# Elusive Victory

The Air War over the Suez Canal, 1967 to 1973

## Table of Contents

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>EV: Historical Background</td>
<td>2</td>
</tr>
<tr>
<td>Timeline of Major Events</td>
<td>6</td>
</tr>
<tr>
<td>Introductory Scenario</td>
<td>7</td>
</tr>
<tr>
<td>Egyptian SAM Defense Zones</td>
<td>11</td>
</tr>
<tr>
<td>EV1: Operation Moked (5 Jun 1967/SDW)</td>
<td>12</td>
</tr>
<tr>
<td>EV2: Fighting Back (6-7 Jun 1967/SDW)</td>
<td>14</td>
</tr>
<tr>
<td>EV3: Egyptian Phoenix (15 Jul 1967)</td>
<td>15</td>
</tr>
<tr>
<td>EV4: Alert Five (10 Oct 1967)</td>
<td>16</td>
</tr>
<tr>
<td>EV5: War of Attrition (8 Mar 1969/WOA)</td>
<td>17</td>
</tr>
<tr>
<td>EV6: Recon in Force (14 Apr 1969/WOA)</td>
<td>18</td>
</tr>
<tr>
<td>EV7: Escalation (21 May 1969/WOA)</td>
<td>19</td>
</tr>
<tr>
<td>EV8: Shattered Glass (17 Jun 1969/WOA)</td>
<td>20</td>
</tr>
<tr>
<td>EV9: Operation Rimonim (7 Jul 1969/WOA)</td>
<td>21</td>
</tr>
<tr>
<td>EV10: Operation Boxer (20-28 Jul 1969/WOA)</td>
<td>22</td>
</tr>
<tr>
<td>EV11: Operation Pricha (7 Jan - 31 Mar 1970/WOA)</td>
<td>23</td>
</tr>
<tr>
<td>EV12: Ambush! (18 Jul 1970/WOA)</td>
<td>25</td>
</tr>
<tr>
<td>EV13: Desperate Struggle (30 Jul 1970/WOA)</td>
<td>26</td>
</tr>
<tr>
<td>Order of Battle Table A</td>
<td>27</td>
</tr>
<tr>
<td>Order of Battle Table B</td>
<td>27</td>
</tr>
<tr>
<td>Order of Battle Table C</td>
<td>28</td>
</tr>
<tr>
<td>Order of Battle Table D</td>
<td>28</td>
</tr>
<tr>
<td>Order of Battle Table E</td>
<td>28</td>
</tr>
<tr>
<td>EV14: Operation Badr (6 Oct 73/YKR1)</td>
<td>29</td>
</tr>
<tr>
<td>EV15: Operation Tagar (7 Oct 73/YKR2)</td>
<td>30</td>
</tr>
<tr>
<td>EV16: Counterattack (8 Oct 73/YKR3)</td>
<td>32</td>
</tr>
<tr>
<td>EV17: Caught in the Open (9 Oct 73/YKR4)</td>
<td>34</td>
</tr>
<tr>
<td>EV18: Holding the Line (11-12 Oct 73/YKR5)</td>
<td>35</td>
</tr>
<tr>
<td>EV19: Egyptian Air Force Day (14 Oct 73/YKR6)</td>
<td>37</td>
</tr>
<tr>
<td>EV20: Operation Stouthearted Men (16 Oct 73/YKR7)</td>
<td>38</td>
</tr>
<tr>
<td>EV21: Desperate Defense (18-22 Oct 73/YKR8)</td>
<td>39</td>
</tr>
<tr>
<td>EV22: Closing the Noose (22 Oct 73/YKR9)</td>
<td>41</td>
</tr>
<tr>
<td>ELUSIVE VICTORY DATES</td>
<td>43</td>
</tr>
</tbody>
</table>
The First Arab-Israeli War (1947-49)

Arab nations and Israel have engaged in air warfare since the first Arab-Israeli War in 1947. The Arab air forces at the outset of the war totaled three; Egypt, Iraq and Syria. Royalist Egypt’s air force was influenced by the Royal Air Force (RAF) and included about 40 Spitfires and utilized a few C-46s and C-47s as bombers.

During the first phase of the war, before the actual partition of Palestine from November 1947, to summer 1948, just after the declaration of the new State of Israel, the Arabs had unchallenged air superiority. The fledgling Israeli Air Force (IAF) had no comparable aircraft with which to compete. Syria and Iraq were responsible for the area from Tel Aviv and north, while Egypt was responsible for the area from Tel Aviv to the south. Despite their unchallenged control of the air, the Arab air forces achieved no significant results.

Things changed for the Arabs over the summer of 1948. The IAF, which started with 19 light auxiliary-type aircraft, got its first combat aircraft in May of that year. On 29 May, four Messerschmitt 109s (actually Avia S-199s) arrived from Czechoslovakia and more began to arrive daily. On 14 July, three B-17s which had been smuggled out of the United States arrived in Israel, having bombed Cairo en route. In August, the IAF received some P-51 Mustangs and Spitfires, further increasing their qualitative and now quantitative edge over the Arab air forces.

By September, the Arab situation in the air had been reversed. In early summer, Arab flyers were still able to strafe Israeli positions with impunity. By the late summer, however, the Iraqis had ceased operating in the north since they were unable to compete with the Messerschmitts by day and did not have any bombers for night operations. An October surprise attack on El Arish in the northern Sinai Peninsula, a foreshadowing of events to come, an October surprise attack on El Arish in the northern Sinai Peninsula caused a great deal of damage to Egyptian aircraft caught on the ground and appeared to totally demoralize the Egyptian Air Force (EAF). For the rest of the war, the EAF hardly challenged Israeli control of the air.

The Suez War — 29 October to 7 November 1956

One of the results of the 1948 war was the overthrow of the Egyptian monarchy. The Free Officers, a group of military men led by Lt Col Gamal Abdel Nasser, forced King Farouk to abdicate on 23 July 1952 which, in turn, led to the formal declaration of Egypt as a republic a year later. As leader of republican Egypt, the charismatic Nasser very quickly irritated Western leaders as he loudly denounced Western influence in the Middle East while advocating the overthrow of conservative, pro-West Arab governments. He especially embittered the British by his strident denunciation of British control over the Suez Canal, a condition that had existed since 1882. He also deeply antagonized France, by overt support of Algerian rebels seeking an end of French rule in that country. While most of Nasser’s anti-Israeli rhetoric was designed primarily to secure Egyptian leadership of the Arab world, Israel prudently noted several actual manifestations of malevolence, such as Egypt’s refusal to allow Israeli shipping through the Suez Canal and its closure of the Strait of Tiran both damaging the Israeli economy. Moreover, the 1955 arms deal with Czechoslovakia, gained Egypt 86 MiG-15s and 39 IL-28s as well as tanks, guns, AAA and other weapons. Thus by 1956, three states had reasons to wish the end of Colonel Nasser and jointly planned to see it happen.

In 1955 Israel had begun planning an operation, later named Operation Kadesh, to seize control of the Strait of Tiran. By July 1956, the Israeli government had decided that the state of Israeli-Arab relations was intolerable and gave tentative approval for war. Coincidental in timing, but unrelated to Israeli planning, Great Britain had decided that it too would use military force in Egypt. The final straw for London was Egypt’s 26 July 1956 nationalization of the Suez Canal. France joined Britain and planning for a joint military operation began. In October, Israel was invited to join in the assault. The final plan envisaged an Israeli attack into the Sinai, ostensibly as retaliation for fedayeen guerrilla raids, followed by an Anglo-France ultimatum that both sides disengage while British and French troops occupied the canal to “protect” it. If Nasser refused the ultimatum, they would force their way in. The Anglo-French operation was called Musketeer.

From the beginning, elimination or neutralization of the EAF was a first priority for both Musketeer and Kadesh planners. While Israel felt it could probably handle the EAF had Israel gone alone on Operation Kadesh, it would not join in the Anglo-French assault unless Israel proper was protected from Egyptian retaliatory bombing. The air force the three allies were
so concerned about totaled fewer than 300 aircraft (including 45 MiG-15s, 40 Vampires, 38 Meteors, 8 Furies, 48 IL-28s, 20 C-46s and 20 C-47s); however, only about 130 planes (60 fighters, 10 IL-28s and 60 transports) were actually operational. The EAF had too few pilots and those they did have were of poor quality; most of them were incapable of efficiently using the recently arrived Soviet equipment.

To deal with this air force, the allies had at their disposal 200 Royal Navy fighters off three carriers, 50 French Navy fighters off two carriers, nine squadrons of RAF bombers (120 aircraft in all), four squadrons of RAF fighter-bombers (100 aircraft) and four French fighter-bomber wings (77 F-84s and 25 Mystere IVs). The IAF had 155 more aircraft (including 9 Mysteres, 25 Ouragans, 25 Meteors, 29 P-51s, 16 Mosquitos, 20 T-6 Harvards, 16 C-47s, and 2 B-17s). The IAF was to assist the Kadesh forces while the French and British were to destroy the EAF. The revised Musketeer plan envisaged three phases for the Suez operation. Phase one was a 36-hour destruction of the EAF. Phase two was a 10-14 day, round-the-clock air offensive to disrupt the Egyptian economy, communications and transportation network and army along with a psychological campaign to cripple Egyptian civilian morale. Phase three was the occupation of the Canal area.

The Israeli invasion began in the afternoon of 29 October. Britain and France delivered their ultimatum to Cairo and to Tel Aviv as part of the plan to appear as an honest broker on 30 October. When Nasser, as anticipated, rejected it, Musketeer began. At 1900 hours, 31 October, RAF Canberras and Valiants, operating at high altitude using flares for illumination, dropped both contact and delayed-action bombs on four Egyptian airfields. As Egypt had no early warning system, the RAF encountered no EAF opposition. Later on the same day, French and British aircraft, operating from both Cyprus and off the carriers, made low-level passes on EAF planes at 12 airfields, using mostly rockets and cannons. By the end of the day, very accurate gunnery had destroyed 260 or so Egyptian planes on the ground at a cost of 7 allied planes lost to moderate antiaircraft fire or accident. Though the EAF was to fly a few sorties every day for the rest of the war, its isolated strafing runs could not alter the outcome of the ground fighting. Within the first 24 hours of the war, the EAF had been destroyed as a fighting force. Paradoxically the 1956 defeat merely strengthened Egypt and its president Gamal Abdel Nassers as the leaders of the Arab world. In the eyes of the Arabs the Israeli success in the Sinai was viewed as the result of the alliance of Israel with England and France rather than any demonstration of Israeli military superiority.

The Six Day War (June 1967)

Egypt rebuilt its armed forces with considerable Soviet aid, and Soviet equipment was also supplied to Iraq and Syria, while the main arms supplier to Israel at that time was France. Supersonic fighters were introduced in 1959 when the Dassault Super Mystere B.2 entered Israeli service and the MiG-19 entered Egyptian service. These were followed in 1962 by air-to-air missile armed Mach 2 fighters when the Dassault Mirage IIICJ entered Israeli service and the MiG-21 entered Egyptian service. Surface-to-air missile (SAM) systems were introduced in the early 1960s when Egypt purchased the SA-2 and Israel the HAWK. Throughout this period sporadic local armed clashes were commonplace and all the major air forces took part in the action. Both sides flew reconnaissance missions over each other’s territory, and both sides made provocative actions that from time to time resulted in an aerial engagement. On 14 July 1966, an Israeli Mirage flown by Captain Yoram Agmon shot down a Syrian MiG-21. More kills were to follow in both 1966 and 1967, and the shooting down of six Syrian Air Force MiG-21s on 7 April 1967 was the start of a deterioration that was to result in the Six Day War. The USSR supplied Egypt with false intelligence information that Israel was concentrating its forces along the Syrian border. In an act of Arab solidarity the Egyptian president ordered the UN to leave the Sinai and the Egyptian Army entered the Sinai on 15 May. A week later Nasser announced the closure of the Strait of Tiran to any ships sailing to or from Eilat thus eliminating within a week two of Israel’s greatest Sinai Campaign achievements. To counter the Egyptian threat Israel mobilized its reserves, but the Arab threat to Israel became much more dangerous when Jordan joined Egypt on 30 May and Syria on 1 June.

Israel’s existence was at stake. The dreadful options were either to wait for the Arab attack or to strike first. In early June the latter option was selected and the Israeli Air Force was ordered to prepare to execute an emergency plan that was called Moked (Focus). The main idea at the heart of this plan was to launch a surprise attack on the enemy air bases by small formations that would bomb the runways and then return to destroy the enemy aircraft on the ground by strafing. The IAF had been practicing this type of mission for years and had flown practice profiles to lull the Egyptian radar operators in thinking that this was a routine mission profile. D-Day was 5 June 1967. The first wave of Operation Focus lasted for over two hours during which dozens
of Israeli fighter aircraft formations attacked the Egyptian air bases. Complete surprise was achieved and losses were lighter than expected but it still was a tough war that was won by skill and courage. The Israeli Air Force claimed the destruction of 186 Egyptian Air Force aircraft on the ground during the first wave. Even if this number was a bit exaggerated through multiple claims and optimistic reports it was still a devastating blow to the Egyptians, and the Israeli Air Force was on its way to achieving total air supremacy over the Middle East skies. Israeli losses during the first wave amounted to three Super Mysteres (all three pilots killed), two Mysteres (one pilot became a POW and the other was retrieved), four Ouragans (two pilots killed, one a POW and one retrieved) and a single Fouga Magister armed trainer (pilot killed). The second wave was launched at about 0900 and lasted until about 1200. The Israelis claimed the destruction of a further 107 Egyptian aircraft during the second wave. The target was still the Egyptian Air Force since Israel hoped that Jordan and Syria would not join the fighting. Simultaneously to the launch of Operation Focus the Israel Defense Force launched a ground offensive into the Sinai. Towards noon it became apparent that Jordan and Syria had joined Egypt when both nations used artillery and air strikes to attack Israeli targets. During the third and fourth waves that completed Operation Focus and ended the day, the Israeli Air Force pressed home the attack on the Egyptian Air Force and also almost completely destroyed the Royal Jordanian Air Force and the Syrian Air Force. Another ten Israeli Air Force fighters were lost (six pilots killed, two became POWs and two retrieved). But by the end of the day the Israeli Air Force was in complete control of the skies over the Middle East.

Fighting continued for another five days and the complete air supremacy achieved by the Israeli Air Force paved the way to an unprecedented Israeli victory. Within only six days Israel had captured the Sinai to place a firm foothold on the east bank of the Suez Canal, the West Bank, the Gaza Strip and the Golan Heights. The Egyptian, Jordanian and Syrian armies had been defeated. In a way this was also a Soviet defeat, not only because the Arab armies that had used Soviet doctrine and equipment lost the battle, but also because huge quantities of Soviet arms, including the latest and most modern weapon systems, fell into the hands of the Israelis. Though victory in the Six Day War was indeed overwhelming the cost was high. The Israeli Air Force had lost almost 25% of its fighter aircraft and in terms of pilots its losses were on par with those of the Arab Air Forces since most of their aircraft were destroyed on the ground.

In order to resume hostilities the Arab nations had to rebuild and reorganize their armed forces. The Egyptian Air Force had not only lost its forward operating bases in the Sinai but also quite a number of its major bases and SAM sites along the west bank of the Suez Canal now came within range of the Israeli artillery. Egypt was no longer minutes away from targets in Israel but now had to fly over hostile territory to strike those targets. There was no doubt that after the Six Day War Israeli deterrence had made a quantum leap. Therefore the fact that hostilities were resumed almost immediately was indeed a surprise, although the set of rules was by then completely different. The age of the “limited war” had dawned in the Middle East.

The New Order

June 1967 changed the Middle East completely. Within days Israel was transformed from a small island surrounded by an ocean of hostile Arabs into a local power. On 5 June 1967 the very existence of Israel was at stake and six days later, Israel occupied three territories larger than its own area before the war. Having lost almost 25% of its fighters during the Six Day War, the Israeli Air Force had to convert from French to American hardware as a result of a French arms embargo and improved diplomatic relations with the US. Finally and most important of all, Israel lost the initiative. Instead of following up the Six Day War with a diplomatic campaign, the Israeli leaders preferred to sit still and try to preserve what they termed the “Status Quo”, the current situation which suited Israel but was unbearable to its Arab neighbors. The vital importance of a diplomatic initiative, a fact which Israel failed to understand was seized upon by Egypt and President Nasser. Although Egypt had lost the Six Day War it was not willing to admit defeat or lose the leadership of the Arab world and less than a month after the end of the Six Day War, hostilities were resumed.

A series of air combats occurred in July 1967 resulting in six kills claimed by the Israelis including the first Rafael Shafrir AAM kill for the loss of a single Mirage. Egypt did not win this first series of battles, but it did not feel that it lost them either. It was only a matter of learning the lessons, preparing for the next time and waiting for the next opportunity. It came on 21 October when Egyptian fast missile boats sank the Israeli navy flagship Eilat with several salvos of Styx surface-to-surface missiles.

On the Suez Canal front, the Egyptian army used its superiority in artillery to heavily shell Israeli positions in the Sinai. The Israeli Defense Force, in response, launched a comprehensive effort to rebuild its strongpoints along the Suez Canal to be able to withstand artillery fire. Commando raids and artillery attacks marked most of this period as the Arab nations rebuilt their armed force. Egypt was finally ready to resume hostilities along the Suez Canal on 8 March 1969 with a massive artillery attack. Though it was definitely not known at the time, this was the first day of the War of Attrition, a long static war along the Suez Canal that lasted until August 1970.
War of Attrition (1969-70)

The first phase of the War of Attrition lasted until July 1969 and during this stage the Israeli Air Force ground attack aircraft were not used on the Egyptian front mainly due to fear of escalation. In the air however, the IAF still reigned supreme, with five air-to-air kills in April and May. The last of these was a second kill from the indigenous Rafael Shafir AAM. Israel decided to exploit this advantage to the full in a show of force that began in mid-June and lasted until early July.

Though the air-to-air campaign was a great success for the IAF it actually had no effect on the Suez Canal front. The Egyptians concluded correctly that Israel was under great pressure, and their action along the Suez Canal was intensified with efficient artillery fire, sniper activity and deadly commando raids.

In July 1969, following successful Egyptian commando raids, the IDF sent its Air Force on a large scale attack against Egyptian forces along the Suez Canal while world attention was focused on the US moon landing. The IAF operation continued until 28 July and then was scaled back. When Egyptian activity intensified the Israeli Air Force launched another campaign lasting six days.

Another development in the use of air power came on 9 September and lasted until the end of the year. Israel decided to inflict such heavy losses on Egypt that it would not continue the War of Attrition and seek a ceasefire. This campaign was limited to the area west of the Suez Canal down to the west of the Gulf of Suez. The first phase was to destroy AAA, SAM and radar positions in this area so as to achieve total air supremacy. The Egyptian Air Force attempted to retaliate on 11 September with a massive air attack on Israeli Defense Force installations in the Sinai. Despite the tactical successes of the IAF offensive, the Israeli strategic objective of forcing Egypt to cease hostilities along the Suez Canal was not achieved.

By the end of 1969, the Israeli Air Force felt that it had a weapon that could sustain a continued campaign to force the Egyptians to cease hostilities. That weapon was the US supplied F-4 fighter-bomber. The Israelis began a series of deep penetration attack missions on 7 January 1970. The War of Attrition was at a crossroads and Israeli pressure forced Egypt to reassess the situation. The outcome was not the decision that Israel had hoped for as Egyptian President Nasser requested and got direct Soviet intervention in the war. Some 1500 Soviet advisors were already present in Egypt but in early 1970, a complete Soviet Air Defense Division, including an integral MiG-21 equipped interception air brigade was deployed to Egypt. The Air Defense Division brought with it the latest version of the SA-2 and SA-3 SAM systems (the latter never before operated in the Middle East). The Air Defense Division assumed responsibility for the defense of Alexandria, Cairo and the Aswan Dam freeing up the Egyptian Air Defense Force to engage the IAF along the Suez Canal. The IAF continued its deep penetration raids for a time but discontinued them on 13 April to avoid provoking the Soviets. The Egyptians began development of a very dense SAM box arrayed between 15 to 35 miles west of the Suez Canal with overlapping coverage. The Egyptians also moved up more advanced SAM systems closer to the Suez Canal and the Israeli Air Force was rapidly losing its air supremacy. Due to the direct Soviet intervention, the United States responded to Israeli requests for advanced ECM (Electronic Counter Measure) pods to help offset the SAM threat. However the US supplied pods were unable to counter the advanced SAM systems deployed to the Middle East. Frustrated by its inability to secure air superiority, the IAF started looking for some kind of success and decided to set up an ambush against the Soviets. The plan was for four Mirages to fly what would look like a pattern of high-altitude reconnaissance mission while other flights orbited low to ambush any Soviet flown MiGs that would respond. Five Soviet flown MiGs were shot down for no Israeli losses. This was the highlight of the War of Attrition for the Israeli Air Force.

