Man Level II
Platoon Two: One Big Man Level II
Platoon Three: One Big Man Level II
Big Men may be upgraded for the initial assault and first Israeli counter-attacks, representing the way the initial plan was drilled into every soldier. Once outside the envelope of the initial plan, leadership reverts to normal.

Platoon One

One Big Man Level I
Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Two

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Three

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

AT & AA Assets

Rather than applying ATGM, RCL or AAGM teams as support platoons, players may attach one or two ATGM and/or AAGM and/or RCL teams to a Company HQ.

The Company may be motorised by adding trucks: one per squad plus one for the Company HQ

BATTALION SUPPORT UNITS

Off-Table Medium Mortars

Batteries of up to six 82mm PM-41 medium mortars, no FOO, in same transport as infantry.

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, in same transport as infantry.

Recoilless Rifle (RCL) Anti-Tank Platoon

Batteries of up to six 82mm B-10 or 107mm B-11 RCL teams, 3 crew each, in same transport as infantry.

BRIGADE SUPPORT UNITS

Anti-Aircraft Guided Missile Platoon

Batteries of up to six SA-7 AAGM teams, 3 crew each, in Gaz Jeeps or infantry transport.

Attached Armour

Companies or platoons of T-34/85 or IS-3M MBTs

Reconnaissance Platoon

One Big Man Level II in Gaz Jeep
Three Recon assault rifle squads of 8 men each, with one RPG-7 team, 2 crew
Three trucks

Off-Table Heavy Mortars

Batteries of up to six 120mm PM-38 heavy mortars, no FOO, carried by trucks

DIVISION SUPPORT UNITS

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- quad 14.5mm ZPU-4 AA guns, towed by trucks
- twin 23mm ZU-23/2 AA guns, towed by trucks

Towed Anti-Tank Platoon

Batteries of up to six D-44 85mm or BSM-3 100mm anti-tank guns, no Big Men, towed by trucks

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, mounted on BRDM-2 APCs

Assault Gun Battery

Five SU-100 SP Assault Guns

Assault Engineer Company

Same TOE and transport as a core infantry company, but specialised engineers. May have specialist bridging equipment.

Off-Table Divisional Artillery

Batteries of up to four guns, no FOOs

Possible types are [all from USSR]:

- 122mm D-30/M-38 howitzer
- 122mm D-74 field gun
- 152mm D-20 howitzer
- 160mm Heavy Mortar

Air Support – Ground Attack

Ground attack support from Su-7M Fitter or Il-28 Beagle aircraft.

Air Support – Intercepting Fighters

Defensive air support from MiG-17, MiG-19 or MiG-21 fighters.

Air Defence Umbrella

Certain scenarios may allow the Egyptians access to an air defence umbrella from either fixed position SA-2 or SA-3 missile launchers, or mobile (tracked) SA-6 missile launchers.

1973 Egyptian Mechanised Infantry Company from a Mechanised Infantry Brigade from an Infantry Division

Egyptian infantry were organised on Soviet lines and equipped with Soviet weaponry. They have only a couple of Big Men per company, representing the poor leadership exhibited after the initial stages of the Yom Kippur War. Infantry squads are armed with the AK-47 and RPD light machine gun, and therefore fire as assault rifle squads.

Company HQ

One Big Man Level II
One RPG-7 team, 2 crew

Upgrade Big Men

Company HQ: One Big Man Level III
Platoon One: One Big Man Level II
Platoon Two: One Big Man Level II
Platoon Three: One Big Man Level II
Big Men may be upgraded for the initial assault and first Israeli counter-attacks, representing the way the initial plan was drilled into every soldier. Once outside the envelope of the initial plan, leadership reverts to normal.

Platoon One

One Big Man Level I
Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Two

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Three

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

AT & AA Assets

Rather than applying ATGM, RCL or AAGM teams as support platoons, players may attach one or two ATGM and/or AAGM to a Company HQ.

