



Offered by GAJO Games  
gajominis@aol.com  
<http://www.gajominis.com>  
9420 S. Union Square  
Sandy, UT 84070  
801-563-5956

# Beqaa Valley, 1982



## An Armored Thrust Campaign

Armored Thrust Beqaa Valley, GAJO Games

# Introduction

**Armored Thrust** is a turn-based area map campaign system. The **Armored Thrust** system is intended to provide a simple campaign system to generate interesting tabletop battles set in the era of modern warfare.

This campaign uses the core **Armored Thrust** engine to recreate the fighting during the Lebanon War in 1982, concentrated in the Beqaa Valley in Lebanon.

The **Armored Thrust** system was designed to use the popular Flames of War and Team Yankee series of miniature gaming rules for resolving the tabletop actions generated, but players who prefer other rules sets should be able to convert them without too much bother (see the conversion suggestions under Optional Rules).

# Beqaa Valley, 1982



## Campaign Rules

## 3.0 Sequence of Play

Each campaign turn follows the following sequence:

### Start Phase

- Check units for supply  
Reinforcements arrive
- Determine weather

### Order Phase

- Orders are turned in to the campaign umpire

### Action Phase

- Umpire makes activation rolls if any orders call for entry into an enemy occupied area  
Umpire resolves movements based on orders and activation rolls, and determines engagements
- Umpire issues move results and engagements to commanders

### Engagement Phase

- Players resolve engagements by tabletop battles
- Umpire adjusts force status, executes withdrawals

### End Phase

- Umpire checks for leader casualties
- Umpire adjusts area control
- Units ordered to regroup recover fatigue
- Umpire issues end of turn status reports

# 4.0 Start Phase

The Start Phase of each campaign turn works as follows:

- Check units for supply
- Reinforcements arrive
- Determine weather

## 4.1 Supply –

Units check to see if they are in supply at the beginning of each turn. A unit is in supply if it is either in a friendly supply area or if it can trace a line of areas not under enemy control to a friendly supply area.

Supply areas for each side are defined on the campaign map.

A unit that is out of supply suffers the following effects:

- It may not regroup
- It is treated as “leg” mobility for movement
- it has an additional -1 to any activation rolls
- In tactical actions, vehicles from the unit may not move more than  $\frac{1}{2}$  their normal move, nor use road dash movement
- In tactical actions, ammunition restrictions cause a -1 to firepower rolls, with a natural 6 still indicating a success

## Supply Levels –

Both sides received fluctuating levels of supply throughout the campaign, with the Arab forces having a significant advantage at the start due to their detailed planning and preparations.

The Campaign Timeline will note turns where each side has either plentiful supplies or paltry supplies available. All other turns have normal supply levels.

The effects of supply levels are as follows:

- A side with plentiful supply gains a +1 to all of their activation rolls that turn
- A side with normal supply resolves activations without a bonus or penalty from supply
- A side with paltry supply receives a -1 to all of their activation rolls that turn

# 4.0 Start Phase (continued)

## 4.1 Supply (Continued) –

### Mobile Supplies –

The Israeli Army excelled at moving and fighting for short periods when cut off.

Israeli units do not suffer effects of being out of supply during the first campaign turn that they are cut off. They follow the normal supply rules after this.

## 4.2 Reinforcements –

The Order of Battle in this campaign module details the time and location of entry for reinforcements.

Reinforcing units arrive during the start phase, and they may move and activate normally during the turn of their arrival.

## 4.3 Determining Weather –

Weather for the campaign turn is determined after reinforcements.

The weather during this campaign was predominantly clear, but periods of overcast could affect both sides' air operations.

To reflect this, at the start of the campaign turn indicating that weather starts, roll for weather on the table below:

Weather Table	
Weather	Die Roll
Clear	1-4
Overcast	5-6

Weather affects the campaign as follows:

**Clear:** no effect

**Overcast:** neither player may purchase air support in tabletop engagements

# 5.0 Order Phase

The Order Phase of each campaign turn works as follows:

- Each side gives orders to each of their units

## 5.1 Issuing Orders –

There are several options for determining orders for submission:

Method One:

- The overall commanders issue a general plan for the turn to their subordinates
- Unit commanders turn in orders to the campaign umpire\*

Or Method Two:

- Each CiC can simply issue orders for all units on a side to the campaign umpire\* each turn.

Note: method two significantly speeds up play, at the cost of losing some of the interesting natural friction that comes with individual unit commanders “interpreting” the CiC’s direction.

\* - if the players prefer that no one serves as campaign umpire, the players may sit down and reveal orders and roll for the action phase together.

## 5.2 Orders –

During the Order Phase each side may give orders to any or all their units.

Units may be ordered to:

- Move
- Attack
- Defend
- Regroup

### Move:

Units often need to maneuver to reinforce threatened areas, or to position themselves for further action.

A unit may be ordered to move within friendly controlled areas. It may move up to its maximum move distance (see Movement) as directed by the order.

A force ordered to Move is considered to have a **Maneuver** tactical posture.

# 5.0 Order Phase (continued)

## 5.2 Orders (continued) –

### **Attack:**

To achieve victory, one must eventually take the fight to the enemy.

A unit that the player desires to enter area(s) not under friendly control must be given an attack order. Attack orders require an activation check (see Activation) before they can be executed.

A force ordered to Attack is considered to have an **Attack** tactical posture.

### *Note the Path –*

A Move or Attack order must specify the intended path of movement (list each area intended to be entered in the order).

### **Defend:**

The unit remains stationary and prepares to hold the area it occupies.

A force ordered to Defend is considered to have a **Defend** tactical posture, unless it has recon or motor mobility, in which case it is considered to have a **Maneuver** tactical posture.

### **Regroup:**

Extensive combat can wear on a unit, requiring it to reassemble and regroup. A commander may also give a force a regrouping order, to have it focus on replenishing its strength, recovering lost vehicles, etc. Alternately, regrouping may be required based on combat results from the prior turn.

The regrouping unit remains in place, counting as stationary for engagements. It may engage in combat as normal if attacked.

A force that is regrouping in an area where there are no engagements during a night turn will reduce its fatigue level during the End Phase.



# 6.0 Action Phase

The Action Phase of each campaign turn works as follows:

- The umpire makes activation rolls if any orders call for entry into an enemy occupied area
- The umpire resolves movements based on orders and activation rolls, and determines any engagements that result
- The umpire issues move results to unit commanders and notes any engagements generated

## 6.1 Activation –

A unit ordered to enter an enemy controlled area must roll their activation number or higher to enter the area.

If a unit fails its activation roll, it immediately halts in the last area it could enter without requiring an Activation check.

A unit ordered to enter a friendly or uncontrolled area or areas does not need to roll for activation, even if an enemy unit also is ordered to enter the same area.

### ***Out of Supply Forces:***

Any force that is out of supply for more than 3 campaign turns must check to see if it surrenders / breaks apart during the Action Phase.

The force makes an activation check, with 1 re-roll. If it fails, the unit is combat ineffective and removed from the campaign.

### ***Activation Modifiers:***

A force's activation roll may be modified based on the following factors. All modifiers are cumulative, but a roll of a natural 1 is always a failure, and a natural 6 always a success, regardless of modifiers.

- A force that is out of supply receives a -1 modifier to its activation roll
- Any force during a night turn receives a -2 modifier to its activation roll
- A force may incur a modifier to its activation roll based on its fatigue level (see Fatigue)
- A leader in the same area may provide a bonus to activation

# 6.0 Action Phase (continued)

## 6.2 Movement –

Units have a movement allowance as follows:

Movement Allowance	
Mobility	Movement Points per Turn
Airmobile	12
Recon	6
Motor	4
Semi-Motor	2
Leg	1

**Semi - Motor** – partially motorized units, with at least enough integral motor transport to lift all heavy weapons / artillery and supplies required for extended action.

**Leg** – any other unit, often utilizing horse –drawn transport for heavy weapons / artillery and supplies, or with a very limited supply of motorized transport relative to heavy weapons and associated supplies.

## Mobility Definitions –

**Airmobile** – highly mobile units who are entirely transported by air. They tend to be lightly equipped, but they are very mobile.

**Recon** – highly mobile units whose primary purpose was recon and screening, fully motorized and optimized for swift movement. Includes leaders.

**Motor** – fully motorized units, with enough integral motor transport to lift all personnel, weapons and supplies required for extended action.

# 6.0 Action Phase (continued)

## 6.2 Movement –

### Beqaa Valley Movement Types –

Each Armored Thrust campaign will define the local terrain and movement costs based on that local area.

Fighting during the Beqaa Valley took place in that region of Eastern Lebanon. It offered a mix of easily traversed terrain and features that restricted movement.

Movement costs for the Beqaa Valley area are detailed in the table below.