On 23 September 1970, President Nasser agreed to a US initiative, thus paving the way for the war to end. However, while hostilities had ended the Egyptians continued to roll up their defenses in every greater numbers along the Suez Canal. Israel's diplomatic protests were to no avail and military action was out of the question. The Israeli Air Force had no answer to the ground based air superiority challenge, and this was to become crystal clear when the Yom Kippur/Ramadan War broke out on 6 October 1973.

Yom Kippur/Ramadan War (1973)

The war to restore Arab dignity began on 6 October 1973 with Egyptian airstrikes on Israeli positions in the Sinai. The October War thus began in much the same manner as had the 1956 and 1967 wars — with a surprise attack. But there were to be two startling differences. First, in 1973, the Arab side took the initiative, forcing Israel to react to it rather than the other way around. Second, the airstrikes were not designed as a way to attain air superiority as had been the case in 1956 and 1967.
Instead their attacks were carried out as the leading edge of the main thrust which was to be an infantry attack. Air superiority was not the goal of the attacks nor was it necessary for success in the overall concept of operations for the attackers.

Conceding, as they did, the fact that the IAF would have air superiority, the opening EAF airstrike was to be a hit-and-run operation. The Egyptians felt they had no chance of achieving a repetition of Israel’s success in 1967. The IAF was always on alert with its aircraft dispersed on many airfields. Israel also had a very capable air defense system. Finally, most of the IAF was beyond Egyptian reach due to the short range of most of Egypt’s Soviet-built fighters. The Arab attack would live and die, not with air superiority but with a measure of air control which was to be gained by ground-based air defense. The army was to be kept under this air defense umbrella while the air force was to be used mainly for air defense support, engaging the IAF only where ground-based air defense was unavailable.

Results of the initial attack were mixed. Twelve or more targets were hit—gun concentrations, command and control communication nodes, radar sites, airfields, and HAWK batteries—with enough success that the planned second strike was called off.

But the key fact for the Arab side in the 1973 air war was not their mediocre offensive showing, but their defensive. The Arab concept of air control through the heavy use of surface-to-air missiles caused severe IAF losses and forced the IAF to change their fighting style. During Israeli counterattacks on the Suez front on 8-10 October, the IAF was held at bay by Egyptian air defense while Israeli tanks took a beating. It was not until 12 October that the skies were safe enough for the IAF to allocate air support in a consistent fashion. Probably the most important fact for the Arab side is that they were not routed and the Israelis did not have free reign to shoot up retreating Arab columns as they had in two previous wars. However, they also realized how helpless their armies could be whenever they had to face the IAF outside their air defense umbrella.

Arab euphoria at not being routed and also causing severe IAF losses notwithstanding, their air control through air defense concept only kept them from being defeated; it did not bring them to victory. It became an elusive victory.

### Timeline of Major Events

**29 Nov 1947.** UN Resolution 181 calls for the end of British Mandate and partition of Palestine into two independent states, a Jewish State and an Arab State. 14 May 1948. Israeli declaration of independence.

**15 May 1948.** Egyptian Spitfires attack Tel Aviv.

**15 Oct 1948.** Israeli Independence War begins. 24 Feb 1949. Cease fire agreement between Israel and Arab nations.

**30 Oct 1956.** Israeli forces attack Egyptian forces in Sinai as part of Anglo-France operation to gain control of Suez Canal.

**Mar 1957.** United States and USSR diplomatic pressure forces Israel to evacuate Sinai region. Sinai becomes demilitarized zone policed by United Nations peacekeepers.

**Late 50’s/Early 60’s.** Egypt rebuilds its armed forces with considerable Soviet aid. Israel’s main arms supplier is France.

**1959.** Supersonic fighters are introduced into the area with Israel receiving the Dassault Super Mystere B.2 and Egypt receiving the MiG-19.

**1962.** Air-to-Air Missile equipped fighters enter service with Israel receiving the Dassault Mirage IIIICJ and Egypt receiving the MiG-21.

**Early 60’s.** Surface-Air-Missile systems sold to Israel (US made HAWK system) and Egypt receives SA-2 from Soviets.

**7 Apr 1967.** Soviets supply false information that Israel is concentrating forces on Syrian border.

**15 May 1967.** Egyptian President Nasser orders UN peacekeepers to leave Sinai and Egyptian military forces reclaim Sinai positions.

**20 May 1967.** Egyptian President Nasser orders closure of Strait of Tiran. Israel mobilizes its reserve forces.

**5 Jun 1967.** Israel launches surprise attack against Egyptian airfields and air force signaling the start of the Six Day War. Majority of Egyptian Air Force is destroyed on the ground.

**8 Jun 1967.** IAF and Israeli Naval forces mistakenly attack US spy ship USS Liberty.

**8 Mar 1969 - Spring 1970.** War of Attrition started by Egyptians; signaled by massive artillery bombardment along Suez Canal. Many air skirmishes will occur over the next year.

**17 Jun 1969.** IAF Mirages make low-level supersonic boom over Egyptian capital Cairo. Commander of Egyptian Air Force and Air Defense Forces are dismissed for failing to counter this mission.

**Sep 1969.** Israel receives first shipment of F-4E fighter bombers from US.

**Early 1970.** Soviets deploy complete Air Defense Division to Egypt spearheaded by a MiG-21 Air Brigade and including the latest SA-2 and SA-3 SAM systems.

**18 Jul 1970.** US rushes Electronic Counter Measure (ECM) pods to help counter Soviet SAM threat. Pods are ineffective against the SA-3 causing numerous losses for IAF.

**28 Jul 1970.** Handpicked Israeli fighter crews’ set up ambush on 16 Soviet-flown MiG-21s. Shot down 5 MiG-21s for no losses.

**7 Aug 1970.** Another ceasefire resolution ends the War of Attrition.

**6 Oct 1973.** Egypt and Syria launch a surprise attack against Israel. Egyptian forces cross over the Suez Canal and occupy positions in the Sinai signaling the beginning of the Yom Kippur/ Ramadan War.

**24 Oct 1973.** UN Resolution 338 calls for ceasefire in the Middle East. In last air combat of the war, Israeli Ace Giora Epstein shoots down 4 MiG-21s bringing his total score up to 17 kills.
NEW PLAYERS START HERE

Introductory Scenario: Weapons School

This scenario will familiarize you with how to move aircraft and conduct air-to-air combat. It will also introduce you to AAA barrages, SAM acquisition and firing, dive bombing, and strafing.

In this scenario you will play solo as the IAF player and control a flight of 2 A-4Es as Blue force and a flight of 2 Mirage IIICJs as Red force. You will also have a HAWK SAM system that will be your target and Medium AAA available to help defend the SAM system. It is not necessary to read all of the Elusive Victory rules to play. Begin by reading sections 2.1-2.3 and 2.8-2.9 to familiarize yourself with the game components. Then read sections 4 and 6 to learn how to move aircraft. Section 10 addresses the key concept of Detection. Read sections 11 (skipping 11.5) through 13 on air combat. Finally, read section 20 on Fuel. Those sections and the following rules are enough to get you into the game. Numbers in [brackets] below refer to relevant sections of the Rulebook for reference.

Some of the following rules are cut-down versions of the rules set, so if you have any rules queries that are not answered here, consult the original rules section.

Anti-Aircraft Artillery (AAA) [14]

AAA Concentrations [14.1]. AAA concentrations are ground units that come in three densities: Light, Medium, and Heavy. Some AAA concentrations have been printed on the map on airfields. In this scenario there is one located (non hidden) Medium AAA concentration (hex 4340) and the HAWK battery (hex 4339) which is your primary ground attack target.

AAA Activation [14.2]. Printed AAA concentrations start the game active. Inactive concentrations may activate at the beginning of the game or in the Admin Phase of any game turn.

Flak Barrage [14.3]. Each active AAA concentration projects a flak barrage zone into its hex and all adjacent hexes. Immediately roll a barrage attack on a flight each time the following applies to it, regardless of whether the flight is detected or undetected:

a. It enters a hex in a flak barrage zone as a result of movement or scatter.

b. It changes altitude band in a barrage zone as a result of movement or scatter.

c. It expends a MP turning in a barrage zone

d. It presses a dive bombing attack

e. It attacks an enemy flight in a barrage zone (Use the defending flight’s hex and altitude to resolve combat).

Resolving Flak Barrages [14.31]. Roll two dice on the AAA Table using the appropriate column for the AAA density, cross-referenced with the flight’s altitude.

If more than one AAA concentration projects a barrage into the hex, the owning player chooses one concentration (only) to roll for the barrage attack.

EXAMPLE: A flight moves into a barrage zone of a Light and Medium concentration. One barrage attack is rolled, using the Medium column. The Light concentration does not attack.

If the roll is equal to or greater than the number listed, the target flight is hit. Roll for damage on the Barrage column of the Flak Damage Table. Roll two dice and apply the barrage flak modifiers to obtain the damage result.

A ‘D’ result means one aircraft is damaged; ‘C’ that an aircraft is crippled, and ‘K’ that an aircraft is shot down. If more than one result is listed, all are applied to the flight.

Air-to-Ground Modifiers [14.32]. a flak barrage also applies as a modifier, listed on the AAA Table (in parentheses), to bombing attacks in which the bomb run passed through a flak barrage zone. Where more than one barrage zone affects the attack, apply the largest negative modifier.

Flight/AAA Deconfliction [16.43]. A friendly flight on the deck is immune to AAA attack from friendly AAA unless it enters the flak barrage zone as a consequence of scatter.

Air-to-Ground Attack [16-17]

The A-4 flight carries bombs to attack ground targets. In addition, it may make strafing attacks using its guns.

The flight is classed as laden [16.21] until all bombs are jettisoned or expended, at which point it becomes clean. A laden flight uses laden Movement Points and Maneuver values. As soon as it jettisons or expends all its bombs, it uses the clean values [6.2].

The bomb load is expressed as an attack strength, listed on the ADC (in this case, 3). When making an attack, the flight may expend some or all of the attack strength, in increments of whole or half strength points. When it makes an attack, the expended points are subtracted from the flight’s strength. A flight may never exceed its current bomb strength in an attack.

EXAMPLE: A flight with bomb strength of 2 makes an attack. It attacks and used 1 strength point in the attack. This leaves the flight with 1 point of bomb strength remaining.

Attack Procedures [17.1]. The A-4 flight may attack a located enemy unit during the Movement Phase. It may not attack any other targets.

Ground targets are rated by their target profile [17.13], which modifies attacks against them. The HAWK battery is profile C.
**Bomb Runs [17.2]**. To attack by dive bombing, the flight must first complete a bomb run. The flight starts its bomb run at an Initial Point (IP), which can be any hex adjacent to the target. Announce the bomb run is starting, then move the flight directly into the target hex without turning. The flight may (but need not) dive, but cannot climb. When the flight reaches the target hex at the desired altitude and after all flak attacks have been resolved, the attack takes place. Once the attack has been executed the flight finishes any remaining movement.

The attacker may announce they are “pressing” an attack, which gives a bonus attack modifier. However, the defender gets an additional flak roll just prior to the attack [14.3].

Strafing Attacks are similar to dive bombing, except the flight must attack on the deck at combat throttle. Strafing flights use a bomb value of 0.5 per aircraft (1 per aircraft if equipped with 30mm or higher guns).

After a strafing attack, roll for depletion as if the flight had just been in air-to-air combat (do not modify the roll) [11.33]. A roll of 6 or less depletes the A-4E flight’s guns.

Resolve Attacks [17.4] as follows:

**Calculated Attack Column [17.41]**. Find the column the flight uses on the Air-to-Ground Attack Table by taking the declared bomb strength expended, multiplied by the number of undamaged aircraft in the flight to find the attack value. Use the highest numbered column that is equal to or less than the attack value.

EXAMPLE: The flight of two A-4Es attacks an enemy unit, declaring 2 points of bomb strength. The attack value is 2 (the bombs) multiplied by 2 (number of undamaged aircraft) for a result of 4. It uses the 4 column of the attack table.

**Attack Roll [17.42]**. Roll two dice and modify the roll as indicated. The flak modifier [14.32] applied to the attack is the largest one that applied in any hex or altitude band flown through on the bomb run. The result is an attack success value from 0 to 4.

**Resolve Damage [18.2]**. Roll two dice and cross-reference with the column of the Damage Table corresponding to the attack’s success value. The results vary by target type but for the HAWK SAM system it is listed as follows:

- **NE:** No Effect = No effect on target
- **S:** Slight Damage = HAWK is suppressed and must shut down its radar
- **H:** Heavy Damage = HAWK is suppressed and must shut down its radar
- **T:** Total Destruction = HAWK is destroyed

**Fight’s On**

Now it is time to begin the Weapons School introductory scenario. Place the Med AAA in 4340 and the HAWK battery in 4339 at the El Tasa Military Camp. Place your A-4E counter “Dotan” in 4049 aligned for takeoff with the runway direction NNW. Your A-4E flight will be laden with 3 bomb pts for each aircraft. Don’t worry about the Mirage flight yet, they will enter play after your bombing run. For this scenario the Red Force will have a Detection Level of C and the Blue Force will have a Detection Level of B. Now we must plan our course to the target [8.31]. We know our target and from the Bombing rules we know that our IP is one hex away from the target but we must also plot up to 6 waypoints to get to the target and back home.

Our plotted course will be to takeoff from Refidim and climb to Medium altitude to WP1 [4547] turn 60L to fly W to WP2 [4540] turn 60L to fly SSW to IP [4439] and commence bomb run to target [4339] dive bomb to Low altitude and then proceed off-target to WP3 [4138] turn 60L to fly SSE to WP4 [3839] dropping to Deck altitude and fly E to WP5 [3849] and finally turn to land back at Refidim.

**TURN 1:** Use the “During the Raid” [3.2] Sequence of Play play aid to follow along with the phases of a game turn. On the first turn you always skip the Random Events Phase and since we have no standoff jamming aircraft we will skip that phase as well. The Detection Phase is skipped for this first turn as we are not airborne. Placing the aircraft counter on the map [9.13] will constitute our movement action for turn 1. (Note: your flight is not detected so flip your “Dotan” A-4 counter over to the “?” side. If this was a real scenario, you would use a generic counter on its undetected “?” side to mask this flight’s identity.)

**TURN 2:** For this scenario we will continue to skip phases A and B. So during the Detection Phase, you will roll on the Detection Table C column to see if the Red Force has detected our takeoff. We roll 2D10 modified by –3 since we are on the Deck and roll a 4 and a 6 for a total of 10 (–3) = 7. Result undetected.
We can now begin to move and we use Dash throttle [6.22] to set a speed of 3 MPs from the Dash column on the ADC [2.8]. But since this is our 2nd turn of takeoff we can only use \( \frac{1}{2} \) our speed rounded up so we will only have 2 MPs. Our first MP will be to move forward to 4148 and our second MP will be to climb to Low altitude. We have completed our movement and now during the Fuel Phase we will mark off 1 box of fuel used for Dash throttle. We skip phases F through H but note that in phase I the HAWK battery and AAA could switch on. For our scenario they are already switched on and waiting for us but they have been told to wait until we get to Medium altitude before attempting Acquisition.

**TURN 3:** Skipping to the Detection phase, we roll again on the Detection Table C column but this time we do not get the –3 DRM as we are at Low altitude. We roll 2D10 and get a 3 and an 8 for a total of 11 but we still remain undetected. Again we set Dash throttle for our movement and move to 4348 for 2 MPs and climb to Medium altitude on our 3rd MP. During the Fuel Phase we mark off another fuel box noting that we have used 2 of our 10 fuel available for Dash throttle. Now during the SAM Acquisition Phase the HAWK will attempt to acquire our aircraft as we are at a range of 9 from the HAWK battery, well within its 12 hex acquisition range. We roll on the SAM Acquisition Table [15.23] on the Target Undetected column with a –3 for our Defensive Jammer. We roll 2D10 and get a 4 and a 6 for a 10 (–3), a No Acquisition result.

**TURN 4:** Detection Phase, roll again on Detection Table C, we roll 2D10 and get a 6 and an 8 for a total of 14. We have been detected so we would flip our counter to the detected side. We select Dash throttle again and because we are at Medium altitude we now have 4 MPs. First 2 MPs to WP1 4547 and we use a free turn to turn 60 degrees left to a West heading and continue with our last 2 MPs to 4545. During the Fuel Phase, we mark off our 3rd box. Phase F skipped. Phase G Track Phase, we roll on the Track Table [10.3] column C and roll 2D10 and get a result of 10 and 5 for 15, which results in no change in tracking. Phase H, SAM Acquisition Phase, the HAWK attempts to acquire us now on the Target Detected column. Rolling 2D10, the result is 4 and 6 for a total of 10 (–3) which results in a Partial Acquisition marker on our flight.

**TURN 5:** Since we are detected we skip the Detection Phase. Movement Phase, we again select Dash throttle for 4 MPs to get to the target quickly. We are currently at long range to the HAWK battery at our range of 7 hexes but we will close into the heart of the envelope for a shot once we reach a range of 5 or less. We move using our first 2 MPs to 4544. The Red Force SAM commander calls out on the radio that the HAWK battery is firing. The Red Force commander would now roll on the SAM Attack Table [15.32] and since the HAWK site has plenty of missiles, they will salvo fire 2 missiles at us. Looking at the modifiers, on the SAM Data Table, Target Attack Mods, the HAWK gets a +1 DRM for us being at Medium Altitude and on the SAM Attack Table; we get a –1 DRM for the Partial Acquisition but a +2 DRM for Salvo for a total +2 DRM. Rolling 2D10 the result is 7 and 5 for a 12 (+2) result of 14 is a Hit. Not good.

At this same time, we have to roll on the SAM Defense Table [15.32] to see what our result is. We get to use the Defensive Jamming column and we roll 2D10 for a 7 and 7 for a 14 total which negates a SAM hit and causes a miss. If the result had been No Effect then the SAM attack result would have stood as rolled and if an Avoidance result then we would have had to follow the rules for Avoidance [15.33]. We now mark the HAWK with a SAM Launch marker. Having successfully avoided the SAM, we continue with our last 2 MPs to 4541. Mark a 4th fuel box off for the Fuel Phase. Now, if the SAM site had only been a SAM Warning marker, we could attempt to roll for SAM Location [15.13] but it is not necessary here as the HAWK site is already located. We will skip the SAM Acquisition Phase from here on as the HAWK commander is done with his training for us. During the Admin Phase we would remove the SAM Launch marker.

**TURN 6:** Skipping to the Movement Phase, we are about to close in on the target so we again select Dash throttle for 4 MPs. 1st MP to WP2 4540 and we do a free turn 60 degrees left to SSW. 2nd MP to WP 4439 and declare the beginning of the bomb run [17.2] but first we have to brave the Medium flak in 4340. Rolling on the AAA Table [14.31] on the Medium flak, Medium altitude column, we see that the flak needs to roll a 17 or higher to hit us. Rolling 2D10, the result is 6 and 7 for 13. A miss! Our 3rd MP takes us over the Target hex 4339 and we decide to dive to Low altitude to improve our bombing chances. The Medium flak again shoots but this time on the Low altitude column, and rolls 2D10, 10 and 5 for a total of 15 which is a possible Hit. Rolling 2D10 on the Flak Damage Table [14.31] on the Barrage column we get a +1 DRM for being on our bombing run and a –1 DRM for being at a speed of 4 for a net +0 DRM. The 2D10 results are a 3 and 4 for a total of 7 so the result is NE (no effect). Now our 2 A-4s release their bombs on the target. Since our bomb strength is 3 for each plane we have a total attack value of 6. Checking the modifiers on the Air-to-Ground Attack Table [17.41] we get DRMs of +1 for our bombsight, +0 Target Profile C for the HAWK, –1 for attack
at Low altitude, and a –2 from the Medium flak barrage. So our total DRM is –2. Rolling on the 6 column we roll 2D10 and get a 6 and 7 for 13 (–2) result of 11, resulting in a success value of 3. Rolling on the Damage Table [18.2] we roll 2D10 on the 3 column and get a 7 and 6 for a total of 13 which is an H result. Heavy damage results in the HAWK being knocked off the air but not totally destroyed. We now finish our 4th MP moving to 4237. We are now out of flak range and mark off a 5th fuel box.