Mechanising the Company

To mechanise, add APCs as necessary. Possible vehicles are (number available in brackets):

- Trucks (000s)
- BTR-152 [USSR] (600)
- BTR-60 [USSR] (500)

A company's vehicles, including support, must all be of the same type.

BATTALION SUPPORT UNITS

Off-Table Medium Mortars

Batteries of up to six 82mm PM-41 medium mortars, no FOO, in same transport as infantry.

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, in same transport as infantry.

BRIGADE SUPPORT UNITS

Anti-Aircraft Guided Missile Platoon

Batteries of up to six SA-7 AAGM teams, 3 crew each, in Gaz Jeeps or infantry transport.

Attached Armour

Companies or platoons of T-54/55 MBTs

Brigade Armoured Reconnaissance

One Big Man Level II
Three PT-76 Light Tanks
Three Recon assault rifle squads of 8 men each, with one RPG-7 team, 2 crew
Seven BRDM-2 Recon APCs

Off-Table Heavy Mortars

Batteries of up to six 120mm PM-38 heavy mortars, no FOO, carried by trucks

DIVISION SUPPORT UNITS

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- twin 57mm ZU-57/2 AA guns, towed by trucks

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, mounted on BRDM-2 APCs

Assault Gun Battery

Five SU-100 SP Assault Guns

Mechanised Assault Engineer Company

Same TOE and transport as a core infantry company, but specialised engineers. May have specialist bridging equipment.

Off-Table Divisional Artillery

Batteries of up to four guns, no FOOs
Possible types are [all from USSR]:

- 122mm D-30/M-38 howitzer
- 122mm D-74 field gun
- 152mm D-20 howitzer
- 160mm Heavy Mortar

Air Support – Ground Attack

Ground attack support from Su-7M Fitter or Il-28 Beagle aircraft.

Air Support – Intercepting Fighters

Defensive air support from MiG-17, MiG-19 or MiG-21 fighters.

Air Defence Umbrella

Certain scenarios may allow the Egyptians access to an air defence umbrella from either fixed position SA-2 or SA-3 missile launchers, or mobile (tracked) SA-6 missile launchers.

1973 Egyptian Mechanised Infantry Company from a Mechanised Infantry Brigade from a Mechanised Infantry Division

Egyptian infantry were organised on Soviet lines and equipped with Soviet weaponry. They have only a couple of Big Men per company, representing the poor leadership exhibited after the initial stages of the Yom Kippur War. Infantry squads are armed with the AK-47 and RPD light machine gun, and therefore fire as assault rifle squads.

Company HQ

One Big Man Level II
One RPG-7 team, 2 crew

Upgrade Big Men

Company HQ: One Big Man Level III
Platoon One: One Big Man Level II
Platoon Two: One Big Man Level II
Platoon Three: One Big Man Level II
Big Men may be upgraded for the initial assault and first Israeli counter-attacks, representing the way the initial plan was drilled into every soldier. Once outside the envelope of the initial plan, leadership reverts to normal.

Platoon One

One Big Man Level I
Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Two

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Three

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

AT & AA Assets

Rather than applying ATGM, RCL or AAGM teams as support platoons, players may attach one or two ATGM and/or AAGM and/or RCL teams to a Company HQ.

Mechanising the Company

To mechanise, add APCs as necessary. Possible vehicles are (number available in brackets):

- Trucks (000s)
- BTR-152 [USSR] (600)
- BTR-60 [USSR] (500)

A company's vehicles, including support, must all be of the same type.

BATTALION SUPPORT UNITS

Off-Table Medium Mortars

Batteries of up to six 82mm PM-41 medium mortars, no FOO, in OT-62 or OT-64A APCs

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, in same transport as infantry.

Recoilless Rifle (RCL) Anti-Tank Platoon

Batteries of up to six 82mm B-10 or 107mm B-11 RCL teams, 3 crew each, in same transport as infantry.