<b>Beqaa Valley Movement Table</b>	
<u>Connector Type</u>	<u>MPs Per Connector</u>
Road or Highway Connector	1
Minor Connector	3
Proximity Connector	Impassable*

### Proximity Connectors\* –

The difficult terrain of Lebanon includes areas that are near impossible to move a significant military force between.

During the campaign, Israeli Combat Engineer units performed several amazing feats, literally building roads where none existed to support assault paths.

Israeli units accompanied by a Combat Engineer unit may be ordered to traverse a normally impassable proximity connector. A force making such a move must start in an area attached to the proximity connector, and it takes all their available movement points.

# 6.0 Action Phase (continued)

## 6.3 Movement Special Rules –

### Completing Movement –

In order to complete a movement, the unit must have sufficient movement points to pay the cost for the connector traversed. The exception to this is that a unit may always traverse one connector each turn, regardless of the movement point cost.

A unit that is out of supply is treated as a leg unit for mobility purposes until it starts a campaign turn in supply.

Units must be activated to enter an enemy controlled area (see Activation). An activated unit must stop when entering an enemy occupied area.

### Control of Areas –

All areas on the campaign map are controlled by one side or the other. Control of areas affects the ability to trace supply and for reinforcements to arrive.

- Supply may only be traced through friendly controlled areas. Enemy controlled areas block line of supply.

The campaign map specifies which areas are under whose control at the start of the campaign. As movement and combat occur, control of areas will change status as noted below:

- Unoccupied friendly controlled areas that are entered by an opposing unit immediately come under the control of the opposing side
- Occupied friendly controlled areas that are entered by an opposing unit may change in control based on the results of an engagement resolved in that area (see Engagement Results).
- Base areas may not be entered by enemy forces and never change control during a campaign.

# 6.0 Action Phase (continued)

## 6.3 Movement Special Rules –

### Supply Areas –

The supply areas for both sides are marked on the campaign map.

All units need to trace a line of supply to a friendly controlled supply area, or they will be out of supply (see 4.1 Supply)

### Base Areas –

Some Armored Thrust campaigns will have base areas for one or both sides.

Only units of the controlling player may ever enter a base area, and a base area may never be attacked.

Units in a base area are always considered to be in supply.

# 7.0 Engagement Phase

The Engagement Phase of each campaign turn works as follows:

- Engagements are resolved by tabletop battles
- Force status is adjusted, withdrawals executed, etc. based on results

## Engagements –

Any time units of both sides occupy or attempt to occupy a single map area an engagement will result.

Engagements are resolved by fighting out one or more tabletop actions between the opposing forces.

Normally each engagement should be resolved by a single tabletop action. If the players prefer, multiple engagements can be fought out on the tabletop, and the results averaged to determine an overall result.

All tabletop actions in a map area will be fought out using the same mission (see Determining Engagement Type below).

Follow the normal mission rules for determining who are the attacker and defender for each tabletop action (note that this does not necessarily correlate to the strategic “attacker” – the force that moved into the area).

To resolve an engagement, follow the following process:

- A. Check for withdrawals
- B. Determine the type of engagement
- C. Determine the formations involved and point allocation
- D. Build forces
- E. Resolve the engagement by fighting out one or more tabletop action(s)
- F. Determine overall engagement result and implement engagement outcomes

# 7.0 Engagement Phase (continued)

## **Note: Alternate Engagement Options**

**Linked Tables:** for larger groups the number of tabletop actions to be fought may equal the number of player pairs available. These are fought using the linked tables rules (see Optional Rules). This allows larger groups to allow everyone who wants to play to build and fight a company (such as on a regular club night).

**Total War:** if the players prefer, they may play out any or all of a campaign turn's engagements using the "Total War" rules (see Optional Rules section).

## **A) Check for Withdrawal -**

If the entire force on either side in an engagement has recon mobility, that force may attempt to withdraw from the engagement prior to fighting it out.

If the owning player elects to withdraw, roll 1d6 and check for success on the table below. If the opposing force consists of campaign units with more than one mobility, use the slowest mobility for the check.

Note that if both forces are entirely recon mobility, or the recon mobility force has no friendly adjacent area to withdraw to, there is no chance of withdrawal and an engagement occurs normally.

## **Executing the Withdrawal:**

The withdrawing force is moved to the adjacent area that requires the fewest movement points to reach. If there is more than one area meeting this criterion, then the owning player may select the area to withdraw to.

## **Effect of Withdrawal:**

The non-withdrawing force gains (or retains) control of the area. No fatigue is incurred for either side, nor is either force required to regroup during the following campaign turn.

Recon Withdrawal Check	
Opposing Mobility	Score Needed to Withdraw
Airmobile/ Recon	n/a
Motor	3+
Semi-Motor	2+
Leg	automatic

# 7.0 Engagement Phase (continued)

## B) Type of Engagement –

### Determine Posture:

- A force ordered to Move will have a tactical posture of ***Maneuver***
- A force ordered to Attack will have a tactical posture of ***Attack***
- A stationary force with recon mobility will have a tactical posture of ***Maneuver***
- All other forces have a tactical posture of ***Defend***

**Mission Type:** for each action generated, compare the posture of the two forces and roll 1d6 on the Battle Plans Table on the next page to determine the mission.

### Special Cases –

#### Fortifications:

if a force occupies a fortified area it controls, the mission is automatically No Retreat, and the player controlling the area is automatically the defender.

### Connector Engagements:

If units of both sides attempt to use the same connector in the opposite direction, a free for all engagement results in the most open applicable terrain. A road must be placed connecting both long table edges after all terrain has been placed. Both players roll off to place it, and to place each other terrain piece.

The loser of this engagement must fall back to the area it entered the connector from. The winner also falls back unless the engagement was an overwhelming (8-1 in Flames of War) victory, in which case the winner occupies the loser's entry area and all defending forces in that area must retreat and regroup.



# 7.0 Engagement Phase (continued)

Battle Plans Table:

<b>EXTENDED BATTLE PLANS</b>			
<b>PLAYER TWO'S PLAN</b>	<b>PLAYER ONE'S PLAN</b>		
	<b>ATTACK</b>	<b>MANOEUVRE</b>	<b>DEFEND</b>
<b>ATTACK</b>	<b>Roll to see who Attacks</b> 1: Contact 2: Counterattack 3: Dust-Up 4: Encounter 5: Free for All 6: Scouts Out	<b>PLAYER TWO ATTACKS</b> 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Gauntlet 6: Spearpoint	<b>PLAYER TWO ATTACKS</b> 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat
<b>MANOEUVRE</b>	<b>PLAYER TWO ATTACKS</b> 1: Breakthrough 2: Counterattack 3: Escape 4: Fighting Withdrawal 5: Gauntlet 6: Spearpoint	<b>Roll to see who Attacks</b> 1: Contact 2: Counterattack 3: Dust Up 4: Encounter 5: Outflanked 6: Scouts Out	<b>PLAYER TWO ATTACKS</b> 1: Breakthrough 2: Cornered 3: Gauntlet 4: No Retreat 5: Outflanked 6: Spearpoint
<b>DEFEND</b>	<b>PLAYER TWO ATTACKS</b> 1: Bridgehead 2: Dogfight 3: Encirclement 4: Fighting Withdrawal 5: Killing Ground 6: No Retreat	<b>PLAYER ONE ATTACKS</b> 1: Breakthrough 2: Cornered 3: Gauntlet 4: No Retreat 5: Outflanked 6: Spearpoint	<b>Roll to see who Attacks</b> 1: Breakthrough 2: Contact 3: Dust-Up 4: Encounter 5: Free for All 6: Scouts Out

# 7.0 Engagement Phase (continued)

## C) Determine Forces / Points –

Once an engagement needs to be fought, each player selects their forces. Each tabletop action will be played out with a force on each side. A basic force for a tabletop action using Flames of War / Team Yankee is either 100 points or the base level determined by the group at the start of the campaign.

This can be modified as follows:

- A force may have one or more bonus units available (see Bonus Units below)
- a force may be allocated extra points as a result of Strategic Advantage

### Strategic Advantage:

Based on strategic maneuvering and the overall state of the units involved, an engagement may be evenly balanced (reflected in equal points tabletop games), or one force may have a strategic advantage.

A strategic advantage is reflected in the Armored Thrust rules by either an increase in points levels and/or die re-rolls that may be used during a tabletop game. Bonus points are added to each player's base force level.

Please reference the Strategic Advantage Table below:

**Strategic Advantage Table**

Strategic Factor	Extra Points	Re-Rolls
A force has higher total unit strength than its opponent #	+ 3.3%	-
A force has total unit strength double that of its opponent #	+6.7%	-
A force has total unit strength quadruple that of its opponent #	+10%	1
Facing an enemy force with unit strength zero (regardless of ratio)	+20%	2
For each fatigue level lower than your opponent @	+5%	-
Flanking bonus (per additional connector) *	-	1

*\* Flanking - a non-stationary force which has entered a map area via multiple connectors gets a bonus # - only the most advantageous case applies  
@ - determined based on the highest fatigue level present in the area of the engagement*

# 7.0 Engagement Phase (continued)

## D) Build Forces –

Each player now builds a force at the points level determined. For Team Yankee, the typical baseline points level for forces is 100 - 120 points.