**TURN 7:** We remember from our briefing that a 2-ship Mirage flight will attempt to engage us off target. At this time place a Mirage “Rom” counter undetected in 3638 heading NNW at Medium altitude. These Mirage are carrying Shafrir II heat-seeking missiles and 30mm guns. During the Detection Phase we would roll to detect the Mirage flight on column B (our Blue Force detection level) but we fail to detect them. Movement Phase would now be decided by drawing Initiative chits [5.2] which the Red Force Mirage would have the option to draw first or defer as the Scenario defender [5]. The Mirage elects to defer and drawing from the Small Force [5.22] chit pool our A-4 flight draws a 1 which we means to have to move first. We again select Dash 4 MP as even though we are Clean with no bombs we would only have 3 MPs at Low altitude. We move to WP3 4138 and turn 60 degrees left to SSE. We now move 3 more MPs to WP4 3839 and dive to the Deck and turn 60 degrees left to E in hopes of evading the Mirage flight. The Mirages are considered Clean and select Combat Throttle for 4 MPs at Medium altitude. Their 1st MP is used to move to 3738 where they dive to Low altitude and turn 60 degrees right to NNE. Their 2nd MP is used to move to 3838 where they dive to the Deck and turn 60 degrees right to E and right on our tail. The Mirage now meets the requirements to engage [11.21] and can make an Engagement roll on the Engagement Table [11.22]. Since both flights have not determined their aggression rating they roll on the Flight Quality Table [28.4]. The Mirage gets to roll on the Ace column and the A-4 flight on the Veteran column (this is listed in the scenario details). The Mirage flight rolls 2D10 total of 17 and get a +3 rating and the A-4 flight rolls 2D10 total of 12 for a +1 rating. Rolling on the Engagement Table the Mirage has a +3 DRM and rolls on the Undetected column day. The Mirage flight rolls 2D10 for a 5 and 4 for a 9 (+3) or 12 total resulting in an engagement success. Our A-4 flight rolls on the Undetected column with a +1 Aggression DRM and a –1 Target in Rear hemisphere DRM for a net +0 DRM, rolling 2D10 for a 3 and 7 for a 10 (+0) failure result. Since the attacker (Mirage) engages and the defender (A-4) does not the attacker has surprise and the defender is disadvantaged [11.24]. Next we roll on the Maneuver Table to see how many shots occur. The Mirage gets a +1 Maneuver differential DRM (6 Mirage vs. 5 A-4E from ADC), +2 Aggression differential (+3 Mirage minus +1 A-4), +1 geometry modifier for being in rear arc, +3 surprise modifier for a total +7 DRM. Rolling 2D10 on the 2 column, the result is 4 and 6 for 10 (+7) total of 17 for 3 shots. The A-4s get a –1 Maneuver differential DRM, –2 Aggression differential, –1 geometry modifier and –1 disadvantaged for a total –5 DRM. Rolling 2D10 on the 2 column the result is 7 and 5 for 12 (–5) total of 7 for no shots. Next we will roll for shot resolution on the Shot Resolution Table [11.33]; the Mirage player selects the Gun as primary weapon to maximize his DRM. The first shot

is rolled with +3 Gun rating DRM and +1 DRM for additional weapon available (Shafrir DRM). Rolling 2D10 the result is 3 and 10 for total of 13 (+4) = 17 result which is a kill. 2nd shot result is 7 and 4 for 11 (+4) = 15 resulting in a cripple. 3rd shot result is a 7 and 3 for total 10 (+4) = 14 result which is a damaged result which would shoot down another aircraft because it is added to the cripple result [12.1]. The Mirages then check to see if their Guns defeat against their [3] rating on the ADC. They roll 1D10 with a –2 DRM for 3 shots taken and the DR is a 4 (–2) = 2 which means their Guns deplete. The surviving Mirage flight now must make a Morale Check [13.1] and rolls on the Air-to-Air Combat column with +3 Aggression DRM, +1 Surprise DRM for a total +4 DRM. 2D10 is rolled for 7 and 7 result total of 14 (+4) = 18 which has no effect. The Mirage flight must now Scatter [13.2] and rolls 1D10 result of 8 which results in the flight turning 60 degrees right and moving 1 hex forward and now being marked with a Maneuver marker [13.2] and remaining undetected. Our hapless A-4 flight would now roll for Bailouts on the Bailout Table [26.1].

Luckily this was a training flight and our A-4 flight just received a lesson in air combat from our Mirage Aces. If you’d like to try your luck at this mission again as a 2-player scenario, have one player control the HAWK and Medium AAA and another player fly the A-4 mission profile. The HAWK player should limit his SAM ammo to 2 shots to keep the scenario balanced. The HAWK player can add the Mirage flight as an add-on by having it takeoff from Refidim starting on game turn 3.

**After Weapons School**

Now that you have finished this introductory scenario, you are free to play any scenario in the game but be warned that while the scenarios are chronological, the first scenario (EV1) is a very large scenario. EV1 and EV2 cover the Six Day War and EV3 and EV4 cover the time period following that war. EV4 would make a good follow-on scenario to try. The War of Attrition scenarios, from EV5 through EV13, have varying complexity from easy to hard. The 1973 Yom Kippur/ Ramadan War scenarios, EV15-EV22, are the most complex and rewarding scenarios to play.

Good luck in your quest for victory in the skies of the Middle East!
EGYPTIAN DEFENSE ZONES
The Egyptian player has 3 different SAM Defense Zones that may be activated during a scenario. The scenario SSRs will list which zone is active for the entire scenario. SAMs placed in one zone may also count for the requirements of another zone.

The SSR will designate which zones are in play. The zones will specify where the Egyptian player can set up their SAMs-they can’t just be placed anywhere on the map.

EXAMPLE: An SA-2 placed in hex 3315 could count towards the requirements of both the Cairo Defense Zone and SAM Box Defense Zone.

CAIRO DEFENSE ZONE (CDZ)
6 non-dummy SAMs from the scenario’s Order of Battle must be deployed within 6 hexes of 3010 (Cairo) in legal set up hexes. This range becomes 5 hexes for scenarios set in 1973.

CDZ must include 4 x SA-2s and 2 x SA-3s in 1973.

AIRBASE DEFENSE ZONE (ADZ)
SAM/AAA units are deployed within 3 hexes of any active EAF airfield or Urban Area (defined as 3 contiguous urban hexes). No more than 3 non-dummy SAMs may be set up within this radius to any one open airfield or Urban Hex.

Example: Suez City hexes 2737, 2736, 2836 and 2837 make these hexes eligible to have a SAM within 3 hexes as they have 4 continuous and adjacent hexes. Hex 2635 does not count as while it is adjacent it is not connected to the other urban hexes.)

Note that if ADZ is in effect, this does not mean that every active EAF airfield and Urban Area needs a SAM. The Egyptian player is free to choose from these areas as long as the 3 per area maximum is followed as well as any other rules from the SSRs.

SAM BOX DEFENSE ZONE (SBDZ)
SAMs allocated to the SBDZ must be set up within the following grid: Hexes 3027 to 5227 to 5214 to 3014. The red lines on the map signify the boundary of the SAM Box. SAM sites may be set up anywhere on a road hex within the SAM BOX. If the SSR lists a number of SAMs for the SAM box this represents a minimum, not a maximum.

Design Note: It has come to my attention that the Israelis had better battlefield intelligence on SAM locations which has led me to up the number of located SAMs to a higher percentage across the board. This is a play balance issue as this makes the Israelis a bit more powerful in scenarios where the number of located SAMs increases. Players may use the published numbers as a balance mechanism or when bidding for sides one player may offer to play the IAF with published located SAMs vs. numbers listed in brackets in each scenario.
EV1: Operation Moked (Focus)

Scenario EV1: Scenario by Terry Simo

Background

After years of careful planning and months of lulling their enemies into a false sense of security by flying the same routes over and over again, the IAF struck at the heart of Egyptian military might. On the morning of 5 June 1967, a massive surprise air attack was launched against the main Egyptian military airfields. The objective was to eliminate all the Tu-16 and IL-28 bomber aircraft as well as the Egyptian fighter and tactical aircraft forces of MiG-21s, Su-7s and MiG-17s that could threaten or hinder an Israeli advance. The Egyptians were caught by surprise. Their Chief of Staff was unable to react to the attack as his plane was airborne when the attack started and was unable to land until a break in the first wave assault wave. This was the beginning of the Israeli plan to establish a buffer zone to their west with the ousting of the Egyptian military presence in the Sinai region.

Targets

Players decide whether to play the scenario as a single wave or one continuous mission. If only one wave is being played, the IAF player openly rolls a die to determine which wave he will command. Each airfield has five different airfield targets available for bombing. The IAF player must allocate at least two Bombing Task flights to each airfield and attack as many airfield targets as possible by bombing and strafing.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-7 First Wave</td>
<td>Abu Suwayr</td>
<td>4427</td>
<td>B</td>
</tr>
<tr>
<td>(All target airfields)</td>
<td>Faid</td>
<td>3731</td>
<td>D</td>
</tr>
<tr>
<td></td>
<td>Inshas</td>
<td>3714</td>
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<td></td>
<td>Kibrit</td>
<td>3536</td>
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<td>Cairo West</td>
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<td>Bir Jifjafah (Egyptian controlled)</td>
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<tr>
<td></td>
<td>Beni Suef</td>
<td>0604</td>
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<tr>
<td>8-10 Second Wave</td>
<td>Hulwan</td>
<td>2312</td>
<td>C</td>
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<tr>
<td>(All target airfields)</td>
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<td>3917</td>
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<td>Al Mansurah</td>
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<td></td>
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<td>B</td>
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<td></td>
<td>Control Tower</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Hangars</td>
<td>C</td>
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</tbody>
</table>

The second wave does not start until 90 game turns have elapsed. Players may optionally “fast forward” from the end of the first wave (i.e. all first wave IAF planes are off-map) to start the second wave as appropriate. If the game is “fast forwarded” to the second wave all on-map EAF flights are removed from play prior to activating SSR#6.
Scenario Conditions

- **Date:** 5 June 1967
- **Time of Day:** First Wave Day, 08:00 hrs/Second Wave Day, 09:30 hrs
- **Detection Level:** IAF: C EAF (UARAF): C see SSR#4
- **GCI Level:** IAF: 8 EAF (UARAF): 5
- **Weather:** Clear
- **Open EAF Airfields:** Abu Suwayr [4427] (MiG-21F-13/Su-7); Faid [3731] (Su-7); Inshas [3714] (MiG-21PF); Kibrit [3536] (MiG-17); Bir Jifjafah [4049] (MiG-21F-13/MiG-17); Almaza [3012] (MiG-21PF)

**IAF Order of Battle**

**Air Units**

All flights in both waves are Bombing Tasked except Mirage IIIs which are Strike/CAP Tasked on both waves.

The IAF player has 25 flights available for his first wave; 4x {4} Ouragan, 8x {4} Mirage III, 4x {4} Vautour IIA, 1x {4} IIN, 4x {4} Super Mystere, 4x {4} Mystere IV. A maximum of 4 flights may be assigned to bomb each target airfield with a minimum of 5 game turns spacing between bomb runs. All flights must enter the map no later than game turn 20.

The second wave will have 4x {4} Ouragan, 8x {4} Mirage III, 2x {4} Super Mystere, 4x {4} Mystere IV. Also 2x {1} Vautour IIN (Jamming Task). Same spacing restriction as first wave and must enter map no later than game turn 100.

**IAF Pilot Quality:** All Units: Veteran

**Scenario Special Rules**

1. The EAF Cairo Defense Zone and Airbase Defense Zone are active. Both maps are in play.
2. No SAMs may be set up in or east of any Suez Canal hexes. During the first wave only; no SAM/AAA unit may attempt to acquire or launch/fire on an IAF flight until the first IAF bomb attack occurs at the nearest listed target base to that site. Once an attack occurs at that base, a successful activation D10 roll of (1-5) must be made before that SAM/AAA unit may function normally. Activation rolls must be made each turn thereafter whenever attempting to acquire or launch/fire with that SAM/AAA unit until they are activated. For the first wave, EAF fighters may only set up on open airfields with a maximum of one ready flight per base on open airfields. Remaining flights at a base must be Unready or Revetted. Ready flights cannot takeoff until the first IAF bomb attack occurs at their respective base. Ready MiGs at Almaza may launch when Inshas is attacked. Each Ready EAF flight may begin the takeoff procedure 3 game turns after the game turn in which the attack occurs.
3. EAF Early Warning (EW) is Level E (No Warning) for first wave attack. No Detection Phase is rolled for until the first IAF bomb attack occurs at any base. After the first IAF bomb attack occurs, Detection Phase occurs normally on the next game turn with EAF Detection Level C.
4. The IAF first wave must ingress at DECK level. If any IAF flight climbs above DECK level for any reason then EAF track detection occurs as detailed in SSR #3 post-bombing situation.
5. All IAF first wave flights must attempt at least one strafing pass on their target if they expended their normal bomb attack (exception: if flight aborts or has damaged aircraft they are not required to attempt a strafing pass). Flights may maneuver freely after their bomb attack to accomplish their strafing pass and then must follow their egress path as per normal rules.
6. If raid is IAF second wave, another EW Detection is rolled for prior to raid with a –3 DRM.
7. If raid is IAF second wave or game turn 90 occurs, EAF player receives an additional 1x{4} MiG-21F-13 CAP Task and 1x{4} MiG-19S CAP Task that may enter play along the south border west of the Gulf of Suez on any subsequent game turn (they do not have to enter on same game turn).
8. During first wave only, IAF dummy flights may only fly at DECK level. If for any reason they climb above DECK or are detected by any means, they are removed from play.
9. IAF entry hexes may be any East or North Border hex.

**Victory Conditions**

Standard Victory conditions apply [28.8].

**Exception:** The EAF player scores double victory points for all IAF planes shot down and IAF suffers no VP loss due to failure to conduct BDA. Roll for all target damage immediately.
EV2: Fighting Back

Scenario EV2: Scenario by Terry Simo

Background
On the morning of 6 June, Egyptian Army units were ordered to pull back from the Sinai, but relentless Israeli attacks caused a breakdown of Egyptian command and control resulting in a disorganized withdrawal. The Egyptian Army was shattered by Israeli ground and air attacks. The UARAF now threw into action all of the aircraft that survived the Israeli air assault to assist the Egyptian Army. Because the Egyptian radar network had been badly damaged the previous day, Egyptian fighters flew air patrols to cover the gaps in the radar network in an effort to drive away Israeli jets. UARAF fighter-bombers also struck at the advancing Israelis. These attacks caused Israeli casualties but the UARAF in turn suffered heavy losses by the Mirage fighter patrols.

Targets
The IAF player must target at least one airfield of his choice from the Scenario EV1 target list (exception: Bir Jifjafah/Refidim is under IAF control). IAF player may then allocate any remaining flights to bomb/strafe Egyptian ground units. Egyptian ground units must each be placed on a different road hex within 4 hexes of 5644, 3844, 3345, 2845 or 4244. Israeli ground units must be placed adjacent or within 2 hexes east of a different Egyptian ground unit. Ground unit placement is the first step of the scenario set up with the Egyptian player placing units first.

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<th>Target</th>
<th>Hex</th>
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<td>YOFFE DIV (ARM Counter)</td>
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<td>SHARON DIV (MECH Counter)</td>
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<td>MENDLER DIV (ARM Counter)</td>
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<td></td>
<td>6th MECH DIV (MECH Counter)</td>
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</tr>
</tbody>
</table>

Scenario Conditions
- Date: 6-7 June 1967
- Time of Day: 09:00 hrs
- Detection Level: IAF: C EAF (UARAF): D
- GCI Level: IAF: 5 EAF (UARAF): 3 *See SSR#4/#5
- Weather: Clear
- Open EAF Airfields: Cairo West [3103] (MiG-17/MiG-21PF/Su-7/MiG-19/IL-28); Abu Suwayr [4427] (MiG-21F 13 or PF/Su-7); Faid [3731] (Su-7/MiG19); Inshas [3714] (MiG-21PF); Kibrit [3536] (MiG-17)

IAF Order of Battle

Air Units
IAF player will have available: 2x {4} Mirage IIICJ CAP Task; 3x {4} Mirage IIICJ Strike/CAP Task; 2x {4} Super Mystere Bombing Task; 2x {4} Mystere IV Bombing Task; 2x {4} Ouragan Bombing Task

Dummy Flights: 2

IAF Pilot Quality: All Units: Veteran

EAF Order of Battle

Air Units
Basic MAPs: 65

Dummy Flights: 2

Available aircraft types: MiG-17F, MiG-19S, MiG-21PF, MiG-21F-13, Su-7B, IL-28

Ordnance Load: All ground attack (Bombing Task or Strike/CAP) MiG/Sukhoi flights will be laden with rocket pods [17.62].

Ground Units

SAM Battalions: 16 (set up 12 located) (All SA-2B)

Dummy SAMs: 3

AAA Points: 30 [see 14.11]

Fire Can: 4

EAF (UARAF) Pilot Quality: All Units: Trained

Scenario Special Rules
1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules in effect. North map and South map north of hex column 20xx are in play.
2. No SAMs may be set up on or east of the Suez Canal. AAA may set up east of Suez Canal if within 4 hexes of urban area or EAF open airfield.
3. EAF player rolls on Early Warning Table with a +4 DRM due to high state of readiness.
4. EAF player may designate flights up to their GCI level as CAP missions at any Open EAF airfield and these flights may not fly east of the Suez Canal until an IAF flight has been visually identified (most likely as a result of air combat).
5. If the EAF player selects MiG-21 flight(s) for a strike role then they will have a Strike/CAP Task, however these flight(s) will count against the EAF GCI level.
6. IAF flights enter along any East and/or North border hex if eligible after checking Aircraft Combat Radius Table on ADC.
7. Minor Airfields in the Sinai are unusable for either side.
8. No Recon flights need to be flown. Damage results are immediately rolled for [18.1].

Victory Conditions
Standard Victory conditions apply [28.8] exception no VP loss for failure to conduct BDA.
Elusive Victory ~ Scenario Book

EV3: Egyptian Phoenix

Scenario EV3: Scenario by Terry Simo

Background
To demonstrate their defiance, Egyptian forces starting hitting back at Israeli units in the Sinai shortly after the cease-fire in June. The first major clash, which became known as the Battle of Ra’s al-Ushsh, took place on 1 July 1967 when Egyptian Army commandos ambushed an Israeli armored column near Port Fuad. This minor victory contributed greatly to morale. In fact, Port Fuad remained in Egyptian hands from 1967 to 1973 and was never recaptured by the Israelis. To keep up the pressure and secure information, Egyptian jets flew many reconnaissance sorties along the Suez Canal and over the Israeli-held Sinai. Through these reconnaissance flights Egypt was able to detect Israeli efforts to move forces up to the Suez Canal. On 15 July 1967, the UARAF was directed to attack those IDF forces and their new forward bases.