BRIGADE SUPPORT UNITS

Anti-Aircraft Guided Missile Platoon

Batteries of up to six SA-7 AAGM teams, 3 crew each, in Gaz Jeeps or infantry transport.

Attached Armour

Companies or platoons of T-54/55 MBTs

Brigade Armoured Reconnaissance

One Big Man Level II
Three PT-76 Light Tanks
Three Recon assault rifle squads of 8 men each, with one RPG-7 team, 2 crew
Seven BRDM-2 Recon APCs

Off-Table Heavy Mortars

Batteries of up to six 120mm PM-38 heavy mortars, no FOO, carried by trucks

DIVISION SUPPORT UNITS

Towed Anti-Tank Platoon

Batteries of up to six D-44 85mm or BSM-3 100mm anti-tank guns, no Big Men, towed by trucks

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- twin 57mm ZU-57/2 AA guns, towed by trucks

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, mounted on BRDM-2 APCs

Mechanised Assault Engineer Company

Same TOE as a core infantry company, but carried in OT-62 or OT-64A APCs, and are specialised engineers. May have specialist bridging equipment.

Off-Table Divisional Artillery

Batteries of up to four guns, no FOOs
Possible types are [all from USSR]:

- 122mm D-30/M-38 howitzer
- 122mm D-74 field gun
- 152mm D-20 howitzer
- 160mm Heavy Mortar

Air Support – Ground Attack

Ground attack support from Su-7M Fitter or Il-28 Beagle aircraft.

Air Support – Intercepting Fighters

Defensive air support from MiG-17, MiG-19 or MiG-21 fighters.

Air Defence Umbrella

Certain scenarios may allow the Egyptians access to an air defence umbrella from either fixed position SA-2 or SA-3 missile launchers, or mobile (tracked) SA-6 missile launchers.

1973 Egyptian Mechanised Infantry Company from an Armoured Brigade from a Mechanised Infantry Division

Company HQ

One Big Man Level II
One RPG-7 team, 2 crew

Upgrade Big Men

Company HQ: One Big Man Level III
Platoon One: One Big Man Level II
Platoon Two: One Big Man Level II
Platoon Three: One Big Man Level II
Big Men may be upgraded for the initial assault and first Israeli counter-attacks, representing the way the initial plan was drilled into every soldier. Once outside the envelope of the initial plan, leadership reverts to normal.

Platoon One

One Big Man Level I
Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Two

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Three

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

AT & AA Assets

Rather than applying ATGM, RCL or AAGM teams as support platoons, players may attach one or two ATGM and/or AAGM and/or RCL teams to a Company HQ.

Mechanising the Company

To mechanise, add APCs as necessary. Possible vehicles are (number available in brackets):

- Trucks (000s)
- BTR-50 [USSR] (500)
- OT-62 [Poland/CSSR] (200)
- OT-64A [Poland/CSSR] (200)

A company's vehicles, including support, must all be of the same type.

BATTALION SUPPORT UNITS

Off-Table Medium Mortars

Batteries of up to six 82mm PM-41 medium mortars, no FOO, in OT-62 or OT-64A APCs

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, in same transport as infantry.

BRIGADE SUPPORT UNITS

Anti-Aircraft Guided Missile Platoon

Batteries of up to six SA-7 AAGM teams, 3 crew each, in Gaz Jeeps or infantry transport.

Attached Armour

Companies or platoons of T-54/55 MBTs

Brigade Armoured Reconnaissance

One Big Man Level II
Three PT-76 Light Tanks
Three Recon assault rifle squads of 8 men each, with one RPG-7 team, 2 crew
Seven BRDM-2 Recon APCs

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- quad 23mm ZU-23/4 AA guns, towed by trucks

Mechanised Assault Engineer Company

Same TOE as a core infantry company, but carried in OT-62 or OT-64A APCs, and are specialised engineers. May have specialist bridging equipment.