Note that your choices may be restricted to reflect the actual historical forces present – restrictions are noted in the Order of Battle and Army Selection Restrictions sections.

### **Alternate Force Levels:**

While 100 - 120 points is a typical baseline for actions using WW3 Team Yankee, players should feel free to define an alternate point level for the campaign if they agree.

A smaller baseline level, like 60 or 80, will create different force selection challenges and increasing maneuver space on a typical 4' by 6' table.

A larger baseline level, like 150 points, allows fielding larger forces. Players using a higher baseline may want to adjust their table sizes to a width of at least 8 feet.

### **Determine Core Formations Involved:**

Each force fielded in a tabletop engagement must include one of the core formation options for one of the campaign units present in the engagement. These are listed on the unit listings as Core Tabletop Options.

Players are free to select other formation options (from those allowed in the Order of Battle for that side) if they field one or more additional formations.

### **Bonus Units:**

A campaign unit may be entitled to field one or more bonus units, which will be spelled out in the order of battle.

Bonus units cost no points, and they are treated as support units in game terms.

Bonus units, being un-pointed, are not required to be held in reserve in missions requiring reserves.

# 7.0 Engagement Phase (continued)

## E) Fight Tabletop Actions –

The specifics for setting up tabletop actions are as follows:

### Setting up the table –

Each table is set up as follows:

- each table should use the standard WW3 TY sizes (4' by 6', or 4' by 8' for high point forces) [note that if this amount of space is not available, players can use 4' by 4' for wide tables and 3' by 6' for long tables, reducing the basic force size by 25-30%]
- Terrain is placed on the tabletop based on the guidelines below

This campaign uses the terrain placement tables detailed in the sections below for each front.

### Tabletop Actions on Night Turns –

Any engagement taking place during a night campaign turn uses the night fighting rules (page 178 of WW3 Team Yankee).

Air support may not be purchased for engagements fought during a night turn.

# 7.0 Engagement Phase (continued)

## E) Fight Tabletop Actions –

### E1) Setting up the table

#### **Terrain Table:**

Using the Beqaa Valley terrain table, roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

<b>Terrain Table 1 – Beqaa Valley</b>	
<u>Terrain</u>	<u>Die Roll</u>
None*	1
Crop Fields	2-3
Hill	4-5
Scrub or vineyard	6
* = treat as a gully in a ridge area	

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 4" and no more than 12" in length and width and may cover no more than ¼ of the surface area of that section of the table.

#### **Open Area:**

Set up the table as per Terrain Table 1.

#### **Hill Area:**

Set up the table as per Terrain Table 1, based on the area type. In addition, the defender may place 1 or 2 ridge features anywhere on the table prior to rolling for terrain. Beqaa Valley ridges are rocky, see the terrain special rules section for details.

#### **Irrigated Area:**

Set up the table as per Terrain Table 1. In addition, the defender may place up to 1 irrigated field feature in each table section, in addition to any other terrain present.

#### **Urban Area:**

Set up the table as per Terrain Table 1, but a crop field result is ignored on a 4+. In addition, the defender must place 1 village, and may place up to one additional village, plus up to 2 walled orchards, in addition to any other terrain present. See the terrain special rules section for details.

# 7.0 Engagement Phase (continued)

## **E3) Fight the Engagement –**

Once the tabletop is set, follow the process outlined in your chosen set of tactical rules to resolve the engagement.

## **E4) Beqaa Valley Terrain Rules:**

### **Ridges –**

All ridge features are tall terrain. They are rocky and require cross checks for movement. All ridges are concealing terrain.

### **Irrigated Fields –**

Irrigated fields are short terrain, and their perimeter edges are ditches that require a cross check to traverse. Infantry teams on the perimeter of an irrigated field are treated as being in foxholes (utilizing the ditch network).

### **Scrub –**

Scrub features are short terrain and require cross checks for movement.

### **Gully –**

A gully should be up to 24” long and no more than 6” wide. Teams in a gully are concealed from teams not on tall terrain. A gully is terrain and requires cross checks for movement.

### **Hills –**

Hill features are tall terrain. They are less rocky and do not require cross checks for movement. All hills are concealing terrain.

# 7.0 Engagement Phase (continued)

## E4) Beqaa Valley Terrain Rules (continued):

### **Vineyards –**

Vineyards are short terrain, and require cross checks for movement by vehicles, but not gun teams.

### **Villages –**

Each village should consist of 2+d3 buildings and may also include an orchard or olive grove, which may be enclosed by a wall on any or all sides.

Villages in this area were mostly concrete buildings. Any infantry stand touching or within a building, or behind a wall is considered concealed and in foxholes.

### **Crop Fields –**

If crop fields are rolled, the defender may place up to 3 field areas. Unlike other terrain features, crop fields may be placed directly adjacent to other crop fields or irrigated fields.

Crop fields are short terrain.

### **Olive Groves / Orchards –**

Olive groves and orchards are short terrain, but block line of sight past them as if they were tall terrain.

An olive grove requires cross checks for movement by vehicles, but not gun teams. Orchards do not require cross checks.

# 7.0 Engagement Phase (continued)

## F) Determine and Implement Outcomes –

### Engagement Outcomes:

Engagements result in possible changes in control of the area fought in, plus potential degradation of the capability of the units on each side.

Each tabletop action will result in each side earning victory points (VPs) as per the normal WW3 TY rules.

After all tabletop actions for a given area have been resolved; total the VPs achieved for each side and that is the overall VP count for the engagement. Engagement Outcomes are determined based on the table below.

Note that if the VPs are even and both forces are moving, both must retreat, leaving the area unoccupied. In this case, the side that originally controlled the area retains control of it.

Engagement Outcomes	
Overall VP Ratio	Outcome
Winning side won by 8-1 or greater ratio	<ul style="list-style-type: none"> <li>• Winning force controls the area, losing side must retreat</li> <li>• All of the units in the losing force must regroup and remain stationary during the following campaign move</li> <li>• Any units of the winning force receive a strategic advantage in any action during the following campaign move</li> </ul>
Winning side won by a 7-2 or 6-3 ratio	<ul style="list-style-type: none"> <li>• Winning force controls the area, losing side must retreat</li> <li>• All of the units engaged must regroup and remain stationary during the following campaign move</li> </ul>
Draw / No winner	<ul style="list-style-type: none"> <li>• Stationary force remains in area, any moving forces retreat</li> <li>• All of the units engaged must regroup and remain stationary during the following campaign move</li> </ul>



# 7.0 Engagement Phase (continued)

## F) Determine and Implement Outcomes (continued):

### Fatigue –

Units that engage in combat incur losses and wear and tear that reduces their ongoing effectiveness, until they manage to regroup and incorporate replacement personnel and equipment.

To reflect this, every unit involved in an engagement will adjust their fatigue level based on the results of the tabletop action.

The table below shows the outcomes:

Tabletop Outcome	Fatigue Level Change	
	Winning Side	Losing Side
8-1*	none	+2
8-1	+1	+2
7-2	+1	+2
6-3	+1	+1
Draw	+1	+1

\* = if the winning side loses zero units

*For example, an Israeli force defeats a Syrian force by a VP score of 7-2. Each unit in the Israeli force increases their fatigue level by one. Each unit in the Syrian force increases their fatigue level by two.*

### Fatigue Levels –

The different fatigue levels and their effects are detailed below:

Fatigue Levels		
Level	Details	Effect(s)
1	Close to full strength	None
2	Limited offensive capability	-1 to activation
3	Suitable for defense	-2 to activation
4	Limited defensive capability	May not be ordered to attack
5	Unsuitable for combat	Treat unit strength as zero

In addition, the difference in fatigue levels between forces gives a bonus in engagements to the less fatigued force (see Engagements).

# 7.0 Engagement Phase (continued)

## F) Determine and Implement Outcomes (continued):

### Retreat –

Units may be required to retreat, based on engagement results or other circumstances. Retreating units must immediately move to an area adjacent to the one they currently occupy.

The retreating unit will move to the area selected using the criteria below (in priority order):

1. To the area it entered the engagement from
2. If that area is now under enemy control, then to the area it can reach by expending the least number of movement points
3. If there are multiple areas that meet the criterion in 2, then the umpire will select one randomly, or alternatively, the controlling player may choose

### Surrounded / Surrender –

A retreating unit may not enter an area that is under enemy control. If no adjacent area is available for a unit that must retreat it will instead surrender. Surrendered units are no longer available for the duration of the campaign.