Targets
The EAF player will roll three times (once per target array). IAF places all 4 ground units on the map.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Baluza Military Camp</td>
<td>5537</td>
<td>D</td>
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<tr>
<td>6-10</td>
<td>Romani Military Camp</td>
<td>5638</td>
<td>D</td>
</tr>
<tr>
<td></td>
<td>IDF Infantry (INF Counter)</td>
<td></td>
<td>D</td>
</tr>
<tr>
<td>1-6</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
<td>D</td>
</tr>
<tr>
<td></td>
<td>Supply Depot</td>
<td></td>
<td>D</td>
</tr>
<tr>
<td></td>
<td>IDF Armor (ARM Counter)</td>
<td></td>
<td>B</td>
</tr>
<tr>
<td>7-10</td>
<td>Refidim Airfield Runway</td>
<td>4049</td>
<td>B</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Aircraft Revetment</td>
<td></td>
<td>B</td>
</tr>
<tr>
<td>1-4</td>
<td>Al Qantarah IDF Armor</td>
<td>5232</td>
<td>B</td>
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<tr>
<td></td>
<td>(ARM Counter)</td>
<td></td>
<td></td>
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<tr>
<td>5-7</td>
<td>Ras Sudr Supply Depot</td>
<td>1741</td>
<td>D</td>
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<td></td>
<td>POL Storage</td>
<td></td>
<td>D</td>
</tr>
<tr>
<td>8-10</td>
<td>Port Tewfik IDF Mech</td>
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<td>(MECH Counter)</td>
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</tr>
</tbody>
</table>

Scenario Conditions
- **Date:** 15 July 1967
- **Time of Day:** 09:00 hrs
- **Detection Level:** IAF: C EAF (UARAF): D
- **GCI Level:** IAF: 4* EAF (UARAF): 3
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West [3103] (MiG-17/MiG-21PF/Su-7/MiG-19/IL-28); Abu Siwayr [4427] (MiG-21F-13 or Pf/Su-7); Faid [3731] (MiG-17); Inshas [3714] (MiG-21PF/MiG-17/Su-7); Kibrit [3536] (MiG-17); Al Salihiyah [5026] (Su-7); Beni Suef [0604] (MiG-21F-13)

IAF Order of Battle

**Air Units**
- The IAF player will have 16 Mirage IIICJ aircraft available (flight size as the player desires but if more than 4 flights then the detection level will be reduced [10.12].
- Dummy Flights: 3
- Ground Units
- As noted on Target Arrays
- AAA Points: 15 [see 14.11]

**IAF Pilot Quality:** Mirage units: Veterans

EAF Order of Battle

**Air Units**
The EAF will have a core force of 3x {4} MiG-17s Bombing Task; 1x {2} Su-7s Recon Task; 2x {4} MiG-21PF CAP Task (CAP Ready status at 2 different airfields — 1x {4} each location)
- Basic MAPs: 50
- Dummy Flights: 4
- Available aircraft types: MiG-17F, MiG-19S, MiG-21PF, MiG-21F-13, Su-7B, IL-28

**Ground Units**
- SAM Battalions: 9 (set up 6 located) (All SA-2)
- Dummy SAMs: 3 EWR Radars: 0
- AAA Points: 15 [see 14.11]
- Fire Can: 5

**EAF Pilot Quality:** All Units: Trained

Scenario Special Rules
1. Airbase Defense Zone SAM set up rules are in effect. North map and South map north of column 15xx are in play.
2. No SAMs may be set up on or east of the Suez Canal.
3. The IAF player may set up any combination of 4 flights airborne over any Sinai hex (e.g. 1 Real/3 Dummy); all additional flights enter along any East border hex no earlier than game turn 2.
4. Israeli AAA must set up within 2 hexes of any target but must set up east of the Suez Canal.
5. All EAF flights must takeoff no later that game turn 5.
6. Random event results 13 and 14 are treated as non-events.

Victory Conditions
Standard Victory conditions apply [28.8].
EV4: Alert Five

Scenario EV4: Scenario by Terry Simo

Background
To improve the protection of Israeli troops in the Sinai, a Mirage IIICJ (Shahak) alert detachment was established on 26 July 1967 at Refidim (former Egyptian base of Bir Jifjafah, in central Sinai) by a No. 101 Squadron four-ship formation led by acting commander, Dan Sever. Responsibility for manning the detachment was shared by all three Shahak squadrons on a rotational basis, with a change being made every two weeks. It wasn’t until October 1967 that the first kills for the Shahak alert detachment were scored. This scenario represents the Israeli response to a typical EAF harassment raid of this time period.

Targets
The EAF player must attack one or more available targets at Refidim.

<table>
<thead>
<tr>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>Refidim Airfield Runway</td>
<td>4049</td>
<td>B</td>
</tr>
<tr>
<td>Control Tower</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td>Aircraft Revetment</td>
<td></td>
<td>B</td>
</tr>
</tbody>
</table>

Scenario Conditions
- Date: 10 October 1967
- Time of Day: 18:00 hrs
- Detection Level: IAF: C EAF (UARAF): D
- GCI Level: IAF: 2 EAF (UARAF): 0
- Weather: Dusk
- Open EAF Airfields: Cairo West [3103] (MiG-17/MiG-19); Faid [3731] (MiG-17); Inshas [3714] (MiG-17); Kibrit [3536] (MiG 17)

IAF Order of Battle
Air Units
IAF player 1x {4} Mirage IIICJ CAP on QRA at Refidim
Dummy Flights: 1 (0 if IAF opts to split his flight as per SSR#7)

Ground Units
AAA Points: 4 [see 14.11]
IAF Pilot Quality: Mirage units: Veteran

EAF Order of Battle
Air Units
Basic MAPs: 20
Dummy Flights: 2
Available aircraft types: MiG-17F, MiG-19S
EAF Pilot Quality: All units: Trained

Scenario Special Rules
1. North map and South map north of column 19xx.
2. IAF flights that cross the Suez Canal into Egypt lose VPs—see victory conditions.
3. The Israeli player must set up AAA within 2 hexes of 4049.
4. Visibility is reduced to 2 hexes due to dusk conditions.
5. IAF may not takeoff until an EAF flight has entered a Sinai hex or is detected.
6. If Random Event result of 6, 10, 13, 14, 19, or 20 is rolled; treat as a non-event.
7. The IAF player may split his formation on the ground into 2x{2} Mirage IIICJ.
8. The EAF is free to have a task of CAP or Close Escort for one his flights.

Victory Conditions
Standard Victory conditions apply [28.8]
Exceptions: –1VP for any IAF flight crossing the Suez Canal into Egypt, and there is no EAF VP loss for failure to conduct BDA.
**EV5: War of Attrition**

*Scenario EV5: Scenario by Terry Simo*

**Background**
On 8 March 1969, Egyptian artillery plastered all Israeli positions within range with shells for more than nine hours, and President Gamal Nasser announced the start of the War of Attrition against Israel. From that point on, the Egyptians regularly took the offensive, shelling and bombing Israeli forces in the Sinai and attacking them with commando raids. This scenario represents an air-to-air combat encounter on that first day of the War of Attrition.

**Targets**
None — Air-to-Air Scenario

**Scenario Conditions**
- **Date:** 8 March 1969
- **Time of Day:** 15:00 hrs
- **Detection Level:** IAF: C EAF: C
- **GCI Level:** IAF: 2 EAF: 3
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West [3103] (MiG-21PF); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21PF)

**IAF Order of Battle**

**Air Units**
The IAF player has 1x{4} Mirage IIICJ CAP Task flight airborne over the Sinai no closer than 5 hexes to the Suez Canal flying a North-South flight path at Medium altitude. An additional 1x {2} Mirage IIICJ CAP Task flight is on QRA alert at Refidim.

**Dummy Flights:** 1

**Ground Units**
See SSR#5

**IAF Pilot Quality:** Mirage III units: Ace

**EAF Order of Battle**

**Air Units**
Basic MAPs: 36

**Dummy Flights:** 2
Available aircraft types: MiG-21F-13, MiG-21PF

**Ground Units**
See SSR#5

**EAF Pilot Quality:** All units: Trained

**Scenario Special Rules**
1. North map and South map north of column 23xx.
2. IAF Alert aircraft may not takeoff until an EAF flight has entered a Sinai hex or is detected.
3. All EAF flights start on the ground and must takeoff no later than game turn 2.
4. If Random Event result of 6, 10 or 20 is rolled; treat as a non-event.
5. While no other ground units are depicted in this scenario, all active bases (including Refidim) have printed Flak values.
6. IAF flights may not intentionally cross the Suez Canal into Egypt.

**Victory Conditions**
Standard Victory conditions apply [28.8]. If the IAF player exits the map without attempting an engagement then the EAF player is awarded 10VPs.

**Exception:** The EAF player scores double VP for any destroyed IAF aircraft. The EAF player must attempt at least one engagement regardless of its result or the IAF wins a moral victory.
EV6: Recon In Force

Scenario EV6: Scenario by Terry Simo

Background

Battlefield intelligence has always been a vital key for success in any conflict. During the War of Attrition, both Israel and Egypt spent much time and effort photographing the other’s defensive installations and infrastructure. On 14 April 1969, Egyptian Su-7s were tasked to photograph targets in the Sinai. Their escorts were MiG-21’s whose job was to decoy and tangle with the IAF interceptors to allow the recon flight to accomplish their mission. While the Su-7s were successful on this day, the MiG escort suffered losses. This mission also witnessed the first use of the AIM-9B Sidewinder which had been part of the deal with the US providing Israel with A-4 Skyhawks. While not originally designed to work with the Mirage, IAF technicians were able to mate the AIM-9B to a new pylon they fitted to the Mirage wing.

Targets

The EAF player will roll one time for the recon target.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Baluza Military Camp</td>
<td>5537</td>
<td>D</td>
</tr>
<tr>
<td>2</td>
<td>Romani Military Camp</td>
<td>5638</td>
<td>D</td>
</tr>
<tr>
<td>3</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
<td>D</td>
</tr>
<tr>
<td>4-8</td>
<td>Mitla Pass</td>
<td>3048</td>
<td>D</td>
</tr>
<tr>
<td>9</td>
<td>Ras Sudr POL Storage</td>
<td>1741</td>
<td>D</td>
</tr>
<tr>
<td>10</td>
<td>Port Tewfik Supply Depot</td>
<td>2638</td>
<td>D</td>
</tr>
</tbody>
</table>

Scenario Conditions

- Date: 14 April 1969
- Time of Day: 09:00 hrs
- Detection Level: IAF: C EAF: C
- GCI Level: IAF: 3 EAF: 2
- Weather: Clear
- Open EAF Airfields: Cairo West [3103] (MiG-21PF); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21PF); Al Salhiyah [5026] (Su-7 Recon); Beni Suef [0604] (MiG-21F-13); Al Mansurah [5514] (MiG-21F-13)

IAF Order of Battle

Air Units

IAF has 1x {4} Mirage IIICJ CAP Task airborne over the Sinai and 1x {2} Mirage IIICJ CAP Task on QRA alert at Refidim

Dummy Flights: 1

Ground Units

AAA Points: 15 [see 14.11]
HAWK Batteries: 3; Pick from the following eligible set up hexes (4049, 3742, 2943, 3443, 5139, 5537, 1843 or 4339)

IAF Pilot Quality: Mirage III units: Ace

EAF Order of Battle

Air Units

EAF will have a core force of 1x {2} Su-7s Recon Task; 1x {4} MiG-21PF Close Escort Task; 1x {4} MiG-21F-13 CAP Task

Dummy Flights: 3

Ground Units

SAM Battalions: 6 (set up 3 located) (All SA-2)
Dummy SAMs: 1
Dummy Radars: 0
AAA Points: 12 [see 14.11]
Fire Can: 2

EAF Pilot Quality: All units: Trained

Scenario Special Rules

1. Airbase Defense Zone SAM set up rules are in effect. Both maps are in play.
2. No Egyptian SAM/AAAs may be set up east of the Suez Canal and no site may be closer than 4 hexes to any Suez Canal or Gulf of Suez Hex.
3. Mirages are loaded with AIM-9B Sidewinders and gun.
4. Israeli AAA must set up within 2 hexes of any target and must set up east of the Suez Canal.
5. HAWK SAM sites may not attempt to acquire or maintain acquisition on an undetected flight.
6. Random Events do not occur on a roll of 6, 10, 19, or 20.
7. IAF player may split airborne CAP flight into 2x {2} Mirage IIICJs as a mutually agreed option.
Victory Conditions
Standard Victory conditions [28.8].
Exception: The EAF player gains 8 VP points if Su-7 Recon flight mission is successful (i.e. Su-7 flight recon target and returns to base).

EV7: Escalation
Scenario EV7: Scenario by Terry Simo

Background
Throughout the spring of 1969 the United Nations attempted to mediate a total cease-fire in the Middle East. While many meetings were held and many proposals put forward, none of the warring factions were willing to end the fighting. Almost daily shelling and commando activity occurred along the Suez Canal and air activity intensified. Egyptian fighter-bombers flew a heavy series of raids against Israeli targets in the Sinai on May 21st. However, Israeli defenses were ready and three EAF MiG-21s were shot down by Mirages and a single MiG fell to a HAWK surface-to-air missile. This was the first confirmed kill by the US-made HAWK (Homing All-the-Way Killer) SAM system.

Targets
The EAF player will roll one time on each target array for a total of 3 target locations. The EAF player may re-task one flight Bombing Task to target the EWR if it is revealed during play. This EAF flight must be airborne west of the Suez Canal to be re-tasked. Upon the decision to re-task, the EAF player plots a flight path for the re-tasked flight [8.3]. Waypoints used already in the flights’ path do not count against the new path.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Baluza Military Camp</td>
<td>5537</td>
<td>D</td>
</tr>
<tr>
<td>6-10</td>
<td>Romani Military Camp</td>
<td>5638</td>
<td>D</td>
</tr>
<tr>
<td>1-6</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
<td>D</td>
</tr>
<tr>
<td>7-10</td>
<td>Refidim Airfield Runway</td>
<td>4049</td>
<td>B</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Aircraft Revetment</td>
<td></td>
<td>B</td>
</tr>
<tr>
<td>1-4</td>
<td>HAWK Battery</td>
<td>1843</td>
<td>C</td>
</tr>
<tr>
<td>5-7</td>
<td>Ras Sudr Supply Depot</td>
<td>1741</td>
<td>D</td>
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<tr>
<td>8-10</td>
<td>HAWK Battery</td>
<td>2943</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Retask</td>
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<td>D</td>
</tr>
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</table>

Scenario Conditions
- **Date:** 21 May 1969
- **Time of Day:** 09:00 hrs
- **Detection Level:** IAF: C EAF: C
- **GCI Level:** IAF: 4 EAF: 3
- **Weather:** Clear

**Open EAF Airfields:** Cairo West [3103] (MiG-17/MiG-21PF/Su-7/MiG-19/IL-28); Abu Sawayr [4427] (MiG-21F-13 or PF); Faid [3731] (MiG-17); Inhas [3714] (MiG-21PF/MiG-17/Su-7); Kibrit [3536] (MiG-17); Al Salihiyah [5026] (Su-7/MiG-21R Recon); Beni Suef [0604] (MiG-21F-13); Al Mansurah [5514] (MiG-21F-13)

**IAF Order of Battle**

**Air Units**
IAF has 1x {4} Mirage IIIICJ CAP Task airborne in any Sinai hex and 1x {4} Mirage IIIICJ CAP Task and 1x {2} Mirage IIIICJ CAP Task both Ready on ground alert at Refidim
**Dummy Flights:** 2
**Ground Units**
AAA Points: 15 [see 14.11]
Hawk Battalions (5) [4049, 2943, 1843, (5537 or 5139), 4339]
EWR: 1

**IAF Pilot Quality:** Mirage III units: Ace

**EAF Order of Battle**

**Air Units**
The EAF will have a core force of 3x {4} MiG-17s Bombing Task; 1x {2} MiG-21R Recon Task; 2x {4} MiG-21PF CAP Task (Ready status at 2 different airfields — 1x {4} each location)
**MAPs:** 60
**Dummy Flights:** 4
Available aircraft types: MiG-21PF, MiG-21F-13, MiG-17, MiG-19S, Su-7B, IL-28, Su-7 Recon
**Ground Units**
SAM Battalions: 6 (set up 3 located) (All SA-2)
**Dummy SAMs:** 1
**Dummy Radars:** 1
**AAA Points:** 12 [see14.11]
Fire Can: 5

**EAF Pilot Quality:** All Units: Trained

**Scenario Special Rules**
1. Airbase Defense Zone set up rules are in effect. Both maps are in play.
2. No EAF SAMs may be set up east of the Suez Canal and no site may be closer than 4 hexes to any Suez Canal hex.
3. Israeli AAA must set up within 2 hexes of any target and must set up east of the Suez Canal.
4. IAF QRA ready flight may takeoff as soon as an EAF flight is detected.
5. The IAF player may set up 1 EWR hidden in any Sinai hex. During the Admin Phase, IAF player may turn EWR on and place it on the map. This EWR will allow the IAF an additional detection check roll on the B column with appropriate modifiers for any aircraft within 20 hexes of EWR, 10 hexes if target on DECK.
Victory Conditions
Standard Victory conditions apply [28.8].

Exception: Destroyed/Damaged EWR is worth 6/3 VPs respectively.

EV8: Shattered Glass

Scenario EV8: Scenario by Terry Simo

Background
On 17 June 1969, two Israeli Mirages flew at supersonic speed over President Nasser’s home at Heliopolis, producing a loud sonic boom that shattered windows and caused considerable unrest. This “attack” prompted Nasser to replace the EAF commander, Air Vice Marshall Mustafa Shalaby el-Hennay, and the chief of air defenses, Major General Hassan Kemal.

Targets
The IAF player must over fly Cairo International, Heliopolis and either Hulwan or Inshas airfield

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Cairo International</td>
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<tr>
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<td>President Nasser’s</td>
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<td>Residence/Heliopolis</td>
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<td>Hulwan Airfield</td>
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<tr>
<td>6-10</td>
<td>Inshas Airfield</td>
<td>3714</td>
<td>D</td>
</tr>
</tbody>
</table>

Scenario Conditions
- **Date:** 17 June 1969
- **Time of Day:** 09:00 hrs
- **Detection Level:** IAF: C EAF: C
- **GCI Level:** IAF: 2 EAF: 4
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West [3103] (MiG-21PF); Abu Saouy [4427] (MiG-21F-13/PF); Inshas [3714] (MiG-21PF); Beni Suef [0604] (MiG-21F-13); Al Mansurah [5514] (MiG-21F-13); Almaza [3012] (MiG-21PF)

IAF Order of Battle

Air Units
- IAF has 1x {2} Mirage IIICJ Recon Task and 1x {2} Mirage IIICJ CAP Task
- Dummy Flights: 2

Ground Units
- None

IAF Pilot Quality: Mirage III units: Ace

EAF Order of Battle

Air Units
- EAF will have 3x {4} MiG-21PF and 1x {4} MiG-21F-13 CAP Task sitting Alert (Ready status at 4 different airfields — 1x {4} each location)
- MAPs: 0
- Dummy Flights: 0
- Available aircraft types: MiG-21PF, MiG-21F-13

Ground Units
- SAM Battalions: 16 (set up 12 located) (All SA-2)
- Dummy SAMs: 3
- Dummy Radars: 0
- AAA Points: 8 [see 14.11]
- Fire Can: 6

EAF Pilot Quality: All Units: Trained

Scenario Special Rules
1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect. Both maps are in play.
2. No Egyptian SAMs/AAA may be set up east of the Suez Canal and no site may be closer than 4 hexes to any Suez Canal hex.
3. EAF Alert aircraft may not be scrambled until an IAF flight is detected.
4. Egyptian SAMs may not attempt to acquire or maintain acquisition on undetected IAF flights.
5. IAF aircraft start airborne in any Suez Canal hex on the DECK and the scenario is complete once they exit across the Suez Canal into any Sinai hex.
6. Mirages may roll for Shafrir II availability with a D10 result of 1 or 2 allowing Shafrir II ordnance.
7. Recon Mirages must overfly Heliopolis at a Dash speed of 5 MP or greater on the deck to create the Sonic Boom. If Recon Mirages are unable to complete this mission then the CAP Mirages may overfly the target at a Dash speed of 5 MP or greater at any altitude to accomplish this tasking.
8. If Random Event result of 5, 9, 10, 19 or 20 is rolled; treat as a non-event.

**Victory Conditions**

Standard Victory Conditions apply [28.8].

*Exception:* IAF player scores 5 VPs for each successful recon portion of the mission. The IAF player scores an additional 7 VPs for a successful overflight of Heliopolis at supersonic speed. The EAF player scores double VPs for each IAF aircraft shot down.

---

**EV9: Operation Rimonim**

*Scenario EV9: Scenario by Terry Simo*

**Background**

As summer approached Egyptian activity intensified along the Suez Canal. The IAF in an attempt to avoid further escalation decided to launch a series of missions designed to deter the enemy through a demonstration of force. Known as *Operation Rimonim* (Pomegranates), aircraft patrolled south of Suez City in an area not covered by the Egyptian ADF. The Mirage pilots called it “Texas”, and small formations of experienced “MiG killers” engaged the defending MiG-21s. Nine MiGs were shot down during a series of these missions.

