

# **Yom Kippur Scenario: 14 October, 1973 Egyptian Attack**

*by Al Sandrick*

## **4.7 The Egyptian Attack of 14 October 1973**

*After the battle on the Golan Front started going against Syria, great pressure was put on the Egyptians to launch an assault deeper into the Sinai to draw off IDF reinforcements from the Northern Front. The attack when it came was ill conceived, widely dispersed and quickly defeated.*

**First Turn:** 5

**Last Turn:** 6

### **Special rules:**

1. The Israeli player sets up first.
2. The Egyptian player has objective hexes listed under most deployment areas. Any Egyptian unit may occupy any Objective Hex. The objectives listed just highlight the historical objectives for units in those areas.
3. Use the Air Points from the Turn Record Track.
4. Do not bother rolling for cease-fires.

## **Israeli Information**

### **Dead Units:**

Static Units (1, 2)

Bar Lev Forts (Masrek, Nisan, Mafzeah, Botzer, Matzmd, Drora, Ktuba, Lakekan, Milano, Lhtznt, Lituf, Mfrkt, Nozel, Orkal, Purkan)

### **Set Up:**

**w/i 1 01.16:** Yairi Abn Bde (A, B, C)

**Between 03.xx and 22.xx (inclusive) and east of xx.14 (inclusive):**

Mend HQ, Mend Recon Bn, Barom Arm Bde (A, B), Shom Arm Bde (A, B), Rami Mech Bde (A, B), Arty Bdes (A, 1), Eng Bn (3),

**Between 23.xx and 33.xx (inclusive) and east of xx.20 (inclusive):**

Sharon HQ, Sharon Recon Bn, Ivan Recon Bn, Reshef Arm Bde (A, B), Raviv Arm Bde (A, B), Erez Arm Bde (A, B), Biro Mech Bde (A, B), 5 Arty Bn (Towed), Arty Bde (C, 2), Eng Bn (2)

**37.21:** Gonen Arm Bde (A)

**36.20:** Gonen Arm Bde (B)

**35.21:** Gonen Arm Bde (C)

**Between 34.xx and 39.xx (inclusive) and east of Artillery road (exclusive):** Artillery Bde (3)

**w/i 1 40.14:** Adan HQ, Adan Recon Bn, Nir Arm Bde (A, B), Amir Arm Bde (A, B), Karen Arm Bde (A, B), Baru Mech Bn, Yossi Abn TF, Yaya Abn TF, Arty Bde (B), Eng Bn (1)

**Between 38.xx and 48.xx and east of xx.20 (exclusive):** Pinchas Inf Bde (A, B), Fedale Mech Bde (A, B), Peled Mech Bde (A, B), Arty Bdes (D, 4)

**54.19:** Bar Lev Fort (Budapest), Alush Inf Bde (A)

50.17: Alush Inf Bde (C)

47.20: Alush Inf Bde (B)

w/i 3 22.04: South HQ, HaSini Recon Bn, Hawk Bn, Jeep Recon Co, Shakd Inf TF, Haruv Inf TF, Shun Inf TF, Schmk Inf TF, Rckt Arty Bn

Anywhere west of the Lateral Road (inclusive): Static Units (3, 4)

## Reinforcements:

### Turn 6:

Entry Area A, B or C: Berg Mech Bde (A, B), Revel Mech Bde (A, B)

## Note

The following Israeli Units are not used in this scenario: 23 Abn Bde (A, B, C), Matt Abn Bde (A, B, C), Chert Mech Inf Bde (A, B), Arty Bde (E)

## Egyptian Information

Tank Replacement Steps Available: 1

Dead Units: None

## Set Up:

51.27: 1x SAM

43.28: 1x SAM

39.29: 1x SAM

32.28: 1x SAM

26.28: 1x SAM

17.24: 1x SAM

16.20: 1x SAM

12.21: 1x SAM

59.25: Commando Bde (129, flipped to reduced side)

20.25: Kuwait Inf Bn

18.24: PLO Inf Bde

Anywhere north of the Army Boundary and West of the Canal:

2 Army HQ, 182 Abn Bde, 24-23 Tank Bde

Anywhere south of the Army Boundary and west of the Canal: 3

Army HQ, 130 Amphib Bde (A, B), 4 Tank Div w/o 3-4 Tank Bde (Recon Bn, 2-4 Tank Bde, 6-4 Tank Bde, 6 Mech Bde)

Anywhere west of the Canal: 140 Abn Bde, Airmobile Bdes (150, 160)

Deployed as bridges (where permitted) along the Canal north of the Great Bitter Lake: 9 Eng Bde (1, 2, 3)

Deployed as bridges (where permitted) along the Canal south of the Little Bitter Lake: 109 Eng Bde (1, 2)

Between 3.xx and 10.xx (inclusive) and west of xx.15 (inclusive):

19th Inf Div (5 Inf Bde, 7 Inf Bde, 2 Mech Bde), 3-4 Tank Bde, 113-6 Mech Bde, 128 Commando Bde (Flipped to redeuced side), Arty Bdes (39,60) Objectives 1.16 (Ayun Musa) and 9.03 (Milta Pass)

Between 11.xx and 22.xx (inclusive) and west of xx.15 (inclusive):

6 Mech Div (Recon Bn, 22-6 Tank Bde, 1 Mech Bde), 7 Inf Div (11 Inf Bde, 12 Inf Bde, 8 Mech Bde), 25 Ind Tank Bde, 130 Ind Mech Bde, 127 Commando Bde (flipped to reduced side), Arty Bdes (53, 55) Objectives 16.01 (Gidi Pass) and 22.04 (Bir Gifgafa)

Between 21.xx and 28.xx (inclusive) and west of xx.21 (inclusive).

Yes there is some overlap between the two Army areas: 16 Inf

Div (16 Inf Bde, 112 Inf Bde, 3 Mech Bde), 21 Tank Div (Recon Bn, 1-21 Tank Bde, 14-21 Tank Bde, 18 Mech Bde), 132 Commando Bde (flipped to reduced side), Arty Bdes (47, 63), FROG Rckt Bde Objectives 22.04 (Bir Gifgafa) and 27.14 (Tasa)

Between 29.xx and 35.xx (inclusive) and west of xx.21 (inclusive) (Note: 35.21 is occupied by an IDF unit, therefore you may not deploy there): 2 Inf Div (4 Inf Bde, 120 Inf Bde, 117 Mech Bde),

23 Mech Div (w/o 24-23 Armed Bde) Recon Bn, 116 Mech Bde, 118 Mech Bde), 131 Commando Bde (flipped to reduced side), Arty Bdes (62, 79) Objectives 40.14

Between 36.xx and 45.xx (inclusive) and west of xx.21 (inclusive) (Note: 37.21 is occupied by an IDF unit, therefore you may not deploy there): 18 Inf Div (134 Inf Bde, 135 Inf Bde, 136 Mech

Bde), 15 Ind Tank Bde, 90 Ind. Mech Bde, 134 Commando Bde, Arty Bdes (57, 78) Objectives 48.17 (Churchill) and 49.13 (Romani)

54.20: 130 Commando Bde (at full strength), note: Commando units are reduced to represent losses over the first few days of the war.

The 130th represents not only the Commando group, but also the Port Said Task Force.

GHQ Reserves (in GHQ Holding Box): GHQ HQ, 3 Mech Div (Recon Bn, 23-3 Tank Bde, 10 Mech Bde, 114 Mech Bde), Ind Tank Bde, Nasser Tank Bde, Pres. Gd Tank Bde, Morocco Inf Bde

## Victory

The Egyptian Player wins based on occupying the following numbers of Objective Hexes at the conclusion of the scenario:

One objective hex captured: Marginal Victory

Two objective hexes captured: Major Victory

Three or more objective hexes captured: Decisive Victory

The Israeli Player wins if he/she avoids Egyptian Victory conditions.

Scenario Notes: This Scenario follows the Historical deployment closely without totally restricting the player to the historical course of action. The Egyptian player should choose two or three objectives to strive for and attack them exclusively. Attacking along too many axes (as the Egyptians historically did) will just disperse your efforts and thus your chances for success.

[Ed. note: The short duration and deployment latitude in this scenario combine to make optimizing your setup as important as playing well. Have fun.]