# 8.0 End Phase

The End Phase of each campaign turn works as follows:

- Check for Leader Casualties
- Umpire adjusts control of areas
- The umpire adjusts the fatigue level of any units ordered to regroup
- Umpire issues a general status report (as of the end of the turn) to all players

## 8.1 Leader Casualties –

A character or leader may be lost in action. If a named character is a casualty in a tabletop action, make any saves as normal for him. If he would still be eliminated, remove him from the tabletop.

During the End Phase of the turn, the owning player rolls 1d6 – on a roll of 1 the character is killed, on a roll of 2-3 the character is badly wounded and removed for 1d3 campaign turns, returning from any valid reinforcement entry point as a reinforcement. On a roll of 4-6 the character suffers only a minor wound and is back in action quickly with no long-term effect on the campaign.

# 8.0 End Phase (continued)

## 8.2 Fatigue and Regrouping –

At the end of each turn units may have the opportunity to reduce their fatigue level. Fatigue levels may only be reduced if the unit is in a friendly-controlled area where there was no engagement that turn.

**Morning and Afternoon Turns:**  
regrouping units do not recover fatigue during morning and afternoon turns.

**Regrouping Outside Base Areas:**  
Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

Fatigue levels may not be reduced below one outside a base area, so once a unit has incurred fatigue it will always have at least one level of fatigue unless it regroups in a base area.

**Regrouping In a Base Area:**  
Stationary units in a base area with a regroup order during a night turn are reduced to zero fatigue level.

## 8.3 Reporting –

At the end of each turn the referee will issue a general status report. Each side's commanders will be aware of the following information:

- the summarized outcome of any engagements fought that turn. Winner, loser and victory point totals for each side.
- the final location of their side's units, their fatigue level, and whether they are required to regroup in the upcoming campaign turn.

# 9.0 Campaign Results

## 9.1 Victory –

The Syrians were looking to maintain their position within Lebanon, which required them holding on to the Beirut to Damascus highway. Plus, their positions in the Beqaa Valley were a useful threat to Israel if there were future fighting in the Golan Heights.

The Israeli goal was to eliminate the Syrian and PLO presence in Lebanon, hoping that peace would be possible with a Lebanese state free of both external powers.

The Israelis will immediately achieve a tactical victory if they hold any four of the eight objective areas on the map. This is converted into a strategic victory if they achieve this prior to the Jun 10<sup>th</sup> AM turn.

The Syrian player will win if they prevent the Israelis from achieving victory before the end of the campaign.

# 10.0 Airpower

## 10.1 Air Operations

### **General Air Support –**

Both sides, but particularly the Israeli forces, relied on close air support for important ground operations throughout the war. Either side may purchase air support in a tabletop action unless prohibited by weather or night.

### **Israeli Air Support Cost –**

Due to the Syrian SAM Battery rules, Israeli players electing to purchase air support reduce the cost of any 2-plane flight by 2 points, and any 4-plane flight by 4 points.

In addition, Israeli flights come with napalm for no extra point cost.

This applies throughout the campaign.

### **Syrian SAM Batteries –**

Increasingly unable to match the Israeli Air Force in the skies, the Syrian forces deployed an extensive network of surface to air missiles (SAMs) to protect their forces.

The Syrians had moved a total of 19 SAM batteries into the Beqaa Valley.

To reflect this, the Syrian player receives a number of SAM Groups (see the Order of Battle). SAM Groups are campaign units, but they cannot move, fight in tabletop actions or control areas.

In any tabletop action in an area with one or more SAM Groups present, the Syrian player receives a full-strength SA-8 Gecko SAM Platoon at no cost.

SAM Groups were vulnerable to being overrun by Israeli armor. Any SAM Groups that are forced to retreat as a result of a tabletop combat result are destroyed instead.

# 10.0 Airpower

## 10.1 Air Operations (continued)

### **RPV Recon –**

The Israeli forces made extensive use of remotely piloted vehicles (RPVs – commonly known as drones)

To reflect this, the Israeli CiC in this campaign should receive intelligence updates each turn outlining any areas occupied by Syrian forces and any moves by Syrian units.

Example: “Syrian forces occupy the following areas [list], and Syrian armor was observed moving between x area and y area.”

### **ARMs –**

When they finally went after the Syrian SAM network in the Beqaa Valley, Israel employed anti-radiation missiles (ARMs) that were highly effective and for which the Syrians had no counter.

Starting on the Afternoon, June 9<sup>th</sup> turn, the Israeli player may declare that they are employing ARMs. No Israeli tactical air support is allowed for any action during that campaign turn.

During the Action Phase of that turn, the Israeli player rolls 1d6 for each Syrian SAM Group on the map. On a roll of 2+ the battery is destroyed, on a 1 the battery is damaged.

Damaged SAM groups will withdraw and are removed from the map. They may recover in 2 campaign turns, and they are then available as reinforcements to re-enter the campaign.

# 10.0 Airpower (continued)

## 10.2 Air Interception (Optional Rule)

### Air Interception (Optional Rules) –

Optionally players may employ the following rules to reflect tactical air interception:

In any action where both sides have air support, fighter interception may be used. During a turn when your opponent places aircraft, you may elect to try to intercept them. Roll for air arrival as normal, and if they arrive place them within range of your opponent's aircraft. Before your opponent attacks with their aircraft, your aircraft may bounce (attack) them. Any surviving opposing planes may then either continue their ground strike, or loop and attack the intercepting aircraft.

If you elect to roll for interception, you may not roll for aircraft arrival in your following turn, regardless of whether the interception is successful.

### Israeli Pilot Superiority –

If using the optional Air Interception rules, we must account for the significant superiority of Israeli pilots in air-to-air combat. This was even more marked in Lebanon than during the recent October War.

To reflect this, Arab pilots receive a -1 to hit in air-to-air combat, while Israeli pilots receive a +2 to hit in air-to-air combat.



# 11.0 Optional Rules

## 11.1 Using Other Rules Systems –

Although Armored Thrust was designed to be used with the Flames of War and WW3 Team Yankee series tabletop rules, they will work with almost any era-appropriate rules set of the players' preference. To convert them for use with your favorite rules set, simply adjust the following:

- Units – swap out the FOW/WW3 units noted for the equivalent under your rules set. For example, Command Decision (CD) uses battalions as the basic unit of maneuver. So instead of FOW formations for the Panzer Lehr Division, represent it with CD battalions present in the Panzer Lehr. Alternatively, each player could use the CD Test of Battle rules to create a kampfguppe using the CDTob points system.
- Representative Forces – you should ensure that your rules set / lists are restricted to the appropriate troop types and mix for the campaign period to ensure a good balance and historical feel
- Fatigue Effects – as noted above, simply substitute effects consistent with your preferred rules set. In Command Decision, for example, instead of adding points to your force to reflect enemy fatigue, you might simply add one vehicle or platoon for each fatigue point (if you are not using the points rules).
- Missions – you can adjust the chart to match missions customized for your preferred rules set, or simply use the basics of the FOW missions for your games. The author has done this with CD games and found that it works perfectly fine with a little judgment.

Note that the newer CD Test of Battle rules include a set of missions, which are different for attacker and defender. Simply adjust the mission chart to map to the CD missions and you should be ready to go.

# 11.0 Optional Rules (continued)

## 11.2 Optional Battle Resolution –

Armored Thrust campaigns are designed to generate interesting tabletop engagements for players to game out on the tabletop.

Occasionally, though, players may encounter a situation where they cannot resolve all of the battles for a campaign turn through tabletop actions, but still desire to move on to the following campaign turn.

In this case players may resolve any leftover engagements as follows:

- Roll 1d6 for each point of unit strength that side has in the contested area
- All rolls of 6 are considered a success
- The side with the greater number of successes has won the engagement – a side with one more success has won 6-3, a side with two more successes has won 7-2, and a side with 3+ more successes has won 8-1
- If there are an equal number of successes the engagement is a 2-2 draw

## 11.3 Large Battles / Total War –

Players may enjoy a larger, multi-player tabletop engagement and should feel free to resolve any or all engagements in this manner.

# Beqaa Valley, 1982



## Campaign Timeline

# 12.0 Campaign Timeline

## Campaign Timeline –

The Beqaa Valley campaign commences on the afternoon turn of June 6<sup>th</sup> and ends after the afternoon turn of June 12<sup>th</sup> (a total of 7 days).

### Time Scale

In this campaign, each day is represented by a morning (AM), afternoon (PM) and night turn.

## Arrivals –

Both sides receive additional units during the campaign. Reinforcements arrive in the Start Phase of the designated campaign turn and are free to move, activate and enter combat during the turn of their arrival.

### Reinforcement Arrival Areas –

- Arab reinforcements enter in the areas indicated.
- All Israeli reinforcements arrive at the Israeli base area.