**Targets**

The EAF player must roll for the available air-to-air combat force.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>2x{4} MiG-21F-13/2x{4} MiG-21PF</td>
</tr>
<tr>
<td>3-6</td>
<td>2x{4} MiG-21F-13/1x{4} MiG-19S</td>
</tr>
<tr>
<td>7-8</td>
<td>2x{4} MiG-21F-13/2x{4} MiG-17F</td>
</tr>
<tr>
<td>9-10</td>
<td>2x{4} MiG-21PF/1x{4} MiG-19S</td>
</tr>
</tbody>
</table>

---

**IAF Order of Battle**

**Air Units**

The IAF has 1x {4} Mirage IIICJ CAP Task set up in any Gulf of Suez hex at HIGH altitude. 1x {4} Mirage IIICJ CAP Task set up in any Gulf of Suez hex at DECK. 1x {4} Mirage IIICJ CAP Task on QRA alert at Refidim.

**Dummy Flights:** 2

**Ground Units**

- AAA Points: 8 [see 14.11]
- Hawk Battalions (5) [1843, (3742 or 2943 or 3443), (5139 or 5537), 4049, 4339]
- EWR: 1

**IAF Pilot Quality:** Mirage III units: Ace

**EAF Order of Battle**

**Air Units**

- MAPs: 0
- Dummy Flights: 2

**Ground Units**

- SAM Battalions: 16 (set up 12 located) (All SA-2)
- Dummy SAMs: 3
- Dummy Radars: 0
- AAA Points: 8 [see 14.11]
- Fire Can: 5

**EAF Pilot Quality:** All Units: Trained

**Scenario Special Rules**

1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules in effect. Both maps are in play.
2. No Egyptian SAMs/AAA may be set up east of the Suez Canal and no site may be closer than 4 hexes to any Suez Canal hex.
3. No Israeli AAA may be set up west of Suez Canal.
4. IAF Alert aircraft may not be scrambled until an EAF flight is detected by any means.
5. The IAF player may set up 1 EWR hidden in any Sinai hex. During the Admin Phase, IAF player may turn EWR on and place it on the map. This EWR will allow the IAF an additional detection check roll on the B column with appropriate modifiers for any aircraft within 20 hexes of EWR, 10 hexes if target is on the Deck. EWR is Profile D target.
6. The IAF player must roll 1D10 for each Mirage 4-ship formation. On a roll of 1-3, this flight is loaded with the new Shafrir II IRM. Otherwise, the flight may be loaded with available missile types.

---

**Victory Conditions**

The EAF player scores double VPs for any kills achieved. The IAF player automatically wins if no IAF aircraft are destroyed and at least 1 EAF aircraft is destroyed. The EAF player must make at least one engagement check or else the IAF player wins a moral victory. Otherwise standard victory conditions apply [28.8].
EV10: Operation Boxer

Scenario EV10: Scenario by Terry Simo

Background
Israel took advantage of the world’s preoccupation with the Apollo astronauts’ triumphant Moon landing and launched Operation Boxer; an air offensive along the Suez Canal. Although greater use of air power was viewed as an escalation in an otherwise static war, Israeli decision-makers could not accept that Egypt was winning the conflict, and hoped that a demonstration of IDF/AF superiority would force a cease fire. However, the Egyptian leadership had already lost face to Israeli air power in 1967, and it was impossible for them to back down now.

Targets
The IAF player must roll for two targets, one per array. This scenario can be played as a campaign by flying against all targets over an eight day period. Roll for target array each day. Target damage is permanent throughout the campaign so destroyed targets must be rerolled.

<table>
<thead>
<tr>
<th>Roll</th>
<th>1st Target Array</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>SA-2 SAM Site</td>
<td>6332</td>
<td>C</td>
</tr>
<tr>
<td>3</td>
<td>Port Said Radar Control Station</td>
<td>6331</td>
<td>D</td>
</tr>
<tr>
<td>4</td>
<td>Port Said Commando Base</td>
<td>6231</td>
<td>D</td>
</tr>
<tr>
<td>5-6</td>
<td>Port Said Airfield Runway</td>
<td>6331</td>
<td>B</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Aircraft Revetment</td>
<td></td>
<td>B</td>
</tr>
<tr>
<td>7-8</td>
<td>Artillery Battery</td>
<td>2736</td>
<td>D</td>
</tr>
<tr>
<td>9</td>
<td>Artillery Battery</td>
<td>3137</td>
<td>D</td>
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<tr>
<td>10</td>
<td>Artillery Battery</td>
<td>4132</td>
<td>D</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Roll</th>
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<th>Hex</th>
<th>Profile</th>
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<tbody>
<tr>
<td>1-3</td>
<td>Israeli Fighter Sweep</td>
<td>—</td>
<td>1</td>
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<tr>
<td>4</td>
<td>Israeli Fighter Patrol</td>
<td>—</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>SA-2 SAM Sites</td>
<td>3534</td>
<td>C</td>
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<tr>
<td>6-7</td>
<td>Kibrit Airfield Runway</td>
<td>3536</td>
<td>B</td>
</tr>
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<td></td>
<td>Control Tower</td>
<td></td>
<td>C</td>
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<tr>
<td></td>
<td>Aircraft Revetment</td>
<td></td>
<td>B</td>
</tr>
<tr>
<td>8</td>
<td>SA-2 SAM Sites</td>
<td>5231</td>
<td>C</td>
</tr>
<tr>
<td>9</td>
<td>Army Barracks</td>
<td>5131</td>
<td>D</td>
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<tr>
<td>10</td>
<td>Artillery Battery</td>
<td>5031</td>
<td>D</td>
</tr>
</tbody>
</table>

Footnotes:
1 See SSR#8
2 See SSR#9

Scenario Conditions
- **Date:** 20-28 July 1969
- **Time of Day:** 10:00
- **Detection Level:** IAF: C EAF: C
- **GCI Level:** IAF: 5 EAF: 5 (see SSR#5)
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West [3103] (MiG-17/MiG-21PF/Su-7/MiG-19/IL-28); Abu Suwayr [4427] (MiG-21F-13 or PF);

Faid [3731] (MiG-17); Inshas [3714] (MiG-21PF/MiG-17/Su-7); Kibrit [3536] (MiG-17); Al Salihiyah [5026] (Su-7/MiG-21R Recon); Beni Suef [0604] (MiG-21F-13); Al Mansurah [5514] (MiG-21F-13)

IAF Order of Battle

**Air Units**
IAF has 4x {4} A-4H, 2x {4} Super Mystere, 2x {4} Mystere IV Bombing Task and 4x {4} Mirage IIICJ CAP Task airborne and 1x {4} Mirage IIICJ CAP Task on ground alert at Refidim. Also 1x {2} Vautour IIN Standoff Jammer and 1x {2} Mirage IIICJ Recon Task. (These flights are available each day if playing a campaign.)

**Ground Units**
AAA Points: 8 [see 14.11]
Hawk Battalions (5) [1843, (3742 or 2943 or 3443), 4049, (5537 or 5139), 4339]
EWR: 1

**IAF Pilot Quality:** Mirage III units: Ace; other units: Veteran

EAF Order of Battle

**Air Units**
MAPs: 125 (See SSR#4)
Dummy Flights: 2

**Ground Units**
SAM Battalions: 16 (set up 12 located) (All SA-2)
Dummy SAMs: 3
Dummy Radars: 1
EWR: 1
AAA Points: 12 [see 14.11]
Fire Can: 5

**EAF Pilot Quality:** All units: Trained

Scenario Special Rules
1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect. Both maps are in play.
2. No Egyptian SAMs/AAA may be set up east of the Suez Canal.
3. Three non-hidden (located) SAMs must set up as directed by the target arrays.
4. The EAF player may purchase aircraft to attack any IAF airfield, HAWK, AAA or EWR site and to place on Ready alert status at an Open Airfield. Any ground attacks require Recon overflight.
5. The EAF player will make an Early Warning Table DR each mission day. IAF player may designate the Vautour IIN as a standoff jammer to affect this DR or may elect to have it fly on map to reduce EAF GCI level to 4 as well as providing on-map jamming.
6. Both sides may set up 1 EWR hidden in any hex on their side of the Suez Canal. During the Admin Phase, either player...
may turn EWR on and place it on the map. This EWR will allow an additional detection check roll on the B column with appropriate modifiers for any aircraft within 20 hexes of EWR, 10 hexes if on the Deck. EWR is Profile D target.

7. The IAF player must roll 1D10 for each Mirage 4-ship formation. On a roll of 1-4, this flight is loaded with the new Shafrir II IRM. Otherwise, the flight may be loaded with available missile types.

8. Israeli Fighter Sweep: 1x {4} Mirage IIICJ CAP Task must penetrate 15 hexes into Egyptian airspace and engage any Egyptian flight west of the Suez Canal. 2VPs are awarded for a successful intercept even if no enemy aircraft are destroyed.

9. Israeli Fighter Patrol: 1x {4} Mirage IIICJ CAP Task must patrol hexes 6135-4135 twice at HIGH altitude (may fly N-S or S-N player’s choice). 1VP is awarded for successful completion of this patrol.

10. Legal IAF entry hexes are any East or North border. All IAF flights enter from off-map except for Alert Flight at Refidim. Mystere IV flights are limited to East border entry.

**Victory Conditions**
Standard Victory conditions apply [28.8] except as noted by SSR.

---

**EV11: Operation Pricha (Blossom)**

*Scenario EV11: Scenario by Terry Simo*

**Background**

On 7 January 1970, Israel changed its tactics and staged Operation Blossom, major attacks against strategic targets deep in Egypt. The attacks marked the first time that the American-build F-4 Phantom was committed to deep-strike operations and signaled the beginning of a new phase in the War of Attrition. No longer would strikes be limited to the area near the Canal area, and military targets throughout Egypt were now fair game.

**Targets**

The IAF player secretly rolls a die to determine the targets. If played as a campaign, each target array should be flown in chronological order. Target array with an X is only flown during a campaign. Target damage will remain throughout the campaign if a target is destroyed. If no available target due to target destruction, skip to next target day.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Type</th>
<th>Hex</th>
<th>Profile</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 (Pricha 1)</td>
<td><em>Inshas</em> &lt;br&gt; <strong>Tall al-Kabir HQ Suez Front</strong>&lt;br&gt; Dahshur</td>
<td>Military Camp</td>
<td>3714</td>
<td>D</td>
<td>7 Jan 1970</td>
</tr>
<tr>
<td>2 (Pricha 2)</td>
<td><em>Inshas</em> &lt;br&gt; <strong>Tall al-Kabir HQ Suez Front</strong>&lt;br&gt; Khanka</td>
<td>Military Camp</td>
<td>4420</td>
<td>D</td>
<td>13 Jan 1970</td>
</tr>
<tr>
<td>3 (Pricha 3)</td>
<td>Huckstep &lt;br&gt; Jabal Hawf</td>
<td>Major Supply Base</td>
<td>3015</td>
<td>D</td>
<td>18 Jan 1970</td>
</tr>
<tr>
<td>X (Pricha 4)</td>
<td>Huckstep &lt;br&gt; Hilwan</td>
<td>Military Camp</td>
<td>3015</td>
<td>D</td>
<td>23 Jan 1970</td>
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<tr>
<td>4 (Pricha 5)</td>
<td>Ma’adi &lt;br&gt; Dahshur</td>
<td>Military Camp</td>
<td>2610</td>
<td>D</td>
<td>28 Jan 1970</td>
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<tr>
<td>5 (Pricha 6)</td>
<td>Baltim</td>
<td>Military Camp</td>
<td>7106</td>
<td>D</td>
<td>2 Feb 1970</td>
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<td>6 (Pricha 7)</td>
<td><em>Tall al-Kabir HQ Suez Front</em></td>
<td>Military Camp</td>
<td>4420</td>
<td>D</td>
<td>6 Feb 1970</td>
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<td>X (Pricha 8)</td>
<td>Inshas &lt;br&gt; Hilwan</td>
<td>Military Camp</td>
<td>3714</td>
<td>D</td>
<td>8 Feb 1970</td>
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<td>7 (Pricha 9)</td>
<td>Khanka &lt;br&gt; Dahshur &lt;br&gt; Jabal Uwaybid</td>
<td>Military Camp</td>
<td>3315</td>
<td>D</td>
<td>12 Feb 1970</td>
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<tr>
<td>8 (Pricha 10)</td>
<td>Dahshur &lt;br&gt; Hilwan</td>
<td>SA-2 Site</td>
<td>2110</td>
<td>C</td>
<td>17 Feb 1970</td>
</tr>
<tr>
<td>9 (Pricha 11)</td>
<td>Cairo West &lt;br&gt; Dumyat</td>
<td>SA-2 Site</td>
<td>3203</td>
<td>C</td>
<td>26 Feb 1970</td>
</tr>
<tr>
<td>X (Pricha 12)</td>
<td>Dumyat</td>
<td>Radar Station EWR</td>
<td>6722</td>
<td>D</td>
<td>2 Feb 1970</td>
</tr>
<tr>
<td>X (Pricha 13)</td>
<td>Jabal Uwaybid</td>
<td>Radar Station EWR</td>
<td>2225</td>
<td>D</td>
<td>12 Mar 1970</td>
</tr>
<tr>
<td>10 (Pricha 14)</td>
<td>Al Mansurah</td>
<td>SA-2 Site</td>
<td>5613</td>
<td>C</td>
<td>13 Mar 1970</td>
</tr>
<tr>
<td>X (Pricha 15)</td>
<td>Baltim</td>
<td>Radar Station EWR</td>
<td>7106</td>
<td>D</td>
<td>23 Mar 1970</td>
</tr>
<tr>
<td>X (Pricha 16)</td>
<td>Al Mansurah</td>
<td>SA-2 Site</td>
<td>5613</td>
<td>C</td>
<td>31 Mar 1970</td>
</tr>
</tbody>
</table>
Scenario Conditions

- **Date**: 7 January - 31 March 1970
- **Time of Day**: Variable - Daylight
- **Detection Level**: IAF: C EAF: C
- **GCI Level**: IAF: 4-6 EAF: 5 (see SSR#8)
- **Weather**: Clear
- **Open EAF Airfields**: *Cairo West* [3103] (MiG-21PF/MiG-19); *Abu Suwayr* [4427] (MiG-21F-13 or PF); *Faid* [3731] (MiG-17); *Inshas* [3714] (MiG-21PF/MiG-17); *Kibrit* [3536] (MiG-17); *Beni Suef* [0604] (MiG-21F-13); *Al Mansurah* [5514] (MiG-21F-13)

IAF Order of Battle

**Air Units**

IAF player will have:
1 x {4} F-4E Bombing Task per target hex
1 x {4} F-4E Strike/CAP Task per target hex
X x {2} A-4H Bombing Task (Decoy flights see SSR#4)
2 x {4} Mirage IIICJ CAP Task
1 x {2} RF-4E Recon Task
1 x {4} Mirage IIICJ CAP Task at Refidim
1x {2} Vautour IIN Standoff Jammer Task

**Dummy Flights**: None

**Ground Units**

AAA Points: 15 [see 14.11]
Hawk Battalions (5) [1843, 3742 or 2943 or 3443], 4049, 5537 or 5139, 4339]

**EWR**: 1

**IAF Pilot Quality**: Mirage III units: Ace; Other units: Veteran

EAF Order of Battle

**Air Units**

Basic MAPs: 100

**Dummy Flights**: 2

Available aircraft types: MiG-17, MiG-19, MiG-21PF, MiG-21F-13

**Ground Units**

SAM Battalions: 20 (set up 15 located) (All SA-2B)

**Dummy SAMs**: 5

**EWR**: 3 See SSR#4

AAA Points: 50 [see 14.11]

**Fire Can**: 6

**EAF Pilot Quality**: No.26 Sqn MiG-21F-13: Veteran; other units: Regular

Scenario Special Rules

1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect. Both maps are in play.
2. No Egyptian SAMs/AAA may be set up east of the Suez Canal.
3. The Egyptian player must set up 5 SAMs and 3 EWRs located as per target array.
4. A-4H flights are decoy flights to disguise the number of targets. They may enter Egyptian airspace but must abort if any Egyptian fighters get within 4 hexes during any movement phase. A-4 flights are equal to five minus the number of targets. (i.e. if Pricha 6 is the mission, the IAF player will have 4 x {2} A-4H decoy flights).
5. IAF alert flight at Refidim may not scramble unless one of the CAP Mirage flights has been destroyed/aborted or an EAF flight enters a Sinai map hex.
6. IAF GCI level is determined by the number of CAP and Strike/CAP flights flown each mission.
7. The EAF player will make an Early Warning Table DR each mission day. The IAF player may designate the Vautour IIN as an off-map standoff jammer to affect this DR or may elect to have it fly on map to reduce EAF GCI level to 4.
8. The EAF player may purchase aircraft up to his MAP limit but all must be CAP tasked and on alert at an Open airfield or as per Early Warning Table result.
9. The EAF player may designate 1 x MiG-21F-13 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran pilot aggression.

Victory Conditions

Standard Victory conditions apply [28.8].
EV12: Ambush!

Scenario EV12: Scenario by Terry Simo

Background
During the War of Attrition, a tremendous burden was placed on the F-4 Kurnass squadrons. The Egyptians had set up a large array of SA-2 and SA-3 batteries west of Cairo, and had slowly moved them up towards the Suez Canal. The orders to the Israeli pilots on 16 July 1970 were simple and concise. The mission briefing was for the F-4 squadrons to strike at SAM batteries between Cairo and the Suez Canal approximately 30 miles west of Suez. Besides the normal complement of 750lb bombs, for the first time in IAF history, the aircraft would be fitted with electronic warfare pods provided by the United States which would supposedly protect the aircraft from the Egyptian SAM systems. However, this early pod had no protection against the SA-3 which the United States did not face in Vietnam. It wouldn’t occur until the Yom Kippur War in 1973 that the pod would be more effective against the SA-3. This would be no comfort for Major Hetz and his navigator Menahem Eini as they were shot down with Hetz being killed and Eini taken captive.

Targets
The IAF rolls twice for target location. Re-roll any duplicate rolls.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>SA-2B Site</td>
<td>3123</td>
<td>C</td>
</tr>
<tr>
<td>3-4</td>
<td>SA-2D/F Site</td>
<td>3231</td>
<td>C</td>
</tr>
<tr>
<td>5-6</td>
<td>SA-2B Site</td>
<td>3524</td>
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<tr>
<td>7-8</td>
<td>SA-2D/F Site</td>
<td>3823</td>
<td>C</td>
</tr>
<tr>
<td>9-10</td>
<td>SA-2D/F Site</td>
<td>4323</td>
<td>C</td>
</tr>
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</table>

Scenario Conditions
- **Date:** 18 July 1970
- **Time of Day:** 12:40
- **Detection Level:** IAF: C EAF: C
- **GCI Level:** IAF: 3 EAF: 3
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West [3103] (MiG-21PF); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21PF); Beni Suef [0604] (MiG-21F-13); Al Mansurah [5514] (MiG-21F-13)

IAF Order of Battle

Air Units
The IAF player will have 2 strike packages each with 1 x {4} F-4E Bombing Task, 1x {4} F-4E Armed Escort Task. Also available will be 1 x {4} Mirage IIICJ CAP Task at Refidim, 1x {2} Vautour III Standoff Jammer Task

Dummy Flights: None

EAF Order of Battle

Air Units
- Basic MAPs: 35
- Dummy Flights: 2
- Available aircraft types: MiG-21PF, MiG-21F-13

Ground Units
- SAM Battalions: 25 (set up 12 located) (18 SA-2/7 SA-3) (8 SA-2 Battalions are D/F models)
- Dummy SAMs: 8
- EWR: 1
- AAA Points: 25 [see 14.11]
- Fire Can: 4

EAF Pilot Quality:
- No.26 Sqn MiG-21F-13: Veteran; Other units: Regular

Scenario Special Rules
1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules in effect. Both maps are in play.
2. SAM Box Defense Zone SAM set up rules in effect: EAF player must set up 10x SA-2 and 4x SA-3 non-dummy SAMs within the SAM Box.
3. 5 SAMs must be set up located as per target array and are counted towards the total in the SAM Box. Hidden SAMs should be placed forward of SAM Box towards Suez Canal to provide an ambush against the Israeli attack.
4. The EAF player may designate 1 x MiG-21F-13 flight at either Abu Suwayr or Al Mansurah as a No. 26 Squadron Black Raven flight with Veteran quality.
5. IAF QRA alert flight at Refidim may not scramble unless an EAF flight enters a Sinai hex.
6. The F-4 flights enter along the East map border and must fly at Medium altitude until they have attacked a SAM target.
7. All F-4s have jamming capability of 3n. The pod is not effective against the SA-3 in this scenario.
8. One of the F-4 Bombing counters should be Hetz for historical purposes.
9. The EAF player will make an Early Warning Table DR. The IAF player may designate the Vautours as an off-map standoff jammer to affect this DR or may elect to have it fly on map.

