



# MICRO ARMOUR® : The Game - Modern

## Sword of Allah!

The Battle of Susangerd - January, 16th 1981

On September 22, 1980, The Iran-Iraq war began when five Iraqi divisions crossed the Iranian border on a four hundred-mile front in the face of fierce, but disorganized Iranian resistance. The Iraqi attack plan quickly became apparent. The invasion was not aimed at the total destruction of Iran, but at the occupation of specific areas as part of a strictly "limited" conflict. The main axis of advance was made in Khuzestan aimed at separating the Shatt al-Arab waterway from the rest of country. A second (Central) thrust was aimed at "Mehran-Qasr e Shirin" and a third (Northern) one at Penjwin. But these were no more than secondary and supportive of the main effort, although they had important objectives of their own. The central thrust was concerned with the occupation of the traditional Tehran-Baghdad invasion route.

Baghdad, it should be noted, stands a mere eighty miles from the Iranian border. Blocking this route would protect Baghdad from Iranian counter-attack. The northern advance was aimed at establishing strong defensive positions



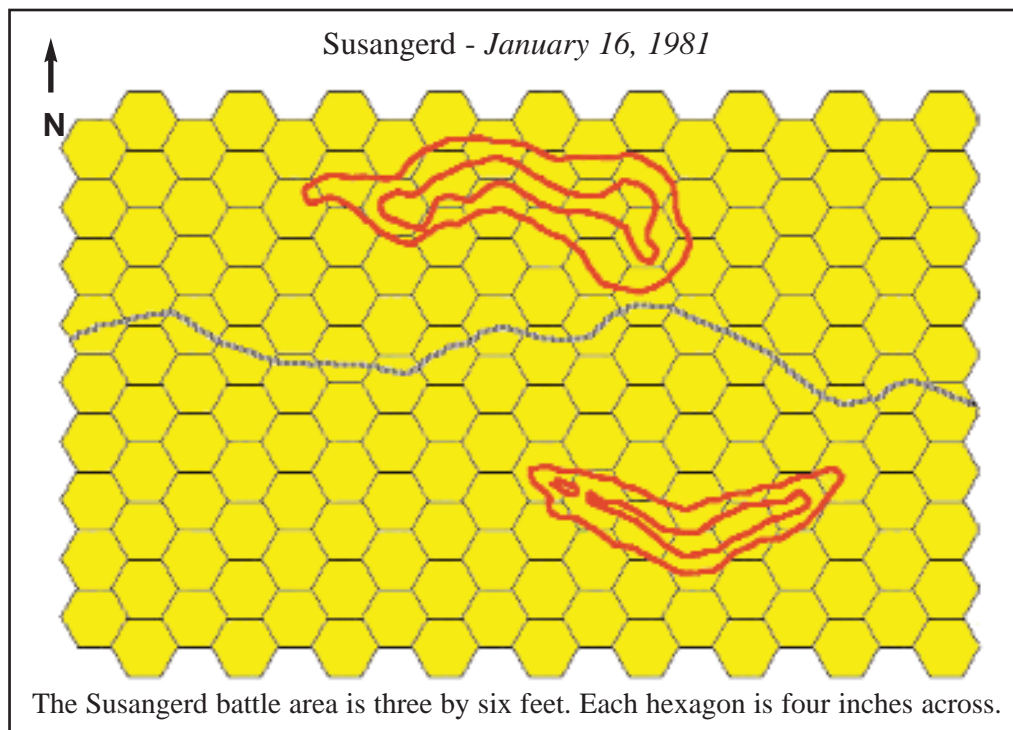
opposite Sulayminiyah to protect the Kirkuk oil complex. Within two weeks, however, the Iraqi "Blitzkrieg" ground to a halt and the war took on the form it would keep for the next nine years.

In January of 1981, the Iranians made a serious attempt at an armored breakthrough. One of their armored divisions drove deep into Iraqi lines as far as Hoveyzeh. In a few days, however, this division was destroyed in one of the largest tank battles of the war

near Susangerd. Iranian losses ran to one hundred M-60 and Chieftain tanks destroyed compared with fifty Iraqi T-62's. The fact that an additional one-hundred-fifty Iranian tanks were captured graphically illustrates the shoddy maintenance procedures practiced by both sides. Had the Iranians held the ground after the fighting, large numbers of Iraqi vehicles would have been captured. Susangerd was an enormous ambush. The Iraqi's basically lured the Iranians into a three-sided "box" and sprang the trap! After that, the battle consisted of the Iranians desperate efforts to fight their way out.