## Night Turns –

### Activating at Night:

During a night turn, unit activation rolls receive a -2 modifier.

*Exception: a campaign unit with the night attack special rule uses its normal activation rating.*

### Moving at Night:

The movement cost for all connectors except highway are doubled during night turns.

### Regrouping at Night:

Regrouping units do not recover fatigue during morning and afternoon turns. Stationary units with a regroup order during a night turn may recover 2 fatigue levels if they are not involved in an engagement.

### Air Support at Night:

Air support may not be purchased for engagements fought during a night turn.

# 12.0 Campaign Timeline (continued)

Turn No	Date	Events	Supply State Israeli	Supply State Arab	Reinforcements
1	Sun Jun 6 PM		Plentiful	Paltry	
2	Sun Jun 6 Night				Syrian Reinforcements
3	Jun 7 AM		Plentiful		Syrian Reinforcements
4	Jun 7 PM		Plentiful		Israeli Withdrawal
5	Jun 7 Night				
6	Jun 8 AM				Israeli Reinforcements
7	Jun 8 PM				
8	Jun 8 Night				
9	Jun 9 AM				
10	Jun 9 PM	Israel may utilize ARMs			
11	Jun 9 Night				Israeli Reinforcements Syrian Reinforcements
12	Jun 10 AM				
13	Jun 10 PM				
14	Jun 10 Night				Syrian Reinforcements
15	Jun 11 AM		Plentiful		
16	Jun 11 PM		Plentiful		
17	Jun 11 Night	Ceasefire Comes Into Effect, Campaign Ends			

# Beqaa Valley, 1982



## Order of Battle

# 13.0 Order of Battle

## Order of Battle (OOB):

This Order of Battle (OOB) shows the historical forces involved in the campaign, along with guidelines for creating a force drawn from them for tabletop play.

Also Included are instructions showing their initial deployment, as well as noting any reinforcements and their turns of entry.

For those gamers using WW3 Team Yankee, each historical unit is linked to one or more representative formations detailed in the book.

These core formations show the represented tactical unit types that might be present on the field and provide the parameters for organizing a force for a tabletop action.

The strength of a unit in the campaign relative to other units is shown as its unit strength. Its strategic and logistical maneuver capability will be shown as its mobility.

Note that if players prefer to utilize other tabletop rules, simply replace the WW3 units with the equivalent using your preferred tabletop rules set.

# 13.0 Order of Battle (continued)

## Key Term Definitions

The OOB uses the following key terms:

- **Campaign Unit** – the basic unit for the campaign, generally representing the basic maneuver element for the campaign in question. Armored Thrust uses a flexible scale - in some campaigns this will be a corps, division or large brigade, but in certain cases it may be a larger or smaller unit.
- **Campaign Group** – a campaign group is used to describe all of the units of one side that occupy a single map area. A campaign group will consist of one or more campaign units.

*Example – if the Syrian 5<sup>th</sup> Infantry Division (unit strength 4) and the Moroccan Brigade (unit strength 1) occupy Anjar; they constitute a group with a unit strength of 5.*

## Reading the OOB

The areas of the OOB provide the following information (see diagram below):

1. **Unit Name** – the title of the unit
2. **Mobility** – its mobility class, the number to the right of the slash is the number of movement points it receives each turn
3. **Activation** – the base number needed on a d6 to activate each turn
4. **Unit Strength** – the relative strength of the unit in campaign terms
5. **Core Formation** – you must field at least one formation from this section for tabletop actions
6. **Required Command Cards** – lists any required command cards that must be purchased for your core formations
7. **Bonus Unit(s)** – you receive the bonus unit (s) listed as free support choices

Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
Syrian 5 <sup>th</sup> Infantry Division	Motor / 4	3	4	Syrian T-54, BMP or BTR Mech Battalion		Company of 7x T-54 [29]

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②

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# 13.0 Order of Battle (continued)

## Initial Deployment –

### Control of Areas –

All areas on the map other than the Israel Base Area are controlled by the Syrians at the start of the campaign.

Control of areas changes during the campaign as per the standard Armored Thrust rules.

### Initial Deployment –

- All Israeli units available at start are deployed in the Israel base area
- Syrian units available at start may be deployed in any non-base area that is not a PLO Start Area
- PLO units available at start are deployed in any PLO Start Area

# 13.0 Order of Battle (continued)

## 13.1 – Arab Forces (At Start):

ARAB FORCES						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
<b>Syrian Independent Units – deployed at start</b>						
62 <sup>nd</sup> Mech Brigade	Motor / 4	4	2	Syrian BMP-1 or BTR Mech Battalion		Commando Company
<b>Syrian Air Defense – deployed at start</b>						
SAM Group 1	Motor / 4	5	-			Provides free SAM unit
SAM Group 2	Motor / 4	5	-			Provides free SAM unit
SAM Group 3	Motor / 4	5	-			Provides free SAM unit
SAM Group 4	Motor / 4	5	-			Provides free SAM unit
SAM Group 5	Motor / 4	5	-			Provides free SAM unit
SAM Group 6	Motor / 4	5	-			Provides free SAM unit
<b>PLO Forces – deployed at start</b>						
Karameh Brigade	Leg / 1	5	1	PLO Fighter Group	Guerilla Reserves, Guerilla Ambush	None
Kastel Brigade	Leg / 1	5	1	PLO Fighter Group	Guerilla Reserves, Guerilla Ambush	None

# = special rules apply, see 16.1 Unit Special Rules

# 13.0 Order of Battle (continued)

## 13.1 – Arab Forces (Reinforcements):

ARAB FORCES						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
<b>1<sup>st</sup> Armored Division – released June 6 Night turn (Syria)</b>						
76 <sup>th</sup> Armd Brigade	Motor / 4	3	2	Syrian T-62 or T-55 Tank Battalion		Commando Company
91 <sup>st</sup> Armd Brigade	Motor / 4	3	2	Syrian T-62 or T-55 Tank Battalion		Commando Company
58 <sup>th</sup> Mech Brigade	Motor / 4	4	2	Syrian BMP-1 or BTR Mech Battalion		Commando Company
<b>Beirut Garrison – released June 7 AM turn (Beirut)</b>						
1/85 <sup>th</sup> Mech	Motor / 4	4	1	Syrian BMP-1 or BTR Mech Battalion		Commando Company
<b>Beirut Garrison – released June 9 Night turn (Beirut)</b>						
68 <sup>th</sup> Armd Brigade	Motor / 4	3	2	Syrian T-62 or T-55 Tank Battalion		Commando Company
85 <sup>th</sup> Mech Brigade (-)	Motor / 4	4	2	Syrian BMP-1 or BTR Mech Battalion		Commando Company
<b>Syrian 3<sup>rd</sup> Armored Division – released Jun 10 Night turn (Syria)</b>						
82 <sup>nd</sup> Armd Brigade	Motor / 4	3	2	Syrian T-72M Tank Battalion		Company of 6x T-72M [16]
47 <sup>th</sup> Armd Brigade	Motor / 4	3	2	Syrian T-72M Tank Battalion		Commando Company
21 <sup>st</sup> Mech Brigade	Motor / 4	4	2	Syrian BMP-1 or BTR Mech Battalion		Commando Company

# = special rules apply, see 16.1 Unit Special Rules

# 13.0 Order of Battle (continued)

## 13.3 – Israeli Forces (At Start):

ISRAELI FORCES – at Start						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
<b>Initial Forces</b>						
Division 36*	Motor / 4	2	5	Merkava I Tank Company		Platoon of 3x Merkava I [18]
Ugdah Einan / 162 <sup>nd</sup> Armd Div	Motor / 4	2	2	Merkava I Tank Company		Platoon of 3x Merkava I [18]
Division 252	Motor / 4	2	5	Merkava I Tank Company		Platoon of 3x Merkava I [18]
Combat Engineers	Motor / 4	2	1	M113 Mech Company	Combat Engineers	2 Platoons of 3x Sho't [20]

\* = unit withdraws at start of Jun 7 PM turn  
 # = special rules apply, see 16.1 Unit Special Rules

# 13.0 Order of Battle (continued)

## 13.3 – Israeli Forces / Golan Front (Reserves):

ISRAELI FORCES – GOLAN FRONT						
Campaign Unit	Mobility	Activation	Unit Strength	Core Tabletop Formation	Required Command Cards	Bonus Unit(s)
<b>Arrives Jun 8 AM Turn</b>						
Golani Infantry Brigade	Motor / 4	2	2	M113 Mech Company	Golani Brigade	Platoon of 3x Merkava I [18]
Division 90	Motor / 4	2	5	Magach 6 Tank Company		2 Platoons of 3x Sho't [20]
Shachar Brigade	Motor / 4	2	1	M113 Mech Company		Platoon of 3x Merkava I [18]
Vardi Force	Motor / 4	2	3	Merkava I Tank Company or M113 Mech Company		Platoon of 3x Merkava I [18]
Cohen Brigade 460	Motor / 4	2	1	Merkava I Tank Company or M113 Mech Company		Platoon of 3x Merkava I [18]
Y. Peled Force	Motor 4	2	2	M113 Mech Company	Paratroopers	3 full strength Jeep (TOW) Platoons [18]
<b>Arrives Jun 9 Night Turn</b>						
880 <sup>th</sup> Reserve Armd Div	Motor / 4	2	5	Magach 6 or Sho't Tank Company		2 Platoons of 3x Sho't [20]

# = special rules apply, see 16.1 Unit Special Rules

# Beqaa Valley, 1982



## Special Rules and Maps

# 14.0 Special Rules

## 14.1 Arab Special Rules –

### Surprise –

Syrian and PLO intelligence saw the warning signs of a potential Israeli attack, but they did nothing to prepare their forces to meet it, allowing the attack to achieve strategic surprise.