Victory Conditions
Standard Victory conditions apply [28.8]. SA-2D/F sites are worth double points due to Soviet technicians present.
EV13: Desperate Struggle

Scenario EV13: Scenario by Terry Simo

Background
During the early part of 1970, the Soviets had deployed an air regiment of MiG-21MFs along with improved SA-2s and new SA-3s to Egypt to bolster the air defense situation. The Israelis initially restrained from attacking the Soviet manned sites and airbases. Throughout the summer of 1970, the Soviets became more aggressive in their tactics culminating on 25 July with the ambush of a flight of IAF A-4s by two Russian-flown MiG-21s. Five days later the Israelis set a trap for the Russians, resulting in five MiG-21s shot down for only one IAF Mirage damaged. The Egyptians reacted with ill-concealed delight after hearing about the ambush as the Soviet advisors had lectured them for years about their own superior skills.

Targets
This is an air-to-air combat mission. All Victory Points are scored by destroying enemy aircraft.

Scenario Conditions
• DATE: 30 July 1970
• TIME OF DAY: 10:00 hrs
• DETECTION LEVEL: IAF: C EAF (UARAF): C
• GCI LEVEL: IAF: 4 EAF (UARAF): 4
• WEATHER: Clear
• OPEN EAF AIRFIELDS: Beni Suef [0604] (MiG-21MF — Soviet Flown)

IAF Order of Battle
Air Units
IAF player will have 4 flights available: 3x {4} Mirage III, 1x {4} F-4E all CAP Task
Dummy Flights: 3
IAF Pilot Quality: All units: Ace (handpicked crews)

EAF Order of Battle
Air Units
Basic MAPs: 0
Dummy Flights: 1
Available aircraft types: 4x {4} MiG-21MF

Ground Units
SAM Battalions: 3 (1xSA-2B/1xSA-2D/F and 1xSA-3)
Dummy SAMs: 0
Dummy Radars: 0
AAA Points: 5 [see 14.11]
Fire Can: 1
EAF Pilot Quality: Regular (Soviet pilots)

Scenario Special Rules
1. All 4 flights of EAF (Soviet) MiGs must takeoff one flight per turn during the first four turns.
2. Only the South map is in play.
3. All Egyptian SAMs/AAA must be set up within four hexes of Beni Suef Airfield.
4. IAF starts with three real flights airborne and one flight Ready on QRA at Refidim. They may also place their three dummy flights airborne as well.
5. IAF alert flight at Refidim may takeoff on any game turn.
6. One IAF airborne flight must start the game at HIGH altitude. All airborne IAF flights must be set up within the rectangle formed by hexes 0128-2028-2048-0148. IAF must stay with that rectangle unless they are east of the Suez Canal over Sinai hexes or an EAF flight is detected at which time they are free to exit the start rectangle and maneuver freely.
7. Historical Option: Soviet flights must climb to at least MED altitude and cannot descend until a Soviet flight has been engaged. Only use this SSR with mutual player consent.
8. When IAF flights make a Flight Quality Table check, add +4 to the DR. They had handpicked their crews for this mission.
9. Mirages and F-4s may use AIM-9D.
10. Scenario Random Events numbered 5, 9, 10, 19 and 20 are not in effect for this scenario. Treat as non-event.

Victory Conditions
The EAF player scores double points for any destroyed IAF planes. The IAF player automatically wins if no IAF aircraft are damaged or destroyed and at least 1 EAF aircraft is destroyed. EAF player must make at least one engagement check or else the IAF player wins a moral victory. Otherwise standard Victory Points awarded for shot down aircraft [28.8].

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Order of Battle, Table A

*IAF ABA (Air Base Attack), (1973)*

ABA is a deep strike raid against Egyptian airfields.

**Main Raid Forces:**

- **Jamming Mission**
  - 2 off-map standoff jamming counters. NOTE: Multiple ABA missions do not get additional standoff jamming counters. The maximum is 2 per scenario.

- **Egrof (Fist) Mission (SEAD)**
  - 1x {2} F-4E SEAD
  - 2x {2} F-4E Armed Escort

- **MiGCAP Mission**
  - 1x {4} [CAP], CAP

- **Strike Mission**
  - 2x {x} F-4E, Bombing

**Post-Raid Forces:**

- **Recon Mission**
  - 1x {2} [Recon], Recon

**Ordnance Loads:**

- All bombing flights in a Strike mission are loaded with bomb ordnance. Other ordnance types are permitted only by SSR.
- All SEAD flights carry 2 ARMs per aircraft. Armed Escort flights do not carry ARMs but may be loaded with CBU s or bombs. Bombing, SEAD and Armed Escort tasked F-4Es have their AIM-7 depletion numbers increased by +2 as per ADC note.

**Aircraft Types:**

- Bombing, CAP and Recon tasked flights use the following aircraft types for all flights with the same task in that raid:
  
  **Bombing Tasks.** Roll one die:
  
  1-6   2x {4} F-4E, Bombing
  7-10  1x {4} F-4E, Bombing, 1x {2} F-4E, Bombing

  **CAP Tasks.** Roll one die:
  
  1-5   F-4E
  6-8   Mirage IIICJ
  9-10  Nesher

  **Recon Tasks.** Roll one die:
  
  1-8   RF-4E
  9-10  Mirage IIICJ/RJ Recon

  **NOTE:** For any F-4E flight selected, make a D10 roll for type of F-4E: 1-6 F-4E(Early); 7-10 F-4E(LES).

  **NOTE:** Anytime in the mission planning, you exceed the counter mix for an available type then roll again for another available counter or omit the extra flight from the raid. The EAF player may elect not to have a MiG-21 CAP flight active at a base to conserve counter mix for later in a scenario.

---

Order of Battle, Table B

*IAF BAI (Battlefield Air Interdiction) / CAS (Close Air Support) (1973)*

These missions are targeted at the front lines and near front lines of the battlespace.

**Main Raid Forces:**

- **Jamming Mission**
  - See ABA jamming mission profile. No off-map standoff jamming counters if an ABA mission is flying otherwise 2 counters are allocated.

- **Egrof (Fist) Mission (SEAD)**
  - 1x {2} [SEAD] SEAD

- **MiGCAP Mission**
  - 2x {4} [CAP], CAP

- **Strike Mission**
  - 2x {4} [Bombing], Bombing or Strike/CAP

**Post-Raid Forces:**

- **Recon Mission**
  - 1x {2} [Recon], Recon

**Ordnance Loads:**

- All bombing flights in a strike mission are loaded with bomb ordnance. Other ordnance types are permitted only by SSR. Bombing, SEAD, and Strike/CAP tasked F-4E flights have their AIM-7 missile depletion numbers increased by +2 as per ADC note.
- All BAI/CAS mission SEAD flights carry 2 ARMs per aircraft and are loaded with CBU. Change IRM load for F-4E SEAD flights to self-protection IRM load with a depletion number of {5}.

**Aircraft Types:**

- Bombing, CAP and Recon tasked flights use the following aircraft types for all flights with the same task in that raid:
  
  **SEAD Tasks.** Roll one die:
  
  1-5   1x {2} F-4E, SEAD
  6-10  1x {2} A-4, SEAD
  Roll 2nd DR: 1-2 A-4E; 3-4 A-4H; 5-10 A-4N

  **Bombing Tasks.** Roll one die:
  
  1-2   1x {4} F-4E, Strike/CAP, 1x {4} A-4, Bombing
  3-5   1x {4} Sa’ar, Bombing, 1x {4} A-4, Bombing
  6-10  2x {4} A-4, Bombing
  Roll 2nd DR for A-4 flights both same type:
  1-2 A-4E; 3-4 A-4H; 5-10 A-4N

  **CAP Tasks.** Roll one die:
  
  1-2   F-4E
  3-7   Mirage IIICJ
  8-10  Nesher
Recon Tasks. Roll one die:
1-8 RF-4E
9-10 Mirage IIICJ/RJ Recon

Order of Battle, Table C
IAF QRA (Quick Reaction Alert) (1973)
These are the aircraft sitting alert at Refidim Airbase at the start of each scenario and are available for launch on the first turn of detection of any enemy aircraft airborne over any Sinai or Suez Canal hex.

MiG CAP Mission
1x {x} [CAP], CAP

CAP Tasks. Roll two dice: 1st for number of aircraft; 2nd for aircraft type.
1st DR: 1-6 1x {4}; 7-10 1x {2}
2nd DR: 1-2 F-4E; 3-7 Mirage IIICJ; 8-10 Nesher

QRA Reload. 15 game turns after the QRA is launched another QRA alert flight is available for launch if desired. Roll again for number of aircraft and type. If this flight is launched, award the Egyptian player 2VPs.

Order of Battle, Table D
EAF QRA (Quick Reaction Alert) (1973)
These are the aircraft sitting alert at Egyptian airbases at the start of each scenario and are available for launch or airborne status depending on the Early Warning Table result. These flights are able to takeoff on the first turn of detection of any Israeli aircraft.

CAP Mission
1x {4} [CAP], CAP or 2x {4} [CAP], CAP

CAP Tasks. Roll one die per base, subsequent die roll as needed to select type:
Cairo West: 1-9 MiG-21F-13; 10 Su-20
Abu Sawayr: 1-5 MiG-21F-13; 6-10 MiG-21PF
Inshas: MiG-21MF (Roll DR: 1-4 2x {4} CAP available)
Beni Suef: MiG-21MF
Al Mansurah: MiG-21MF (Roll DR: 1-6 2x {4} CAP available)
Tanta-Birma: MiG-21PFM (Roll DR: 1-3 2x {4} CAP available) (2nd flight is 1x {4} Hunter)
Hulwan: MiG-21F-13
Almaza: MiG-21F-13
Bilbays: MiG-21F-13 (Roll DR: 1-4 2x {4} CAP available)
Az Zaqazig: MiG-21F-13

QRA Reload. 20 game turns after the QRA is launched another QRA alert flight is available for launch if desired. If the Early Warning Table result allows for airborne flights, an additional unit becomes available at a base within 5 game turns vs. 20.

Order of Battle, Table E
EAF Raid (1973)
These missions are targeting Israeli targets in the Sinai. Use this table once per strike. If multiple strikes are available then use this table again as needed.

Main Raid Forces:
Close Escort Mission
1x {4} [Close Escort], Close Escort

Strike Mission
2x {4} [Bombing], Bombing or Strike/CAP

Post-Raid Forces:
Recon Mission
1x {2} [Recon], Recon

Ordnance Loads:
All bombing flights in a strike mission are loaded with bombs or rockets. Other ordnance types are permitted only by SSR. Bombing or Strike/CAP flights that can carry IRMs have a self-protection IRM load with a depletion number of {6}.

Aircraft Types:
Close Escort, Bombing and Recon tasked flights use the following aircraft types for all flights with the same task in that raid:

Close Escort Tasks. Roll one die to select base; Roll second die as needed to select type:
1-2 Inshas; 3-4 Abu Sawayr; 5-6 Bilbays; 7-8 Az Zaqazig; 9-10 No Close Escort

Abu Sawayr: 1-5 MiG-21F-13; 6-10 MiG-21PF
Inshas: MiG-21MF
Bilbays: MiG-21F-13
Az Zaqazig: MiG-21F-13

Bombing Tasks. Roll one die per flight: Select base from eligible EAF Open Airfield list.
1-3 MiG-17
4-5 Su-7
6-7 MiG-17 and Su-7 (1 flight each)
8 Su-20
9-10 Roll D10 again: (1-4 Mirage; 5-7 Hunter; 8-9 MiG-21Strike/CAP; 10 IL-28)

Recon Tasks. Roll one die:
1-4 MiG-21R
5-9 Su-7B Recon
10 Hunter Recon
**Order of Battle, Table E – Clarification.**

Strike Mission on OOB Table E starts with 2 possible flights so you will roll 2 times for Bombing Tasks. On a roll of 6-7 you will get two flights instead of one for that DR. The maximum possible for the raid is a total of 4 flights if you roll a 6-7 twice. You would have 2xMiG-17 and 2xSu-7 flights. If you roll 9-10 twice - first roll you would roll again and get the flight listed. If your second roll is a 9-10 then you SELECT one of the Close Escort bases from the 4 listed and pick a flight from that base to fly as Strike/CAP.

---

**EV14 (YK/R1): Operation Badr**

*Scenario YK/R1: Scenario by Terry Simo*

**Background**

6 Oct was the day on which the Prophet Muhammad had begun his preparation for the epic battle of Badr in 624AD, the battle which enabled him to return in triumph to the holy city of Mecca. On this day in 1973, the Egyptians launched their offensive “Badr” to regain the Sinai. The 1973 war was very different from previous Middle East conflicts. This time the Arabs struck first. EAF MiG-17s, MiG-21s, Su-7/20s, Iraqi Hawker Hunter and Libyan-supplied Mirage 5DE fighter-bombers swept into the Sinai, while Tu-16 bombers fired AS-5 Kelt air-to-surface missiles against Israeli positions.

**Targets**

The EAF player must attack 10 different targets picked from the array below, player’s choice.

<table>
<thead>
<tr>
<th>ID</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Budapest Artillery Site</td>
<td>5936</td>
<td>C</td>
</tr>
<tr>
<td>2</td>
<td>Baluza Airfield Runway</td>
<td>5537</td>
<td>B</td>
</tr>
<tr>
<td>3</td>
<td>Hawk Battery</td>
<td>5139</td>
<td>C</td>
</tr>
<tr>
<td>4</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
<td>D</td>
</tr>
<tr>
<td>5</td>
<td>Hawk Battery</td>
<td>3742</td>
<td>C</td>
</tr>
<tr>
<td>6</td>
<td><em>Um Kusheliba Military HQ</em></td>
<td>3748</td>
<td>D</td>
</tr>
<tr>
<td>7</td>
<td>Hawk Battery</td>
<td>3443</td>
<td>C</td>
</tr>
<tr>
<td>8</td>
<td>Al Ismailiyah East Airfield Runway</td>
<td>4438</td>
<td>B</td>
</tr>
<tr>
<td>9</td>
<td>Hawk Battery</td>
<td>2943</td>
<td>C</td>
</tr>
<tr>
<td>10</td>
<td>Tzeidar Artillery Site</td>
<td>2641</td>
<td>C</td>
</tr>
<tr>
<td>11</td>
<td>Hawk Battery</td>
<td>1843</td>
<td>C</td>
</tr>
<tr>
<td>12</td>
<td>EWR Station</td>
<td>1845</td>
<td>D</td>
</tr>
<tr>
<td>13</td>
<td><em>Refidim Airfield Runway</em></td>
<td>4049</td>
<td>B</td>
</tr>
</tbody>
</table>

**IAF Order of Battle**

**Air Units**

The IAF player will have 1x {2} F-4E CAP Task QRA Refidim; 1x {4} Nesher CAP Task QRA Refidim

1x {4} F-4E CAP / 1x {4} Mirage IIICJ CAP enters on game turn 5 along an East border hex

**Ground Units**

AAA Points: 18 [see 14.11]

Hawk Battalions (7)  Set up per target array

EWR: 2  Set up per target array

**IAF Pilot Quality:** Mirage III/Nesher units: Ace; F-4E units: Veteran

---

**EAF Order of Battle**

**Air Units**

Available aircraft types:

- Bombing Task: 6x {4} MiG-17, 6x {4} Su-7, 2x {4} Su-20, 2x {4} Mirage 5, 2x {4} Hawker Hunter: 2x {2} AS-5
- Bombing Task (Air to Surface Missile)
- Strike/CAP Task: 6x {4} MiG-21F-13, 6x {4} MiG-21MF
- Recon Task: 1x {2} MiG-21R, 1x {2} Su-7B

**Ground Units**

SAM Battalions: 34 (set up 22 located) (24xSA-2/10xSA-3) (10 SA-2 Battalions are D/F models) + 6 SA-6 (hidden)

Dummy SAMs: 10

EWR Radars: 2

AAA Points: 40 [see 14.11]

Fire Can: 6

**EAF Pilot Quality:** No.26 Sqn MiG-21 and Mirage/Hunter Veteran; other units: Regular

---

**Scenario Conditions**

- **Date:** 6 October 1973
- **Time of Day:** 14:00

---

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Scenario Special Rules

1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules in effect. Both maps are in play.

2. Egyptian player must set up 2x SA-2 and 1x SA-3 non-dummy SAMs within 5 hexes of 0604.

3. SAM Box Defense Zone set up rules in effect: EAF player must set up 10x SA-2, 5x SA-3, and 3x SA-6 non-dummy SAMs within the SAM box.

4. The Egyptian player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.

5. AS-5 counters may start the game in any Mediterranean Sea hex that is at least 10 hexes from a land hex. Flight Parameters: Alt: Medium Spd: 4. Counters must be aligned pointing to their target hex. AS-5 will fly to the target hex and attack that hex. Attack will be considered to be “pressing the attack” [17.31]. AS-5 can be attacked by aircraft if visually detected and have a Maneuver Rating of 1. AS-5 will not roll on the Maneuver Table and no scatter will occur after an attack on an AS-5 counter. An AS-5 counter represents two missiles and must suffer two shoot downs to be destroyed. Full strength AS-5 attack strength 2.

6. The EAF player must start 25 flights/air-to-surface (ASM) missiles airborne at the start of the scenario Aircraft/Missiles must either start in the Mediterranean Sea at least 10 hexes from land or on the west side of the Suez Canal (i.e. Egypt). Any airborne flights start with 2 fuel points expended.

7. EAF may plot two Safe Passage Corridors [15.33].

8. EAF may use Runway Dibber (RD) ordnance for flights attacking an airfield runway [17.63].

Victory Conditions

Standard Victory conditions apply [28.8] except that the IAF scores double Victory Points for enemy aircraft destroyed.

EV15 (YK/R2): Operation Tagar
(Skirmish)

Scenario YK/R2: Scenario by Terry Simo

Background

The second day of the conflict saw intense IAF activity as Israeli jets attempted to assist the ground forces in holding the line against the Arab assault. Just after dawn on October 7, dozens of IAF aircraft penetrated into Egypt and bombed seven airfields. These attacks caused damage, but the lasting impact was limited because Egyptian aircraft were now protected by hardened shelters and runway damage was rapidly repaired. Also Israeli jets attempted to attack the pontoon bridges used to cross the Suez Canal but came under withering fire from SAMs and AAA.

Targets

The IAF player rolls twice for Air Base Attack (ABA) targets and rolls once for a Battlefield Air Interdiction (BAI) target. (Duplicate rolls means double strikes against same target.)

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (ABA)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Beni Suef</td>
<td>0604</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Airfield Runway</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Aircraft HAS</td>
<td></td>
<td>A</td>
</tr>
<tr>
<td>3-5</td>
<td>Al Mansurah</td>
<td>5514</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Airfield Runway</td>
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<td></td>
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<tr>
<td></td>
<td>Control Tower</td>
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<td></td>
<td>Aircraft HAS</td>
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<td>A</td>
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<tr>
<td>6-8</td>
<td>Tanta-Birma</td>
<td>5103</td>
<td>C</td>
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<td></td>
<td>Airfield Runway</td>
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</tr>
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<td></td>
<td>Control Tower</td>
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<tr>
<td></td>
<td>Aircraft HAS</td>
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<td>A</td>
</tr>
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<td>9-10</td>
<td>Az Zaqiziq</td>
<td>4418</td>
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<td></td>
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<tr>
<td></td>
<td>Aircraft HAS</td>
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<td>A</td>
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</table>
Roll Target (BAI) Hex Profile

<table>
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<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
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<tr>
<td>1-2</td>
<td>Pontoon Bridge</td>
<td>3738</td>
<td>B</td>
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<tr>
<td>3-4</td>
<td>Any SAM site within 5 hexes of Suez Canal — C</td>
<td></td>
<td></td>
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<td>6-7</td>
<td>Pontoon Bridge</td>
<td>3536</td>
<td>B</td>
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<tr>
<td>7-8</td>
<td>Pontoon Bridge</td>
<td>4532</td>
<td>B</td>
</tr>
<tr>
<td>9-10</td>
<td>Pontoon Bridge</td>
<td>5232</td>
<td>B</td>
</tr>
</tbody>
</table>

The EAF player rolls twice on target list below (duplicate rolls mean double strikes on same target).

