



MICRO ARMOUR® : The Game - Modern

Crossing Jordan

The Battle for Galilee - 7 October 1973

"In many ways, the battle for the Golan Heights mirrored the US Army's image of how it would have to fight a war in Central Europe. American doctrinaires viewed the all-out assault model of Syria, a Soviet client, as a reflection of Soviet doctrine. For that reason Americans drew lessons more easily from the attack on the Golan Heights than from the action on the Suez front, where the Egyptians conducted a deliberate attack, with limited objectives -- a mode of attack considered by some as uncharacteristic of Soviet doctrine..."

(T)he 1973 battle for the Golan Heights became the model for the US Army's doctrine of Active Defense. This doctrine integrated concepts of maneuver, firepower, and command and control, with special emphasis on combined arms tactics. But at its heart was still the notion that the tank was still the best anti-tank weapon..."

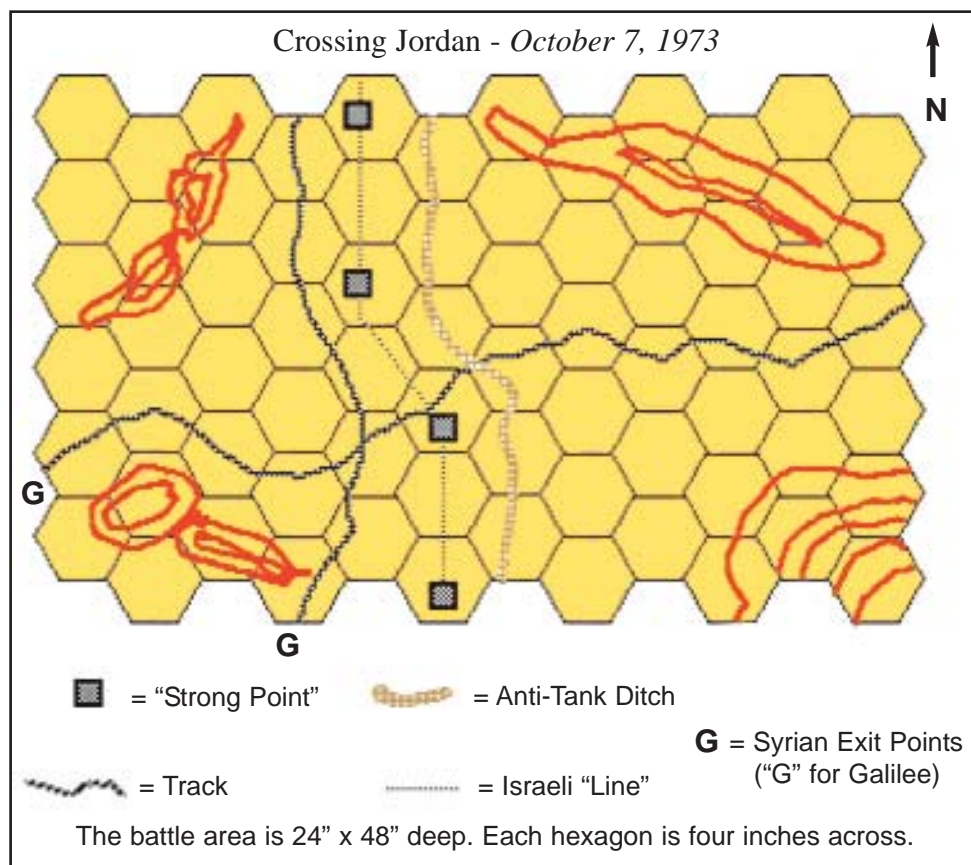
- Major George E. Knapp - *Anti-Armor Operations, Combined Arms in Battle Since 1939*
US Army Command and General Staff College
Press, Fort Leavenworth, Kansas, 1992

TERRAIN SUGGESTIONS:


- 1) The playing area is "Mixed" Desert with one "Track" running East-to-West and one running North-to-South.
- 2) "Strong Points" may contain one infantry stand each and are considered "Heavy" Improved Positions.


SPECIAL RULES FOR BOTH SIDES:

- 1) The T-55 AVLB is a Bridging Tank. See Rule 10.07.06 for instructions as to how these are used.
- 2) See rule 10.06 "Anti-Tank Ditches" for instructions on how this terrain feature affects play.



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Israelis 	Generation III Cohesion 16
<p>"Barak Brigade" Task Force: <i>Deploy West of the front line in "Light" Improved Positions.</i></p> <p style="text-align: right;">[Break Point: 40]</p> <p>Task Force HQ: 1 x Centurion Mk13 (GHQ)</p> <p>Tank Battalion: 3 x Tank Co. @ 3 x Centurion Mk13 1 x Tank Co. @ 3 x M51 "Isherman"</p> <p>Mortar Battalion(-): 2 x 120mm M65/M113 Mortar(3)</p> <p>Garrison Company : <i>Deploy one stand in each of the four "Strongpoints".</i> 4 x <u>TL2</u> Support</p>	

Syrians 	Generation II Cohesion 13
<p>Armored Brigade Task Force/5th Armored Division: <i>Enter <u>East</u> edge of the battle area on turn one.</i></p> <p style="text-align: right;">[Break Point: 95]</p> <p>Brigade HQ: 1 x <u>TL2</u> Infantry(A) GHQ/BTR-50PK 3 x Tank Battalion @ 9 x T-62 1 x Engineer Company @ 2 x <u>TL2</u> Engineer/BTR-152, 1 x T-55 AVLB</p> <p>Artillery Regiment.: 2 x 122mm M38(3), 1 x 122mm D30(3), 3 x 152mm D20(3) (OFF MAP)</p> <p>Brigade Pursuit Force: <i>Enter East edge of the battle area on turn three.</i></p> <p style="text-align: right;">[Break Point: 98]</p> <p>Mechanized Btnn(+): 1 x <u>TL2</u> Infantry(A) GHQ/BMP-1 3 x Mechanized Company @ 3 x <u>TL2</u> Infantry(A)/BMP-1, 1 x 82mm M43(3)/BTR-50PK 1 x Engineer Company(+) @ 4 x <u>TL2</u> Engineer/BTR-152, 1 x T-55 AVLB</p>	

SCENARIO LENGTH: 20 TURNS

ISRAELI VICTORY CONDITIONS:
Prevent a Syrian Victory.

SYRIAN VICTORY CONDITIONS:
Exit nine (9) stands off the map at the points marked "G" by the end of turn twenty. These lead to the Jordan River bridges, Galilee, and Lake Tiberius, the ultimate Syrian objectives in the "Yom Kippur War".