To reflect this, Arab forces may only defend in place during the first two campaign turns.

### Syrian Air Support –

To minimize the chance of escalating the fighting with Israel, the Syrian Air Force was ordered to stand down during the first two days of the invasion. The Syrian player may not purchase air support by strike aircraft for any engagements fought on June 6 or June 7. Helicopter support is still available.

Thereafter they attempted to provide support where needed, but they struggled when engaged by the Israeli Air Force.

### Commando Ambushes –

Small Syrian Commando units repeatedly set up ambushes of Israeli forces during the campaign. While they typically were not very deadly, they did delay Israeli advances on several occasions.

To reflect this, any time an Israeli force enters an unoccupied area that is not Israeli controlled, roll 1d6. on a roll of 5+ the Israeli force must stop its movement for the turn.

# 14.0 Special Rules

## 14.2 Israeli Special Rules –

### Helicopter Airlift –

Israeli forces utilized their helicopter assets, principally CH-47s, to airlift units to bypass or surround stubbornly defended areas during the campaign.

To reflect this, once per campaign day, during either the am or pm campaign turn, the Israeli commander may order a helicopter airlift move. One Israeli unit may immediately move to another area that is no more than three connectors distant. If the destination area is not under Israeli control, the Israeli unit counts as assaulting the area and will fight any defending unit(s).

Helicopter airlift moves do not require an activation roll, the unit activates automatically.

Since such moves require ferrying of heavy equipment, an assaulting force will have a disadvantage in any immediate combat. An enemy force in a tabletop action resulting from a helicopter airlift move receives a 5% points bonus for the action.

### Israeli Combat Engineers –

Israeli combat engineer units played an important role in the campaign, assisting Israeli forces in crossing difficult terrain.

Israeli combat engineer units are shown in the Israeli OOB and are ordered like any other unit. They have a unit strength of zero, but they provide a bonus unit for any tabletop action they are present for, in addition to the bonus unit provided by the primary unit doing the fighting.

In addition, Israeli units accompanied by a Combat Engineer unit may be ordered to traverse a normally impassable proximity connector. A force making such a move must start in an area attached to the proximity connector, and it takes all their available movement points.



# 14.0 Special Rules (Continued)

## 14.2 Israeli Special Rules (Cont) –

### Israeli Command Cards –

Although WW3 Team Yankee does not normally utilize command cards, they provide a way to get the full flavor of this campaign, so we have included them.

Command cards work like those in Flames of War, see the FOW rules for details.

The following command cards are included for Israeli forces:

- Golani Brigade
- Paratroopers

### Armored Doctrine –

Israel, as a relatively small country with many enemies, has developed a reliance on armor at the expense of infantry formations in order to minimize personnel losses in combat.

To reflect this, any Israeli Tank Platoon may re-roll any last stand checks, while any Israeli Mech Infantry Platoon will be in bad spirits unless it has four or more teams remaining.

### Merkava I Armor –

The new Merkava tank performed very well in Lebanon, outside of urban settings. It was very difficult for Syrian forces to knock out, and not a single Merkava I crewman was KIA.

For this campaign only, any Merkava I tank whose armor save equals or is one less than an opponent's AT value is not destroyed, and it is only bailed out on a successful firepower test.

# 15.0 Strategies

## **Map Movement and Area Control –**

The Arab forces have a limited time to punch through a thinly held Israeli line before their mobilizing reserves impact the battle. Israeli units are very tough, but they are heavily outnumbered until the reserve units start to arrive. The Israeli commander needs, like they did historically, be stoic, and hold ground doggedly, despite any temporary setbacks. The Israeli forces are tough but brittle, and they must actively wear away at the larger Arab force or it will eventually grind them down.

## **Tactical / Tabletop –**

Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

**Israeli** - The Israeli forces have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Israelis have good intelligence.

This brings a tactical flexibility, which combined with some important weapons advantages (powerful and versatile tanks, excellent AT capability, etc.) makes the Israeli units very tough through the campaign.

**Arab Forces** – on the other hand, playing the Arab forces is really an exercise in getting a few basic things right. Arab forces have access to very large, solid infantry combined with decent, plentiful tanks and a good variety of support choices. Their AT missile capabilities can be critical in dealing with Israeli armor, and this can allow their numbers to prevail. Good Arab players will get very good at using their core units well together, in a way to make their numbers count.

# 16.0 Historical Force Restrictions

## Introduction –

All forces shown are fielded using the WW3 Team Yankee Oil War book, or the equivalent for other rules systems.

## Formation Support Restrictions (Both Sides) –

Where the WW3 Team Yankee Army books allow the selection of Formation Support, this is restricted in the campaign.

You may not field Formation support, either from allowed compulsory units, or an entire formation, unless those formations are options for the campaign unit fighting, or a campaign unit allowed those formation(s) is within one area of the tabletop battle being played.

## Allied Formations –

The multiple Arab national forces present meant that forces were sometimes intermingled and cooperating tactically. This is best reflected by allowing a force from one nation to field an Allied formation if desired.

Follow the standard rules from WW3 Team Yankee for allied formations if one is fielded.

The following forces may include an Allied formation as noted:

Allied Formation Chart	
Force	Allied Formations Allowed
Syrian	PLO
PLO	Syrian

## Other Selection Restrictions –

Other exceptions are noted in each nation's entry in this section.

# 16.0 Historical Force Restrictions (continued)

## 16.1 Arab Force Selection –

### SYRIAN:

Syrian forces should be selected from the Oil War Book, with the following restrictions / additions.

#### **New Units –**

Some additional units are available for Syrian forces. See Section 16.2 New Syrian Units for details.

The following additional units are available:

- Commando Company
- MiG-23 Fighter Flight
- SAM Group

#### **Updated Force Chart –**

The following changes should be made to the Syrian Forces Chart (pp. 36-37 Oil War):

- Attack Helicopters – Syrian forces are allowed to take up to 4 helicopter units as long as the total number of helicopters does not exceed 8. Units of a single helicopter are allowed at ½ the point cost of a 2-helicopter flight. [Syrian helicopters tended to operate singly or in pairs during the 1982 campaign]

#### **Restricted Units –**

The following general restrictions apply to all Syrian units during the campaign:

**AT Missiles:** Syrian forces had not yet been equipped with a significant number of Milan missiles by 1982.

- Each Syrian formation may have a maximum of one unit equipped with Milan missiles. All others must be equipped with Sagger missiles if any ATGMs are fielded.

# 16.0 Historical Force Restrictions (continued)

## 16.1 Arab Force Selection (Continued) –

### PLO:

PLO forces should be selected from the Oil War Book using the Iranian Basij Infantry Battalion organization and stats, with the following restrictions / additions.

#### **PLO Fighters –**

PLO fighters are fielded as Basij companies, using the same points and statistics. PLO Fighters use the Martyrs special rule, but not the Basij Assault rule.

PLO Fighters lacked fieldcraft, and never receive bulletproof cover from foxholes.

#### **New Units –**

PLO forces have access to several new units:

- PLO T-34 Group
- PLO Technical Group
- PLO Heavy Technical Group

Details are found under new units (16.2).

#### **Command Cards –**

Although WW3 Team Yankee does not normally utilize Command Cards, some are required to reflect forces in this campaign:

- Guerilla Ambush
- Guerilla Reserves

#### **Restricted Units –**

The following general restrictions apply to all PLO units during the campaign:

- [The PLO forces involved were not equipped with T-62 tanks. None of these vehicles may not be used in this campaign](#)

#### **Syrian Support –**

PLO units may field a Syrian allied formation, and they utilize Syrian support choices instead of Iranian ones.

# 16.0 Historical Force Restrictions (continued)

## 16.2 New Syrian/PLO Units –

Some of the units called out in the OOB are not covered in the existing forces released to date.