Roll Target Hex Profile

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Budapest Artillery Site</td>
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<tr>
<td>2-3</td>
<td>Baluza Airfield Runway</td>
<td>5537</td>
<td>D</td>
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<tr>
<td>4-5</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
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<td>6</td>
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<tr>
<td>8</td>
<td>EWR Station</td>
<td>1845</td>
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</tr>
<tr>
<td>9-10</td>
<td>Refidim Airfield Runway</td>
<td>4049</td>
<td>B</td>
</tr>
</tbody>
</table>

Scenario Conditions

- **Date**: 7 October 1973
- **Time of Day**: 06:00
- **Detection Level**: IAF: B EAF: B
- **GCI Level**: IAF: 8 EAF: 6
- **Weather**: Clear
- **Open EAF Airfields**: Cairo West [3103] (MiG-21F-13/Su-7/Su-20); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21MF/MiG-17); Kibrit [3536] (MiG-17); Beni Suef [0604] (MiG-21MF); Al Mansurah [5514] (MiG-21MF); Tanta-Birna [5103] (MiG-21PFM/Mirage5DE/Hunter); Quaysina [4407] (MiG-17); Qaha [3509] (MiG-17); As Salihiyah [5026] (Su-7 Recon/Su-20/MiG-21R); Wadi Al Jandal [2922] (MiG-17); Hulwan [2312] (MiG-21F-13/MiG-17/IL-28); Almaza [3012] (MiG-21F-13); Bilbays [3917] (MiG-21F-13/MiG-17/Su-7/L-29); Az Zaqaqi (MiG-21F-13)

**IAF Order of Battle**

**Air Units**

Select from 73 OOB Table D and twice from Table E

**Dummy Flights**: None

**Ground Units**

SAM Battalions: 34 (set up 22 located) (24xSA-2/10xSA-3) (10 SA-2 Battalions are D/F models) + 6 SA-6 (hidden)

**Dummy SAMs**: 10

EWR: 2

AAA Points: 40 [see 14.11]

Fire Can: 6

Gun Dish: 5 (place stacked with any ground unit counter [see 14.51])

Ground Forces: INF (5) [2637, 3636, 4533, 5233, 6232] MECH (1) [2737] ARM (1) [4631]

**EAF Pilot Quality**: No.26 Sqn MiG-21 and Mirage/Hunter Veteran; other units: Regular

**Scenario Special Rules**

1. The EAF player rolls on Early Warning Table. Both maps are in play.
2. Cairo Defense Zone and Airbase Defense Zone SAM set up rules in effect.
3. EAF must set up 2x SA-2 and 1x SA-3 non-dummy SAMs within 5 hexes of 0604.
4. SAM Box Defense Zone active: EAF player must set up 10x SA-2, 5x SA-3, and 3x SA-6 non-dummy SAMs within the SAM Box.
5. The EAF player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
6. Both sides may use Runway Dibber ordnance [17.63].
7. IAF may use EOGB ordnance [17.35].
9. EAF may plot one Safe Passage Corridor [15.53].
10. IAF flights may enter on any North or East map border hex.

**Victory Conditions**

Standard Victory conditions apply [28.8].
Ev16 (YK/R3): Counterattack

Scenario YK/R3: Scenario by Terry Simo

Background

The third day of the conflict saw Egyptian fighter-bombers continuing to attack Israeli positions in the Sinai but Israeli jets intervened, resulting in several major air battles. Israeli armored columns rolled forward to hit the Egyptian bridgehead into the Sinai but the attacks achieved little, and heavy losses were suffered. Egypt had moved over seventy thousand men, five hundred tanks, and thousands of anti-aircraft weapons into the Sinai. On this day, the IAF flew nearly one hundred sorties against four SAM batteries that defended Port Said and were successful in putting those units out of action.

Targets

The IAF player rolls twice for two Battlefield Air Interdiction (BAI) missions on Table 1 and rolls once for a Battlefield Air Interdiction (BAI) mission on Table 2. (Duplicate rolls mean double strikes against same target.)

<table>
<thead>
<tr>
<th>Roll (Table 1)</th>
<th>Target (BAI)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>SAM site</td>
<td>6331</td>
<td>C</td>
</tr>
<tr>
<td>3-5</td>
<td>SAM site</td>
<td>6231</td>
<td>C</td>
</tr>
<tr>
<td>6-8</td>
<td>SAM site</td>
<td>6429</td>
<td>C</td>
</tr>
<tr>
<td>9-10</td>
<td>SAM site</td>
<td>6428</td>
<td>C</td>
</tr>
</tbody>
</table>

The EAF player rolls twice on target list below (duplicate rolls mean double strikes on same target).

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (BAI)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>460th Armored Brigade (ARM)</td>
<td>5137</td>
<td>B</td>
</tr>
<tr>
<td>3-4</td>
<td>14th Armored Brigade (ARM)</td>
<td>4435</td>
<td>B</td>
</tr>
<tr>
<td>5</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
<td>D</td>
</tr>
<tr>
<td></td>
<td>HAWK Battery</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td>6</td>
<td>Um Kusheiba Military HQ</td>
<td>3748</td>
<td>D</td>
</tr>
<tr>
<td>7-8</td>
<td>Pontoon Bridge</td>
<td>3740</td>
<td>B</td>
</tr>
<tr>
<td>9</td>
<td>EWR Station</td>
<td>1845</td>
<td>D</td>
</tr>
<tr>
<td>10</td>
<td>Refidim Airfield Runway</td>
<td>4049</td>
<td>B</td>
</tr>
</tbody>
</table>

Control Tower | C
HAWK Battery  | C

Scenario Conditions

- Date: 8 October 1973
- Time of Day: 13:00
- Detection Level: IAF: B EAF: B
- GCI Level: IAF: 8 EAF: 5
- Weather: Clear
- Open EAF Airfields: Cairo West [3103] (MiG-21F-13/Su-7/ Su-20); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21MF/MiG-17); Kibriz [3536] (MiG-17); Beni Suef[0604] (MiG-21MF); Al Mansurah [5514] (MiG-21MF); Tanta-Birma [5103] (MiG-21PFM/Mirage5DE/Hunter); Quwaysina [4407] (MiG-17); Qaha [3509] (MiG-17); As Salihiyah [5026] (Su-7 Recon/Su-20/MiG-21R); Wadi Al Jandal [2922] (MiG-17); Hulwan [2312] (MiG-21F-13/MiG-17/ IL-28); Almaza [3012] (MiG-21F-13); Bilhays [3917] (MiG-21F-13/MiG-17/Su-7/IL-29); Az Zaqaziq (MiG-21F-13)
IAF Order of Battle

Air Units
Select from 73 OOB Table B three times, and once from Table C.
Dummy Flights: None

Ground Units
AAA Points: 18 [see 14.11]
Hawk Battalions (5) [4049, 1843, (5537 or 5139), (3742 or 2943 or 3443), 4339]
EWR (1) as per target array
IDF Ground Forces (3) ARM counters as per target array
IAF Pilot Quality: Mirage III/Nesher units: Ace; other units: Veteran

EAF Order of Battle

Air Units
Select from 73 OOB Table D and twice from Table E
Dummy Flights: None

Ground Units
SAM Battalions: 34 (set up 22 located) (24xSA-2/10xSA-3) (10 SA-2 Battalions are D/F models) + 6 SA-6 (hidden)
Dummy SAMs: 10
EWR: 2
AAA Points: 40 [see 14.11]
Fire Can: 6
Gun Dish: 5 (place stacked with any ground unit counter [see 14.51])
Ground Forces: INF (5) [2637, 3636, 4533, 5232, 6232] MECH (1) [2737] ARM (1) [4631]
EAF Pilot Quality: No.26 Sqn MiG-21 and Mirage/Hunter Veteran; other units: Regular

Scenario Special Rules
1. The EAF player rolls on Early Warning Table. Both maps are in play.
2. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect.
3. The EAF player must set up 2x SA-2B, 1x SA-2D/F and 1x SA-3 as depicted in IAF target table 1.
4. SAM Box Defense Zone active: EAF player must set up 10x SA-2, 5x SA-3, and 3x SA-6 non-dummy SAMs within the SAM box.
5. The EAF player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
6. EAF may use Runway Dibber ordnance [17.63].
7. EAF may plot two Safe Passage Corridors [15.53].
8. IAF flights may enter on any North or East map border hex and the two raids from table 1 may be staggered up to 15 turns with the 1st raid entering on turn 1.
9. IDF ground units are moving west [27.1].

Victory Conditions
Standard Victory conditions apply [28.8]
EV17 (YK/R4): Caught in the Open

Scenario YK/R4: Scenario by Terry Simo

Background
Unsuccessful in counterattacks against the dug-in Egyptian forces, the Israeli forces consolidated their defensive line, and the IAF flew some 442 sorties, bombing airfields, pontoon bridges, and anti-aircraft batteries near Port Said and providing air cover. Egypt claimed sixteen Skyhawks and Phantoms shot down during the day. In the evening Egyptian armor attempting to break out and widen the bridgehead toward Ras Sudr exceeded their protective umbrella of surface-to-air missiles and was hammered by Israeli air attacks and armor, losing many tanks and men.

Targets
The IAF player rolls once for an Air Base Attack (ABA) mission on Table 1 and rolls once for a Battlefield Air Interdiction (BAI) mission on Table 3. The Close Air Support (CAS) mission on Table 2 is automatic.

Table 1

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Al Mansurah Airfield Runway</td>
<td>5514</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Aircraft HAS</td>
<td></td>
<td>A</td>
</tr>
<tr>
<td>6-10</td>
<td>Az Zaqiziq Airfield Runway</td>
<td>4418</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Aircraft HAS</td>
<td></td>
<td>A</td>
</tr>
</tbody>
</table>

Table 2

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (CAS)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>NA</td>
<td>ARM Counter</td>
<td>2439</td>
<td>B</td>
</tr>
</tbody>
</table>

Table 3

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (BAI)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Pontoon Bridge</td>
<td>2738</td>
<td>B</td>
</tr>
<tr>
<td>3-4</td>
<td>AAA Battery</td>
<td>6331</td>
<td>D</td>
</tr>
<tr>
<td>6-7</td>
<td>Pontoon Bridge</td>
<td>3536</td>
<td>B</td>
</tr>
<tr>
<td>7-8</td>
<td>Pontoon Bridge</td>
<td>4532</td>
<td>B</td>
</tr>
<tr>
<td>9-10</td>
<td>Pontoon Bridge</td>
<td>5232</td>
<td>B</td>
</tr>
</tbody>
</table>

Scenario Conditions
- Date: 9 October 1973
- Time of Day: 16:00
- Detection Level: IAF: B EAF: B
- GCI Level: IAF: 8 EAF: 6
- Weather: Clear
- Open EAF Airfields: Cairo West [3103] (MiG-21F-13/Su-7/Su-20); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21MF/MiG-17); Kibrit [3536] (MiG-17); Beni Suef [0604] (MiG-21MF); Al Mansurah [5514] (MiG-21MF); Tanta-Birma [5103] (MiG-21PFM/MiG-5DE/Hunter); Quwaysina [4407] (MiG-17); Qaha [3509] (MiG-17); As Salihiyah [5026] (Su-7 Recon/Su-20/MiG-21R); Wadi Al Jandal [2922] (MiG-17); Hulwan [2312] (MiG-21F-13/MiG-17IL-28); Almaza [3012] (MiG-21F-13); Bilbays [3917] (MiG-21F-13/MiG-17/Su-7/L-29); Az Zaqiziq (MiG-21F-13)

IAF Order of Battle
Air Units
Select from 73 OOB once from Table A, twice from Table B, and once from Table C

Ground Units
AAA Points: 18 [see 14.11]
Hawk Battalions (5) [4049, 1843, (5537 or 5139), (3742 or 2943 or 3443), 4339]
EWR (1) Hex 1845
IDF Ground Forces: ARM (1) [2240]

IAF Pilot Quality: Mirage III/Nesher units: Ace; other units: Veteran

EAF Order of Battle
Air Units
Select from 73 OOB Table D

Ground Units
SAM Battalions: 34 (set up 22 located) (24xSA-2/10xSA-3) (10 SA-2 Battalions are D/F models) + 6 SA-6 (hidden)
Dummy SAMs: 10
EWR: 2
AAA Points: 40 [see 14.11]
Fire Can: 5
Gun Dish: 5 (place stacked with any ground unit counter [see 14.51])
Ground Forces: INF (5) [2637, 3636, 4533, 5233, 6232]
MECH (2) [2638, 4532] ARM (1) [2439]

EAF Pilot Quality: No.26 Sqn MiG-21 and Hunter Veteran; other units: Regular

Scenario Special Rules
1. The EAF player rolls on Early Warning Table. Both maps are in play.
2. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect.
3. SAM Box Defense Zone active: EAF player must set up 10x SA-2, 5x SA-3, and 3x SA-6 non-dummy SAMs within the SAM box.
4. The EAF player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
5. IAF flights may enter on any North or East map border hex.
6. Egyptian ARM unit is moving South along road to Ras Sudr [27.1].

Victory Conditions
Standard Victory conditions apply [28.8].
EV18 (YK/R5): Holding the Line

Scenario YK/R5: Scenario by Terry Simo

Background
On 10 October, the Egyptians began to move their mobile SA-6 SAM systems across the Suez Canal. The next two days saw the IAF continue to fly ABA missions attempting to neutralize the Egyptian air defense forces while continuing to attack ground units of the Egyptian bridgehead as well as missile and radar sites. The Egyptians had been holding back some of their aircraft after their earlier attacks and now resumed strikes in the Sinai attacking Israeli ground forces as well as headquarters and radar sites. Losses continued to be heavy for each side as MiGs and the Egyptian air defenses shot down Israeli aircraft and Israeli fighter aircraft along with HAWK SAMs took their toll on the Egyptian Air Force.

Targets
The IAF player rolls once for an Air Base Attack (ABA) mission on Table 1 and rolls twice for a Battlefield Air Interdiction (BAI) missions on Table 2 (duplicate rolls mean double strike on same target).

Table 1

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Al Mansurah</td>
<td>5514</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Airfield Runway</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Aircraft HAS</td>
<td></td>
<td>A</td>
</tr>
<tr>
<td>6-10</td>
<td>Tanta-Birma</td>
<td>5103</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Airfield Runway</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Control Tower</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Aircraft HAS</td>
<td></td>
<td>A</td>
</tr>
</tbody>
</table>

Table 2

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Truck Convoy (MECH)</td>
<td>4526</td>
<td>D</td>
</tr>
<tr>
<td>3-4</td>
<td>Infantry (INF)</td>
<td>4433</td>
<td>D</td>
</tr>
<tr>
<td>6-7</td>
<td>Infantry (INF)</td>
<td>5233</td>
<td>D</td>
</tr>
<tr>
<td>7-8</td>
<td>SAM site within 5 hexes of Suez Canal</td>
<td>—</td>
<td>D</td>
</tr>
<tr>
<td>9-10</td>
<td>Infantry (INF)</td>
<td>4134</td>
<td>D</td>
</tr>
</tbody>
</table>

The EAF player rolls twice on the target list below (duplicate rolls mean double strike on same target)

Table 2

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Armor (ARM) counter</td>
<td>4436</td>
<td>B</td>
</tr>
<tr>
<td>3-4</td>
<td>Armor (ARM) counter</td>
<td>5136</td>
<td>B</td>
</tr>
<tr>
<td>5</td>
<td>El Tasa Military Camp</td>
<td>4339</td>
<td>D</td>
</tr>
<tr>
<td></td>
<td>HAWK Battery</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6-7</td>
<td>Um Kusheiba Military HQ</td>
<td>3748</td>
<td>D</td>
</tr>
<tr>
<td>8</td>
<td>Mechanized (MECH) counter</td>
<td>2240</td>
<td>C</td>
</tr>
<tr>
<td>9-10</td>
<td>EWR Station</td>
<td>1845</td>
<td>D</td>
</tr>
</tbody>
</table>

Scenario Conditions
- Date: 11-12 October 1973
- Time of Day: 13:00
- Detection Level: IAF: B EAF: B
- GCI Level: IAF: 8 EAF: 6
- Weather: Clear
- Open EAF Airfields: Cairo West [3103] (MiG-21F-13/Su-7/Su-20); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21MF/MiG-17); Kibrit [3536] (MiG-17); Beni Suef [0604] (MiG-21MF); Al Mansurah [5514] (MiG-21MF); Tanta-Birma [5103] (MiG-21PFM/Mirage5DE/Hunter); Quwaysina [4407] (MiG-17); Qaha [3509] (MiG-17); As Salihiyah [5026] (Su-7 Recon/Su-20/MiG-21R); Wadi Al Jandal [2922] (MiG-17); Hulwan [2312] (MiG-21F-13/MiG-17/IL-28); Almaza [3012] (MiG-21F-13); Bilbays [3917] (MiG-21F-13/MiG-17/Su-7/L-29); Az Zaqaziq (MiG-21F-13)
IAF Order of Battle

**Air Units**
Select from 73 OOB once from Table A, twice from Table B, and once from Table C
Dummy Flights: None

**Ground Units**
- AAA Points: 18 [see 14.11]
- Hawk Battalions (5) [1843, 4049 (5537 or 5139), (3742 or 2943 or 3443), 4339]
- EWR: 1 as per target array
Ground Forces: 3 as per target array

**IAF Pilot Quality:** Mirage III/Nesher units: Ace; Other units: Veteran

EAF Order of Battle

**Air Units**
Select from 73 OOB: once from Table D, and twice from Table E
Dummy Flights: 1

**Ground Units**
- SAM Battalions: 34 (set up 22 located) (24xSA-2/10xSA-3) (10 SA-2 Battalions are D/F models) + 6 SA-6 (hidden)
- Dummy SAMs: 10
- EWR: 2
- AAA Points: 40 [see 14.11]
- Fire Can: 6
- Gun Dish: 5 (place stacked with any ground unit counter [see 14.51])
Ground Forces: INF (5) [2638, 4134, 4433, 4533, 5233] MECH (2) [3038, 4526] ARM (2) [4135, 4535]

**EAF Pilot Quality:** No.26 Sqn MiG-21 and Mirage/Hunter Veteran; Other units: Regular

Scenario Special Rules

1. The EAF player rolls on Early Warning Table. Both maps are in play.
2. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect.
3. SAM Box Defense Zone active: EAF player must set up 10x SA-2, 5x SA-3, and 3x SA-6 non-dummy SAMs within the SAM box.
4. The EAF player must set up 3x SA-6 hidden on the east side of Suez Canal located with a ground forces unit.
5. The EAF player may designate 1x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
6. The EAF player may plot one Safe Passage Corridor [15.53].
7. IAF flights may enter on any North or East map border hex.
8. IAF flights may use EOGB ordnance [17.35].
10. Egyptian Truck Convoy in 4526 is moving East along road [27.1].

Victory Conditions
Standard Victory conditions apply [28.8]. The EAF player scores double VPs for each IAF aircraft shot down.
EV19 (YK/R6): Egyptian Air Force Day

Scenario YK/R6: Scenario by Terry Simo

Background
Egyptian Air Force strikes against Israeli targets in the occupied Sinai Peninsula on the first day of the October War in 1973 made a massive contribution to Arab successes during the early part of the conflict. In Egypt itself, these attacks are seen as the key to what the Arabs regard as a victorious struggle. That much is well known and is also recognized outside the Middle East. But there was plenty of air action throughout the rest of the October War during which the Egyptians and their Syrian allies are generally considered to have achieved much less. Details of these later operations were not made public until recently, yet one particular clash was sufficiently important for the Egyptian government to change the country’s “Air Force Day” from November 2 to October 14, to commemorate what the EAF proudly recalls as the “Mansurah Air Battle”.