DIVISION SUPPORT UNITS

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- quad 23mm ZU-23/4 AA guns, towed by trucks

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, mounted on BRDM-2 APCs

Assault Gun Battery

Five SU-100 SP Assault Guns

Mechanised Assault Engineer Company

Same TOE as a core infantry company, but carried in OT-62 or OT-64A APCs, and are specialised engineers. May have specialist bridging equipment.

Off-Table Divisional Artillery

Batteries of up to four guns, no FOOs

Possible types are [all from USSR]:

- 122mm D-30/M-38 howitzer
- 122mm D-74 field gun
- 152mm D-20 howitzer
- 160mm Heavy Mortar

Air Support – Ground Attack

Ground attack support from Su-7M Fitter or Il-28 Beagle aircraft.

Air Support – Intercepting Fighters

Defensive air support from MiG-17, MiG-19 or MiG-21 fighters.

Air Defence Umbrella

Certain scenarios may allow the Egyptians access to an air defence umbrella from either fixed position SA-2 or SA-3 missile launchers, or mobile (tracked) SA-6 missile launchers.

1973 Egyptian Mechanised Infantry Company from an Armoured Brigade from an Armoured Division

Company HQ

One Big Man Level II
One RPG-7 team, 2 crew

Upgrade Big Men

Company HQ: One Big Man Level III
Platoon One: One Big Man Level II
Platoon Two: One Big Man Level II
Platoon Three: One Big Man Level II
Big Men may be upgraded for the initial assault and first Israeli counter-attacks, representing the way the initial plan was drilled into every soldier. Once outside the envelope of the initial plan, leadership reverts to normal.

Platoon One

One Big Man Level I
Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Two

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Three

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

AT & AA Assets

Rather than applying ATGM, RCL or AAGM teams as support platoons, players may attach one or two ATGM and/or AAGM and/or RCL teams to a Company HQ.

Mechanising the Company

To mechanise, add APCs as necessary. Possible vehicles are (number available in brackets):

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A company's vehicles, including support, must all be of the same type.

BATTALION SUPPORT UNITS

Off-Table Medium Mortars

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Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, in same transport as infantry.

BRIGADE SUPPORT UNITS

Anti-Aircraft Guided Missile Platoon

Batteries of up to six SA-7 AAGM teams, 3 crew each, in Gaz Jeeps or infantry transport.

Attached Armour

Companies or platoons of T-54/55 or T-62 MBTs

Brigade Armoured Reconnaissance

One Big Man Level II
Three PT-76 Light Tanks
Three Recon assault rifle squads of 8 men each, with one RPG-7 team, 2 crew
Seven BRDM-2 Recon APCs

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- quad 23mm ZU-23/4 AA guns, towed by trucks

Mechanised Assault Engineer Company

Same TOE as a core infantry company, but carried in OT-62 or OT-64A APCs, and are specialised engineers. May have specialist bridging equipment.

DIVISION SUPPORT UNITS

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- quad 23mm ZU-23/4 AA guns, towed by trucks

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, mounted on BRDM-2 APCs

Assault Gun Battery

Five SU-100 SP Assault Guns

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Off-Table Divisional Artillery

Batteries of up to four guns, no FOOs

Possible types are [all from USSR]:

- 122mm D-30/M-38 howitzer
- 122mm D-74 field gun
- 152mm D-20 howitzer
- 160mm Heavy Mortar

Air Support – Ground Attack

Ground attack support from Su-7M Fitter or Il-28 Beagle aircraft.

Air Support – Intercepting Fighters

Defensive air support from MiG-17, MiG-19 or MiG-21 fighters.

Air Defence Umbrella

Certain scenarios may allow the Egyptians access to an air defence umbrella from either fixed position SA-2 or SA-3 missile launchers, or mobile (tracked) SA-6 missile launchers.

1973 Egyptian Mechanised Infantry Company from a Mechanised Infantry Brigade from an Armoured Division

Egyptian infantry were organised on Soviet lines and equipped with Soviet weaponry. They have only a couple of Big Men per company, representing the poor leadership exhibited after the initial stages of the Yom Kippur War. Infantry squads are armed with the AK-47 and RPD light machine gun, and therefore fire as assault rifle squads.