Unit cards for these new units are detailed in the New Unit Cards section.

### Syrian Commandos:

After the disappointment of the 1973 War, where its small unit of Commandos was arguably the most effective Syrian formation, the Syrian Army decided to dramatically expand its Commando force. This diluted the quality of regular Syrian forces, but it gave the regime a much larger number of elite units to deploy in 1982.

The Syrians committed a number of their elite Commando formations to the fighting in Lebanon.

Syrian Commando units fought well in the Beqaa Valley, causing the Israeli forces significant difficulty.

The stats are shown below:



**Commando Company**

**Commando Company:**

- 7x AK-47 team
- 6x RPG-7 team 10 pts
- Add 1x Milan team +3 pts

**Special Rules**

**Infra-Red / IR** – a unit with IR rolls 2 dice on the Night Visibility Table and chooses the highest score



**Commando Company**

**Infantry Unit**

Courage	4+	Skill	5+
Morale	4+	Assault	5+
Rally	3+	Counter	3+

Is Hit On	Infantry Save
3+	3+

<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
8"	8"	12"	12"	Auto

<u>Weapon</u>	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
AK-47 team	8"	3	3	1	6	pinned ROF 1
RPG-7 team	12"	1	1	17	4+	assault 6, HEAT, slow firing
MILAN team	8-36"	3	-	21	3+	assault 6, HEAT, guided, Heavy, IR

# 16.0 Historical Force Restrictions (continued)

## 16.2 New Syrian/PLO Units (continued) –

### MiG-23 Aviation Company:

Syria fielded the MiG-23 for ground support missions in 1982.

Instead of Soviet Su-25 support Syrian forces have access to MiG-23 support.

The stats for the unit are shown below:



### MiG-23 Fighter Flight

**MiG-23 Fighter Flight:**

4x MiG-23      6 pts  
2x MiG-23      3 pts

Special Rules

**Forward Firing** – may only target teams fully in front of the shooting team



### MiG-23 Fighter Flight

Strike Aircraft Unit

Courage 4+      Skill 5+

Morale 4+

Is Hit On

Aircraft Save

3+

5+

Tactical

Terrain Dash

Xcountry Dash

Road Dash

Cross

UNLIMITED

Weapon	Range	Halted	Moving	AT	FP	Notes
23mm GSh 23-L	8"	-	3	6	5+	Anti-helicopter
Bombs	6"	ARTILLERY		3	3+	

### Syrian SAM Group:

One of the actions that led to Israeli intervention in Lebanon was Syria moving a large number of their SAM Batteries into the Beqaa Valley.

If one or more Syrian SAM Groups are present in an area, any tabletop engagements the Syrian force receives a free full-strength SA-8 Gecko Platoon for the engagement.

# 16.0 Historical Force Restrictions (continued)

## 16.2 New Syrian/PLO Units (continued) –

### PLO T-34/85 Group:

The PLO fielded a mix of T-55 and T-34/85 tanks. PLO formations may include up to 2 T-34/85 Groups

in addition to a T-55 Group.

The stats for the unit are shown below:



**PLO T-34 Group**

**PLO T-34 Group:**  
3x T-34/85      2 pts

**Special Rules**



**PLO T-34 Group**

**Tank Unit**



Courage 3+      Skill 5+  
Morale 3+      Assault 5+  
Remount 3+      Counter 3+

**Hit on 3+**

Front	Side	Top
6	5	1

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	14"	20"	24"	3+

Weapon	Range	Halted	Moving	AT	FP	Notes
85mm gun	28"	2	1	12	3+	
12.7mm AA MG	20"	3	2	4	5+	
MGs	16"	2	2	2	6	



# 16.0 Historical Force Restrictions (continued)

## 16.2 New Syrian/PLO Units (continued) –

### PLO Technical / Heavy Technical Group:

PLO forces also fielded a number of Technicals, weapons mounted on the bed of pickup trucks, and heavy technical, larger weapons mounted in larger trucks.

PLO formations may include up to three Technical or Heavy Technical Groups. The stats for the units are shown below:

### PLO Technical Group

**PLO Technical Group:**


2x Technical      2 pts  
- armed with either a single ZPU 14.5mm AA  
- Upgrade any to quad ZPU @ +1 point each

3x Technical      2 pts  
- armed with an MG

Special Rules

### PLO Technical Group

**Unarmored Tank Unit**



Courage 3+      Skill 5+  
Morale 3+      Assault -  
Rally 3+      Counter -

Is Hit On      Truck Save  
**3+**      **4+**

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
6"	12"	20"	48"	4+

Weapon	Range	Halted	Moving	AT	FP	Notes
14.5mm AA MG	20"	3	2	5	5+	
Quad 14.5 AA MG	20"	5	2	5	5+	
MG	16"	3	3	2	6	

### PLO Hvy Technical Group

**PLO Heavy Technical Group:**


2x Hvy Technical      3 pts  
- armed with either:  
\* a single 73mm turret gun  
\* a quad ZPU 14.5mm AA  
\* a quad 23mm AA mount

3x Heavy Technical      3 pts  
- armed with an HMG or .50 cal HMG

Special Rules

### PLO Hvy Technical Group

**Unarmored Tank Unit**



Courage 3+      Skill 5+  
Morale 3+      Assault -  
Rally 3+      Counter -

Is Hit On      Truck Save  
**3+**      **5+**

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
6"	10"	12"	32"	5+

Weapon	Range	Halted	Moving	AT	FP	Notes
73mm gun	16"	1	-	12	3+	HEAT
Quad 14.5mm	20"	5	2	5	5+	dedicated AA
Quad 23mm	20"	4	1	6	5+	dedicated AA
HMG	20"	6	-	2	6	
.50 cal HMG	20"	3	-	4	5+	

# 16.0 Historical Force Restrictions (continued)

## 16.3 Israeli Force Selection –

### ISRAELI:

Israeli forces should be selected from the Oil War Book, with the following restrictions / additions.

#### **New Units –**

The following additional units are available for Israeli forces:

- Magach 6 with ERA
- Centurion Sho't

#### **Updated Force Chart –**

The following changes should be made to the Israeli Forces Chart (pp. 14-15 Oil War) [the Israeli invasion force was very well equipped with support weapons during the campaign]:

- Either or both an M163 VADS AA Platoon and a ZSU-23-4 Shilka AA Platoon may be selected, not one or the other
- Either or both an M109 SP Artillery Battery and an M106 120mm Mortar Battery may be selected for the second choice under Artillery Corps, not one or the other. This means that Israeli players may field a total of two M109 and one M106 batteries as support choices

#### **Command Cards –**

Although WW3 Team Yankee does not normally utilize Command Cards, some are required to reflect forces in this campaign:

- Paratroopers
- Golani Brigade
- Combat Engineers

**Tank Force Changes:** the Israelis made a number of changes to their equipment between 1982 and 1985 (when the WW3 timeline starts):

- Only the Merkava 1 was in use. The Merkava 2 was developed in response to lessons from the 1982 war, so none of these vehicles may be used in this campaign
- Magach 6 tanks were fielded in Lebanon both with and without ERA upgrades. If any Magach 6 models are upgraded with ERA, all of the models in that formation must be.
- Some reserve units still used the Centurion Sho't in Lebanon [see new units]

# 16.0 Historical Force Restrictions (continued)

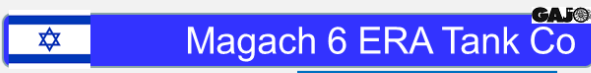
## 16.4 New Israeli Units –

### MAGACH 6 with ERA

The Israeli Army was in the midst of upgrading its fleet of Magach 6 tanks in 1982. The biggest change was the addition of ERA armor, which improved protection overall and especially against HEAT projectiles.

Israel fielded both upgraded and non-upgraded units during the conflict, but an individual formation in the game must either field all upgraded tanks or none.