At dawn on 14 October, the ninth day of the war, nine armored brigades of the Egyptian 2nd and 3rd Armies launched an offensive in an attempt to expand their existing bridgeheads on the eastern side of the Suez Canal. This was supported by MiG-17s, Su-7s, swing-wing Su-20s and Mirages operating from bases west of the Canal and in the Nile Delta. These in turn were given cover by MiG-21s of the 104th Air Wing, most of which were based at the Al Mansurah.

In response, the Israeli Air Force tried—for the fourth time—to destroy the 104th Air Wing based at Al Mansurah and thus regain the air supremacy it had previously enjoyed in June 1967.

Targets
The IAF player sends a strike to each target.

<table>
<thead>
<tr>
<th>Target (ABA)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>Al Mansurah</td>
<td>5514</td>
<td>C</td>
</tr>
<tr>
<td>Control Tower</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Aircraft HAS</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>Tanta-Birma</td>
<td>5103</td>
<td>C</td>
</tr>
<tr>
<td>Control Tower</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Aircraft HAS</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>As Salihiyah</td>
<td>5026</td>
<td>C</td>
</tr>
<tr>
<td>Control Tower</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Aircraft HAS</td>
<td>A</td>
<td></td>
</tr>
</tbody>
</table>

Scenario Conditions
- **Date:** 14 October 1973
- **Time of Day:** 15:15
- **Detection Level:** IAF: B EAF: B
- **GCI Level:** IAF: 9 EAF: 8
- **Weather:** Clear

IAF Order of Battle

Air Units
- Select from 73 OOB three times from Table A
- Dummy Flights: None

Ground Units
- AAA Points: None
- Hawk Battalions: None
- EWR: None
- Ground Forces: None

EAF Order of Battle

Air Units
- Select from 73 OOB Table D with Tanta-Birma and Al Mansurah automatically getting a 2nd CAP available with no DR required
- Dummy Flights: 2

Ground Units
- SAM Battalions: 24 (set up 14 located) (16xSA-2/6xSA-3/2xSA-6) (6 SA-2 Battalions are D/F models)
- Dummy SAMs: 5
- EWR: 2
- AAA Points: 28 [see 14.11]
- Fire Can: 4
- Ground Forces: None

EAF Pilot Quality:
- No.26 Sqn MiG-21 and Hunter Veteran; Other units: Regular

Scenario Special Rules
1. The EAF player rolls on Early Warning Table. Only the North map is in play.
2. Airbase Defense Zone SAM set up rules are in effect.
3. SAM Box Defense Zone active from hexes 4027 to 5227 to 5214 to 4014: the EAF player must set up 6x SA-2, 3x SA-3, and 2x SA-6 non-dummy SAMs within the SAM box.
4. The EAF player may designate 1 x MiG-21 flight at Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
5. IAF flights must enter and exit on any North map border hex.
6. IAF flights may use EOGB ordnance (Walleye) [17.35].
7. Roll D10 for Contrast Conditions: 1-7 Good Contrast, 8-10 Poor Contrast.

Victory Conditions
Standard Victory conditions apply [28.8].
The EAF player rolls three times for target (duplicate rolls mean double or triple strike on target).

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (BAI) EAF Raid</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>INF counter</td>
<td>4032</td>
<td>D</td>
</tr>
<tr>
<td>3-4</td>
<td>Pontoon Bridge</td>
<td>4033</td>
<td>B</td>
</tr>
<tr>
<td>5-6</td>
<td>ARM counter</td>
<td>3934</td>
<td>B</td>
</tr>
<tr>
<td>7-8</td>
<td>ARM counter</td>
<td>4031</td>
<td>B</td>
</tr>
<tr>
<td>9-10</td>
<td>MECH counter</td>
<td>4132</td>
<td>C</td>
</tr>
</tbody>
</table>

**Scenario Conditions**
- **Date:** 16 October 1973
- **Time of Day:** 15:00
- **Detection Level:** IAF: B EAF: B
- **GCI Level:** IAF: 6 EAF: 4
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West [3103] (MiG-21F-13/Su-7/Su-20); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21MF/MiG-17); Kibrit [3536] (MiG-17); Beni Suef [0604] (MiG-21MF); Al Mansurah [5514] (MiG-21MF); Tanta-Birma [5103] (MiG-21PF/Mirage 5DE/Hunter); Quwaysina [4407] (MiG-17); Qaha [3509] (MiG-17); As Salhiyah [5026] (Su-7 Recon/Su-20/MiG-21R); Wadi Al Jandal [2922] (MiG-17); Hulwan [2312] (MiG-21F-13/MiG-17/IL-28); Almaza [3012] (MiG-21F-13); Bilbays [3917] (MiG-21F-13/MiG-17/Su-7/L-29); Az Zaqaziq (MiG-21F-13)

**IAF Order of Battle**

**Air Units**
- Select from 73 OOB: once time from Table B, and twice from Table C
- Dummy Flights: None

**Ground Units**
- AAA Points: 16 [see 14.11]
- Hawk Battalions: (5) [1843, (5537 or 5139), (3742 or 2943 or 3443), 4049, 4339]
- EWR: 1
- Ground Forces (4) as per target array

**IAF Pilot Quality:** Mirage III/Nesher units: Ace; Other units: Veteran
**Elusive Victory ~ Scenario Book**

**EAF Order of Battle**

**Air Units**
Select from 73 OOB Table E three times

**Dummy Flights:** 0

**Ground Units**

**SAM Battalions:** 29 (set up 20 located) (21xSA-2/8xSA-3) (8 SA-2 Battalions are D/F models) + 3 SA-6 (hidden)

**Dummy SAMs:** 8

**EWR:** 1

**AAA Points:** 35 [see 14.11]

**Fire Can:** 4

**Gun Dish:** 1 (place stacked with any ground unit counter [see 14.51])

**Ground Forces:** (2) as per target array

**EAF Pilot Quality:** No.26 Sqn MiG-21 and Mirage/Hunter Veteran; Other units: Regular

**Scenario Special Rules**

1. Cairo Defense Zone and Airbase Defense Zone SAM set up rules in effect. Both maps are in play.

2. SAM Box Defense Zone active: the EAF player must set up 10 x SA-2, 5x SA-3, and 3x SA-6 non-dummy SAMs within the SAM box.

3. The Egyptian player may not set up any SAMs within 3 hexes of 4031.

4. The EAF player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.

5. The EAF player automatically gets 2x {4} L-29 as its Bombing Task flights if the target DR is a 1-2. Roll normally for Close Escort and Recon Tasks on Table E. If a subsequent DR on the target array is a 1-2 than the EAF player will roll normally on Table E.

6. Egyptian ground forces are considered moving for Gundish modifiers.

7. The EAF may plot up to two Safe Passage Corridors [15.53].

8. The IAF player sets up half of his Table C allotment airborne in hex 3934 at MED altitude. The rest of the Table C allotments launch from Refidim on turn 1.

9. IAF BAI mission enters along East map border on turn 1.

10. The IAF player must set up a total of 6 pts of AAA on and/or adjacent to hex 4032.

11. The IAF player may check to have EOGB ordnance (Maverick); roll D10 on 1-5 Maverick available [17.35].

12. Roll D10 for Contrast Conditions: 1-7 Good Contrast, 8-10 Poor Contrast.

**Victory Conditions**
Standard Victory conditions apply [28.8].

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**EV21 (YK/R8): Desperate Defense**

*Scenario YK/R8: Scenario by Terry Simo*

**Background**

On October 18, the IAF initiated a five-day series of defense suppression raids to hit Egyptian missile sites all along the Suez Canal, from Port Said to the Gulf of Suez. Working in conjunction with the ground forces, these efforts severely damaged the Egyptian air defense network. While Israeli army units hit SAM sites with artillery and tank fire, and captured many intact, the IAF plastered others with bombs and guided missiles. Shrike antiradar missiles were used with good effect, and the IAF also used recently introduced ECM systems to suppress surviving radar sites.

**Targets**

The IAF player rolls twice to determine target area and must strike any allowable target within 4 hexes of target area. If played as a campaign roll each day for target area; damage is persistent for each campaign day. 5 total mission days are flown. If any target area has all available targets destroyed then the IAF player may re-roll a new target location.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (BAI)</th>
<th>Hex</th>
<th>Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Port Said</td>
<td>6331</td>
<td>C</td>
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<tr>
<td></td>
<td>AAA Sites</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Ground Forces</td>
<td></td>
<td>D</td>
</tr>
<tr>
<td>3</td>
<td>Qantarah</td>
<td>5232</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>AAA Sites</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Ground Forces</td>
<td></td>
<td>C or D</td>
</tr>
<tr>
<td>4-5</td>
<td>Al Ismailiyah</td>
<td>6331</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>AAA Sites</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Ground Forces</td>
<td></td>
<td>B or D</td>
</tr>
<tr>
<td>6-7</td>
<td>Abu Suwayr</td>
<td>4427</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>AAA Sites</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Ground Forces</td>
<td></td>
<td>B</td>
</tr>
<tr>
<td>8-9</td>
<td>Suez</td>
<td>2737</td>
<td>C</td>
</tr>
<tr>
<td></td>
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<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Ground Forces</td>
<td></td>
<td>D</td>
</tr>
<tr>
<td>10</td>
<td>As Salihiyah</td>
<td>5026</td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>AAA Sites</td>
<td></td>
<td>C</td>
</tr>
<tr>
<td></td>
<td>Ground Forces</td>
<td></td>
<td>D</td>
</tr>
</tbody>
</table>
Scenario Conditions

- **Date:** 18-22 October 1973
- **Time of Day:** 10:00
- **Detection Level:** IAF: B EAF: C
- **GCI Level:** IAF: 7 EAF: 6
- **Weather:** Clear
- **Open EAF Airfields:** Cairo West (MiG-21F-13/Su-20); Abu Suwayr (MiG-21F-13/PF); Inshas (MiG-21MF); Beni Suef (MiG-21MF); Al Mansurah (MiG-21MF); Tanta-Birma (MiG-21PFM); Hulwan (MiG-21F-13); Bilbays (MiG-21F-13); Az Zaqaziq (MiG-21F-13)

IAF Order of Battle

**Air Units**
Select from 73 OOB twice from Table B and once from Table C. Add 1x {2} F-4E SEAD to the mission.

Dummy Flights: None

**Ground Units**

- AAA Points: 16 [see 14.11]
- Hawk Battalions: (5) [1843, (5537 or 5139), (3742 or 2943 or 3443), 4049, 4339]
- EWR: 1
- Ground Forces: INF (1) [4032]; ARM (2) [3934, 4031]; MECH (1) [4132]

**IAF Pilot Quality:** Mirage III/Nesher units: Ace; Other units: Veteran

EAF Order of Battle

**Air Units**
Select from 73 OOB Table D

Dummy Flights: 0

**Ground Units**

- SAM Battalions: 32 (set up 20 located) (21xSA-2/8xSA-3/3xSA-6) (8 SA-2 Battalions are D/F models)
- Dummy SAMs: 8
- EWR: 1
- AAA Points: 30 [see 14.11]
- Fire Can: 4
- Gun Dish: 4 (place stacked with any ground unit counter [see 14.51])
- Ground Forces: ARM (2) [4331, 4533]; INF (4) [2738, 4833, 5233, 6232]; MECH (2) [5028, 5132] (5028 unit is Truck Convoy)

**EAF Pilot Quality:** All Units: Regular; No.26 Sqn MiG-21 Veteran

Scenario Special Rules

1. The EAF player rolls on Early Warning Table. Both maps are in play.
2. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect.
3. SAM Box Defense Zone active: the EAF player must set up 9x SA-2, 4x SA-3, and 2x SA-6 non-dummy SAMs within the SAM box.
4. Each EAF-defended target area must have 3 non-dummy SAMs deployed within 3 hexes as per SSR#2. These SAMs must start located.
5. The EAF player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
6. IAF BAI missions enter along East or North map border.
7. The IAF player must set up a total of 6 pts of AAA on and/or adjacent to hex 4032.
8. The IAF player may use EOGB ordnance (Walleye I and Maverick) [17.35].
9. Roll D10 for Contrast Conditions: 1-7 Good Contrast, 8-10 Poor Contrast.
10. The IAF player gains 1 additional off-map standoff jammer (total 3 for scenario).

Victory Conditions

Standard Victory conditions apply [28.8].

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EV22 (YK/R9): Closing the Noose

Scenario YK/R9: Scenario by Terry Simo

Background
On 22 October the U.N. Security Council met and passed Resolution 338, calling for a cease-fire for sundown that evening. In the meantime, Israeli armored columns advanced in all areas to occupy as much terrain as possible before sundown. The IAF flew more than 500 sorties, repeatedly bombing ground targets along the Canal and flying close air support missions for the noose being applied around the trapped Egyptian 3rd Army on the east bank of the Canal. The EAF tried to stop this advance with their fighter-bombers.

Targets
The IAF player rolls twice to determine target area and must strike any allowable target within 4 hexes of target area or the specific target if listed. Re-roll duplicate targets.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (BAI/CAS)</th>
<th>Hex Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>3rd Army ARM counter</td>
<td>4534 B</td>
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<td>3-4</td>
<td>3rd Army MECH counter</td>
<td>4331 C</td>
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<tr>
<td>5-6</td>
<td>Al Ismailiyah SAM Sites</td>
<td>4531 C</td>
</tr>
<tr>
<td></td>
<td>AAA Sites</td>
<td>C</td>
</tr>
<tr>
<td>7-8</td>
<td>Abu Suwayr SAM Sites</td>
<td>4427 C</td>
</tr>
<tr>
<td></td>
<td>AAA Sites</td>
<td>C</td>
</tr>
<tr>
<td>9-10</td>
<td>3rd Army ARM counter</td>
<td>3338 B</td>
</tr>
</tbody>
</table>

EAF player rolls twice to determine target area. Re-roll duplicate targets.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Target (CAS)</th>
<th>Hex Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>INF counter</td>
<td>4032 D</td>
</tr>
<tr>
<td>3-4</td>
<td>ARM counter</td>
<td>4231 B</td>
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<tr>
<td>5-6</td>
<td>ARM counter</td>
<td>3731 B</td>
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<tr>
<td>7-8</td>
<td>ARM counter</td>
<td>2937 B</td>
</tr>
<tr>
<td>9-10</td>
<td>MECH counter</td>
<td>3536 C</td>
</tr>
</tbody>
</table>

Scenario Conditions
- Date: 22 October 1973
- Time of Day: 09:00
- Detection Level: IAF: B EAF: D
- GCI Level: IAF: 7 EAF: 6
- Weather: Clear

Open EAF Airfields: Cairo West [3103] (MiG-21F-13/Su-7/Su-20); Abu Suwayr [4427] (MiG-21F-13 or PF); Inshas [3714] (MiG-21MF/MiG-17); Beni Suef [0604] (MiG-21MF); Al Mansurah [5514] (MiG-21MF); Tanta-Birma [5103] (MiG-21PFM/Mirage5DE/Hunter); Quwaysina [4407] (MiG-17); Qaha [3509] (MiG-17); As Salihiyah [5026] (Su-7 Recon/Su-20/MiG-21R); Wadi Al Jandal [2922] (MiG-17); Hulwan [2312] (MiG-21F-13/MiG-17/IL-28); Almaza [3012] (MiG-21F-13); Bilhays [3917] (MiG-21F-13/MiG-17/Su-7/L-29); Az Zaqaziq (MiG-21F-13)

IAF Order of Battle

Air Units
Select from 73 OOB twice from Table B and once from Table C.

Dummy Flights: None

Ground Units
- AAA Points: 25 [see 14.11]
- Hawk Battalions: (5) [1843, (5537 or 5139), (3742 or 2943 or 3443), 4049, 4339]
- EWR: 2

Ground Forces: (5) as per target array

IAF Pilot Quality: Mirage III/Nesher units: Ace; Other units: Veteran
EAF Order of Battle

Air Units
Select from 73 OOB: once from Table D and twice from Table E
Dummy Flights: 0

Ground Units
SAM Battalions: 25 (set up 16 located) (17xSA-2/6xSA-3/2xSA-6) (6 SA-2 Battalions are D/F models)
Dummy SAMs: 8
EWR: 0
AAA Points: 30 [see 14.11]
Fire Can: 3
Gun Dish: 1 (place stacked with any ground unit counter [see 14.51])
Ground Forces (4) INF [2738] other 3 as per target array

EAF Pilot Quality: No.26 Sqn MiG-21 and Mirage/Hunter: Veteran; Other units: Regular

Scenario Special Rules
1. The EAF player rolls on Early Warning Table. Both maps are in play.
2. Cairo Defense Zone and Airbase Defense Zone SAM set up rules are in effect. Additionally, no SAMs/AAA may be set up East of xx26 hexes unless they are North of the 45xx column.
3. SAM Box Defense Zone active: the EAF player must set up 8x SA-2, 3x SA-3, and 2x SA-6 non-dummy SAMs within the SAM box.
4. The EAF player must use 2x {4} L-29 as the Bombing Tasked flight if the target DR is a 1-2 or 3-4. Roll normally for Close Escort and Recon Tasked flights on Table E for this raid.
5. Only one EAF ground unit has Gundish capability. Record this secretly.
6. The EAF player may designate 1 x MiG-21 flight at either Abu Suwayr or Al Mansurah as a No. 26 Sqn Black Raven flight with Veteran quality.
7. The EAF player may plot one Safe Passage Corridor [15.53].
8. The IAF player must set up 12 pts of AAA within 5 hexes of hex 4032 but not w/i any legal EAF setup hex (SSR #2).
9. The IAF player may use EOGB ordnance (Walleye I and Maverick) [17.35].
10. Roll D10 for Contrast Conditions: 1-7 Good Contrast, 8-10 Poor Contrast.

Victory Conditions
Standard Victory conditions apply [28.8].
ELUSIVE VICTORY

IMPORTANT DATES

This is a summary of date-related rules and notes that appear in the rules, ADCs and scenarios.

1967

June
Anti-Runway Bombs called Runway Dibbers available for IAF [IAF ADC]
SA-2B is only SAM type available for Egyptians [Scenario EV1]

December
Captured R-3S IRM available for IAF [IAF ADC]

1969

April
AIM-9B Sidewinder IRM available for IAF [Scenario EV6]
HAWK SAM system available for IAF [Scenario EV6]

July
Shafrir II IRM available for IAF [Scenario EV9]
A-4E/H aircraft available for IAF [Scenario EV10]

1970

January
Availability of No.26 Black Raven Sqn Veteran Skill for EAF [Scenario EV11]
F-4E aircraft type, AIM-7E, AIM-9D available for IAF [Scenario EV11]

July
SA-2D/F and SA-3 SAM types available for Egyptians [Scenario EV12]
Electronic Warfare Pods available for Israelis [Scenario EV12]
MiG-21MF available for EAF [Scenario EV13]
Shrike ARM available for IAF [Available but not used until Scenario EV15]

1973

October
Runway Dibber bombs available for EAF [Scenario EV14]
AS-5 Kelt ASM available for EAF [Scenario EV14]
Gun Dish/SA-7 capability for Egyptians [EV14]
SA-6 SAM system available for Egyptians [EV14]
Walleye I EOGB available for IAF [EV15]
Maverick EOGB available for IAF [EV20]
EGYPTIAN DEFENSE ZONES

The Egyptian player has 3 different SAM Defense Zones that may be activated during a scenario. The scenario SSRs will list which zone is active for the entire scenario. SAMs placed in one zone may also count for the requirements of another zone.

EXAMPLE: An SA-2 placed in hex 3315 could count towards the requirements of both the Cairo Defense Zone and SAM Box Defense Zone.

CAIRO DEFENSE ZONE (CDZ)
6 non-dummy SAMs from the scenario’s Order of Battle must be deployed within 6 hexes of 3010 (Cairo) in legal set up hexes. This range becomes 5 hexes for scenarios set in 1973. CDZ must include 4 x SA-2s and 2 x SA-3s in 1973.

AIRBASE DEFENSE ZONE (ADZ)
SAM/AAA units must be deployed within 3 hexes of an active EAF airfield or urban hex. No more than 3 non-dummy SAMs may be set up within this radius to any active EAF airfield or urban hex.

SAM BOX DEFENSE ZONE (SBDZ)
SAMs allocated to the SBDZ must be set up within the following grid: Hexes 3027 to 5227 to 5214 to 3014. The red lines on the map signify the boundary of the SAM Box. SAM sites may be set up anywhere on a road hex within the SAM BOX.