Company HQ

One Big Man Level II
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Upgrade Big Men

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Big Men may be upgraded for the initial assault and first Israeli counter-attacks, representing the way the initial plan was drilled into every soldier. Once outside the envelope of the initial plan, leadership reverts to normal.

Platoon One

One Big Man Level I
Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Two

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

Platoon Three

Three assault rifle squads of 8 men
One RPG-7 team, 2 crew

AT & AA Assets

Rather than applying ATGM, RCL or AAGM teams as support platoons, players may attach one or two ATGM and/or AAGM and/or RCL teams to a Company HQ.

Mechanising the Company

To mechanise, add APCs as necessary. Possible vehicles are (number available in brackets):

- Trucks (000s)
- BTR-60 [USSR] (500)
- BTR-152 [USSR] (600)

A company's vehicles, including support, must all be of the same type.

BATTALION SUPPORT UNITS

Off-Table Medium Mortars

Batteries of up to six 82mm PM-41 medium mortars, no FOO, in OT-62 or OT-64A APCs

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, in same transport as infantry.

Recoilless Rifle (RCL) Anti-Tank Platoon

Batteries of up to six 82mm B-10 or 107mm B-11 RCL teams, 3 crew each, in same transport as infantry.

BRIGADE SUPPORT UNITS

Anti-Aircraft Guided Missile Platoon

Batteries of up to six SA-7 AAGM teams, 3 crew each, in Gaz Jeeps or infantry transport.

Attached Armour

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Brigade Armoured Reconnaissance

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Seven BRDM-2 Recon APCs

Off-Table Heavy Mortars

Batteries of up to six 120mm PM-38 heavy mortars, no FOO, carried by trucks

DIVISION SUPPORT UNITS

Towed Air Defence Platoon

Batteries of up to six guns, which could be:

- twin 57mm ZU-23/2 AA guns, towed by trucks

Anti-Tank Guided Missile Platoon

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Assault Gun Battery

Five SU-100 SP Assault Guns

Mechanised Assault Engineer Company

Same TOE and transport as a core infantry company, but specialised engineers. May have specialist bridging equipment.

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Batteries of up to four guns, no FOOs
Possible types are [all from USSR]:

- 122mm D-30/M-38 howitzer
- 122mm D-74 field gun
- 152mm D-20 howitzer
- 160mm Heavy Mortar

Air Support – Ground Attack

Ground attack support from Su-7M Fitter or Il-28 Beagle aircraft.

Air Support – Intercepting Fighters

Defensive air support from MiG-17, MiG-19 or MiG-21 fighters.

Air Defence Umbrella

Certain scenarios may allow the Egyptians access to an air defence umbrella from either fixed position SA-2 or SA-3 missile launchers, or mobile (tracked) SA-6 missile launchers.

The Egyptian Army 1973: The Armour

Egyptian armoured units were organised on Soviet lines and equipped with Soviet or Eastern Block vehicles. They have only a couple of Big Men per company, representing the poor leadership exhibited during the Yom Kippur War. All vehicles in the same company must be of the same type.

Egyptian Armoured brigades contained three battalions of tanks (each 31 tanks strong). Egyptian Mechanised and Infantry brigades each contained one battalion of tanks (31 strong). Different sorts of tanks were used in the different formations.

Tank Company HQ

One Big Man Level I
One Main Battle Tank

Platoon One

Three Main Battle Tanks

Platoon Two

Three Main Battle Tanks

Platoon Three

Three Main Battle Tanks

Types of MBT Available

A list of MBTs fielded by the Egyptians in the YKW (numbers available in brackets):

- T-62 [USSR] (200) used only in Armoured Brigades
- T-54/55 [USSR] (1,570) used in some Armoured & all Mechanised Brigades
- T-34/85 [Czech] (380) and IS-3M [USSR] (30) used in Infantry Brigades

Egyptian Commandoes/Rangers

Egyptian Commandoes are organised as an infantry company with no supports but with the improved Big Man allocation and access to the extra Company HQ AAGM and AAGM options. They deploy from Mi-8 helicopters.