## TERRAIN SUGGESTIONS:

"Mixed" Desert with one "Poor" road running East-to-West.



# Sword of Allah - Susangard, 1981

## Iran



Generation II  
Cohesion  
**13**

14th, 15th, and 16th Armored Regiments, 7th Armored Division (-),  
General Ibrahim Abdul Sattar (Commanding)

1st Wave : Enter East edge of the battle area on turn one (1).

**[Break Point: 54]**

Brigade Headquarters: 1 x TL2 Infantry(B) GHQ-1/M577,  
2 x BMP-1[R], 2 x Scorpion/75[R]

Armored Battalion: 1 x M60A1 (HQ), 9 x M60A1

Armored Battalion: 8 x M60A1

Armored Battalion: 7 x M60A1

2nd Wave: Enter East edge of the battle area on turn one (2).

**[Break Point: 56]**

Brigade Headquarters: 1 x TL2 Infantry(B) GHQ/M577,  
2 x BMP-1[R], 1 x Scorpion/75[R],  
3 x AH-1G "Cobra"

Armored Battalion: 1 x Chieftain Mk5 (HQ),  
8 x Chieftain Mk5

Armored Battalion: 6 x Chieftain Mk 5

Armored Battalion: 1 x Chieftain Mk5 (HQ),  
6 x Chieftain Mk 5

Air Support: 2 x F-5E -

Ordinance Load: 6 / 8 (4) (PRE-PLANNED)

### SPECIAL RULES:

- 1) Regardless of actual "Tech Level", no Iranian stand may have a "Tech Level" greater than two (2).
- 2) All Iranian ground forces must move at maximum speed in a westerly direction in turns one through five.
- 3) The Iranian player is not required to make "Cohesion" die-rolls for movement until turn six (6).

## IRANIAN VICTORY CONDITIONS:

Marginal: Prevent one Iranian wave "Breaking" before the end of the game.

Tactical: Prevent both Iranian waves' "Breaking" before the end of the game.

Decisive: "Break" one Iraqi "Force" before the end of the game.

## SCENARIO LENGTH: 20 TURNS

## IRAQI VICTORY CONDITIONS:

Marginal: "Break" both Iranian waves by the end of the game.

Tactical: "Break" both Iranian waves by the end of turn 15.

Decisive: "Break" both Iranian waves by the end of turn 15 and prevent any Iraqi force from "Breaking".

## Iraq



Generation II  
Cohesion  
**14**

5th, 10th, and 13th Armored Brigades (+), 7th Armored Division

Blocking Force: Enter West edge of the battle area on turn five (5).

**[Break Point: 76]**

Division Headquarters: 1 x TL2 Infantry(A) GHQ+1/BTR-60P,  
3 x PT-76[R], 4 x Mi-24 "Hind-A"

Tank Regiment: 1 x T-62A (HQ), 7 x T-62A

Tank Regiment: 1 x AM X 30 (HQ), 6 x AM X 30

Tank Regiment: 1 x T-55A (HQ), 8 x T-55A

Artillery Battalion: 3 x 122mm D-30(3) (OFF MAP)

Air Support: 3 x MiG-21 -

Ordinance Load: 8 / 9 (2) (PRE-PLANNED)

Maneuver Force "A": Enter North edge of the battle area on  
turn five (5).

**[Break Point: 40]**

Tank Regiment: 1 x T-62A (GHQ-1), 8 x T-62A

Tank Regiment: 1 x T-55A (HQ), 9 x T-55A

Maneuver Force "B": Enter South edge of the battle area on  
turn one (6).

**[Break Point: 38]**

Tank Regiment: 1 x T-62A (GHQ-1), 9 x T-62A

Tank Regiment: 8 x T-55A

### SPECIAL RULES:

- 1) Regardless of actual "Tech Level", no Iraqi stand may have a "Tech Level" greater than two (2).
- 2) Due to recent torrential rains, all non-aircraft stands' movement rates have been reduced. The weapons stats reflect this.