Egyptian Paratroopers

Egyptian Paratroopers are organised as an infantry company up to Brigade level, but substitute a Machine Gun Platoon of three MMG (five crew each) for the Battalion Anti-Tank Guided Missile Platoon. Division support is as for an Infantry Company.

Optional Equipment

Some (favoured) formations may benefit from better quality vehicles or equipment. The units below can substitute for, or be added to, the standard lists.

Self-Propelled Air Defence Platoons

Batteries of up to six guns, which could be:

- ZSU-57/2 "Sparka" twin 57mm self-propelled AA Vehicles
- ZSU-23/4 "Shilka" quad 23mm self-propelled AA Vehicles

Anti-Tank Guided Missile Platoon

Batteries of up to six "Sagger" ATGM teams, 3 crew each, mounted on BMP-1 APCs

Off-Table Divisional Artillery

Batteries of up to four guns, no FOOs

Possible types are [all from USSR]:

- BM-21 MRLs
- 130mm Heavy Guns
- 180mm Heavy Guns
- 240mm Heavy Mortars

Aircraft and Anti-Aircraft Fire

Egyptian Ground Attack Aircraft

Two types of Egyptian aircraft are available for ground attack purposes:

- Sukhoi SU-7M (rockets and bombs, cannon)
- Ilyushin Il-28: (bombs, cannon)

Weapon	Deviation	Kill Zone	Roll on Direct Fire Support (less one level of cover)
Cannon	3D6	3" x 6"	2D6/3D6 (within blast radius/direct hit)
Bombs	4D6	4" radius	2D6/3D6 (within blast radius/direct hit)
Rockets	3D6	4" radius	2D6

Any vehicle that takes a direct hit is destroyed. Any vehicle caught in the blast radius receives one strike at the following factors:

Weapon	Strike
Cannon	3
Bombs	6
Rockets	8

Anti-Aircraft Fire

Whenever an Israeli fixed wing aircraft declares an attack, it is immediately placed on the table above the target unit.

At that point, any weapons that are specifically dedicated anti-aircraft weapons with line of sight to the attacking aircraft may fire provided they have not acted already this turn. Cover from intercepting fighters and/or an air defence umbrella are also calculated now.

Roll 2D6 and add the following strike factors:

Weapon	Guns	Strike
ZPU-4	Quad 14.5mm	+2
ZU-23/2	Twin 23mm	+2
ZU-23/4 or ZSU-23/4	Quad 23mm	+3
ZU-57/2 or ZSU-57/2	Twin 57mm	+3
SA-7	AAGM	+4
Intercepting Fighters	~	+5
Air Defence Umbrella	AAGM	+8

The attacking aircraft is hit on a score of 14+.

If hit, then roll 1D6 and add the same strike factor to see what happens:

Total	Result
1-5	Attacker aborts current action, Israeli Air Support activation ends
6	Attacker aborts mission, RTB. Remove Israeli Air Support card from pack.
7+	Attacker crashes or is destroyed. Remove Israeli Air Support card from pack.

Rating Your Egyptian Force

Most Egyptian infantry are poorly trained conscripts. They had been well drilled and trained for the initial attack across the Suez Canal, but quickly reverted to type after that. I have reflected this by giving players the option to add extra Egyptian Big Men during the period around the initial assault.

Infantry Types/Actions	0	1	2	3	4
Regulars (Assault Rifle Squads)	1, 2, 3	4	5, 6, 7, 8	~	~
Elite Troops (Assault Rifle Squads)	1, 2	3, 4	5, 6	7, 8	~

Elite troops are Commandoes/Rangers and Paratroopers.

Egyptian anti-tank weapon crews have two Actions.

Egyptian tank crews have two Actions and therefore have a morale of two.

Anti-Tank Weapons	0-4"	4-8"	8-12"	12-16"	16-24"
Infantry Squad	2	~	~	~	~
MMG	1	1	1	1	1
HMG	2	2	2	2	1
RPG-7 [USSR]	9	9	9	9	9
B-10 82mm RCL [USSR]	9	9	9	9	9
B-11 107mm RCL [USSR]	11	11	11	11	11

All the anti-tank weapons listed above take one Action to re-load, so with their two Actions may only fire once per turn. If a double is rolled when firing, the team has just one round remaining i.e. can take only one more shot before being out of ammunition for the rest of the game.

Stacking the Deck

One card should be present for each Platoon as well as any Company Headquarters and attached Platoons and on- or off-table support units. One *Egyptian Blinds* card will also be present, as will one card for each Big Man.

Any anti-aircraft and anti-tank weapons attached to the infantry company HQs will fire on the *Company HQ* card, but all other anti-tank weapons, whether man-ported, self-propelled or mounted on a vehicle, should have one card per weapon.

Other cards that may be present are as follows:

Hesitant Leader card: this card will nearly always be present for Egyptian forces, representing the poor quality of the Egyptian officer corps.

Hesitant Troops card: this card will often, but not always, be present for Egyptian forces.

Poor Fire Discipline card: this card will often, but not always, be present for Egyptian forces.

Vehicle Breakdown card: this card will apply to any IS-IIIM tanks that are fielded.

Reconnaissance Bonus Move: will usually apply to scout platoons.

Egyptian Armoury

AFVs

Vehicle	Armour	Weapon	Strike	Speed	Notes
T-34/85 MBT	8	85mm	9	Fast	
T-54/55 MBT	10	100mm	11	Fast	
T-62 MBT	10	105mm	12	Fast	
PT-76 Scout Tank	3	76mm	8	Fast	Amphibious
SU-100 Assault Gun	8	100mm	11	Average	
ZSU-57/2 "Sparka" SP AA Gun	2	57mm	6	Fast	
ZSU-23/4 "Shilka" SP AA Gun	2	23mm	4	Fast	

APCs

Vehicle	Armour	Weapon	Strike	Speed	Notes
BMP-1	4	73mm Gun; Sagger ATGM; MMG	9/16	Fast	Carries 8
BTR-50	3	MMG	~	Fast	Carries 20
OT-62	3	MMG	~		Carries 16
OT-62B	3	82mm RCL; MMG	9		Carries 16
BTR-152	2	MMG	~	Wheels	Carries 18
Al-Walid	2	MMG	~	Wheels	Carries 10
BTR-60	3	HMG; MMG	~	Wheels	Carries 14
BTR-60A	4	HMG; MMG	~	Wheels	Carries 8
Truck	0	~	~	Wheels	
BRDM-2	2	HMG; MMG	~	Wheels	Carries 4

As a general rule, mechanised infantry from Armoured Brigades use the BTR-50 or OT-62/OT-62B (both tracked); mechanised infantry from Mechanised Infantry Brigades use the BTR-152 or BTR-60 (both wheeled); and recce troops use the BRDM-2 patrol vehicle (wheeled). The rarer BMP-1 vehicles were used to augment the initial advance across the canal.

The 82mm RCL on the OT-62B must be fired by a crew member from outside the main compartment. It fires just like the tripod-mounted version.

Anti-Tank Guns

Weapon	Strike
D-44 85mm Anti-Tank Gun	9
BSM-3 100mm Anti-Tank Gun	10
AT-3 Sagger (9M14 Malyutka)	16

Medium & Heavy Mortar Minimum Ranges

Although only really available as an off-table asset, the minimum ranges of the medium and heavy mortar are included just in case a particular scenario defines them as being on-table:

PM-41 82mm mortar: 12"

PM-38 120" mortar: 76"

Off Table Artillery Availability

Medium Mortars: Auto

All Other Assets: -/-/5