The stats for the unit are shown below:



**Company HQ:**

2x Magach 6	9 pts
1x Magach 6	5 pts

**Special Rules**


**Accurate** – stationary teams receive no to hit penalty for ranges >16"

**Brutal** – Infantry and unarmored tank teams re-roll successful saves


**ERA** – teams with ERA armor have a side rating of 16 against HEAT weapons

**Units in the Formation:**

Company HQ	1	Magach 6 ERA Platoon	2-3
M113 Mech Platoon	0-1	Jeep or M113 Recce Platoon	0-1



**Tank Formation \* Infra-Red (IR) \* ERA Armor**



**Courage 2+ Skill 2+**

**Morale 2+ Assault 4+**

**Remount 2+ Counter 2+**

**Hit on 4+**

Front	Side	Top
16	9	2

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	14"	20"	24"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
M68 105mm gun	40"	2	1	19	2+	accurate, brutal, smoke
.50 cal MG	20"	3	2	4	5+	
7.62 AAMGs	16"	3	3	2	6	



**Magach 6 Tank Platoon:**

3x Magach 6	14 pts
2x Magach 6	9 pts

**Special Rules**

**Accurate** – stationary teams receive no to hit penalty for ranges >16"

**Brutal** – Infantry and unarmored tank teams re-roll successful saves

**ERA** – teams with ERA armor have a side rating of 16 against HEAT weapons



**Tank Unit \* Infra-Red (IR) \* ERA Armor**



**Courage 3+ Skill 3+**

**Morale 3+ Assault 4+**

**Remount 3+ Counter 3+**

**Hit on 4+**

Front	Side	Top
16	9	2

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	14"	20"	24"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
M68 105mm gun	40"	2	1	19	2+	accurate, brutal, smoke
.50 cal MG	20"	3	2	4	5+	
7.62 AAMGs	16"	3	3	2	6	

# 16.0 Historical Force Restrictions (continued)

## 16.4 New Israeli Units –

### Centurion Sho't

Some Israeli reserve units mobilized in 1982 were still equipped with upgraded Centurion tanks, termed the Sho't (Whip) in the Israeli Army.

Company as a formation, it is organized like a Magach 6 Tank Company in Oil Wars, but it replaces all Magach 6 units with Sh'ot units.

Israeli players may field a Sho't Tank

The stats for the unit are shown below:

GAJO

## 1982 Sho't Tank Company

**Sho't HQ:**

CIC Sho't 6 pts

2IC Sho't 4 pts

CIC Sho't 4 pts

**Special Rules**

**Accurate** – stationary teams receive no to hit penalty for ranges >16"

**Bazooka Skirts** – Side Armor is 10 against HEAT weapons

**Brutal** – enemy infantry and unarmored tank teams must re-roll successful saves


**Units in the Formation:**

Company HQ	1	1982 Sho't Platoon	2-3
M113 Mech Platoon	0-1	Jeep or M113 Recce Platoon	0-1

GAJO

## 1982 Sho't Tank Company

**Tank Formation \* Bazooka Skirts**



Courage 2+ Skill 2+

Morale 2+ Assault 4+

Remount 2+ Counter 2+

**Hit on 4+**

Front	Side	Top
13	6	2

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	16"	18"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
L7 105mm gun	40"	2	1	19	2+	accurate, brutal, smoke
.50 cal AAMG	20"	3	2	4	5+	
MG	16"	1	1	2	6	

GAJO

## 1982 Sho't Platoon

**Sho't Tan'kim Platoon:**

3 Sho't 10 pts

2 Sho't 6 pts

**Special Rules**

**Accurate** – stationary teams receive no to hit penalty for ranges >16"

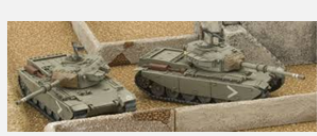
**Bazooka Skirts** – Side Armor is 10 against HEAT weapons

**Brutal** – enemy infantry and unarmored tank teams must re-roll successful saves

GAJO

## 1982 Sho't Platoon

**Tank Unit \* Bazooka Skirts**



Courage 3+ Skill 3+

Morale 3+ Assault 4+

Remount 3+ Counter 3+

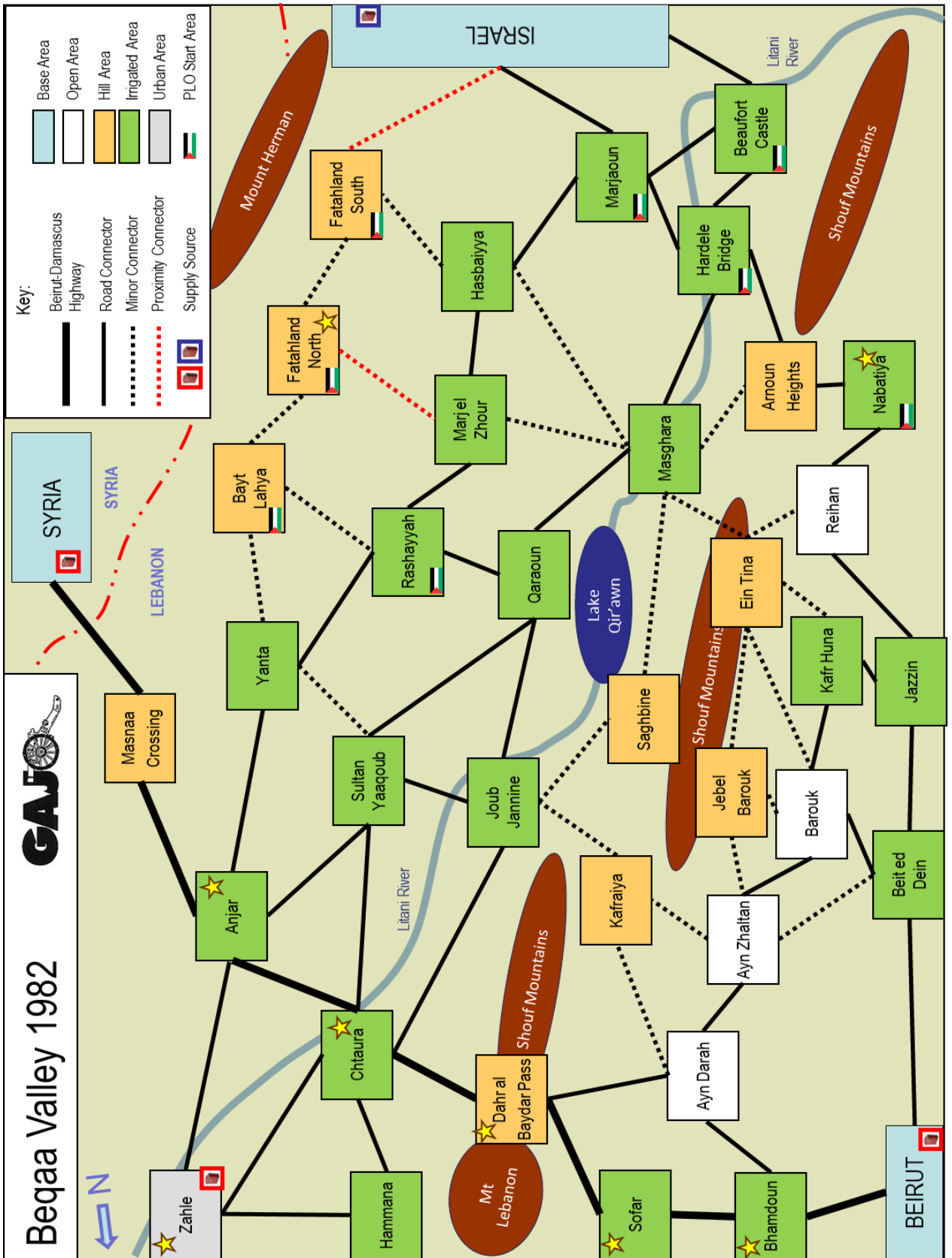
**Hit on 4+**

Front	Side	Top
13	6	2

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	16"	18"	2+

Weapon	Range	Halted	Moving	AT	FP	Notes
L7 105mm gun	40"	2	1	19	2+	accurate, brutal, smoke
.50 cal AAMG	20"	3	2	4	5+	
MG	16"	1	1	2	6	

# Campaign Map - Beqaa Valley



# Beqaa Valley, 1982



## New Unit and Command Cards

# New Unit Cards – Syrian

**MiG-23 Fighter Flight**

**MiG-23 Fighter Flight**

**MiG-23 Fighter Flight:**  
 4x MiG-23    6 pts  
 2x MiG-23    3 pts

**Special Rules**

**Forward Firing** – may only target teams fully in front of the shooting team

**MiG-23 Fighter Flight**

**Strike Aircraft Unit**

Courage 4+    Skill 5+  
 Morale 4+

Is Hit On    Aircraft Save  
**3+**            **5+**

Tactical    Terrain Dash    Xcountry Dash    Road Dash    Cross AUTO

Weapon    Range    Halted    Moving    AI    EP    Notes  
 23mm GSh 23-L    8"    -    3    6    5+    Anti-Helicopter  
 Bombs            6"    ARTILLERY    3    3+

**Commando Company**

**Commando Company**

**Commando Company:**  
 7x AK-47 team    10 pts  
 6x RPG-7 team    +3 pts  
 Add 1x Milan team

**Special Rules**

**Infra-Red / IR** – a unit with IR rolls 2 dice on the Night Visibility Table and chooses the highest score

**Commando Company**

**Infantry Unit**


Courage 4+    Skill 5+  
 Morale 4+    Assault 5+  
 Rally 3+            Counter 3+

Is Hit On    Infantry Save  
**3+**            **3+**

Tactical    Terrain Dash    Xcountry Dash    Road Dash    Cross Auto

Weapon    Range    Halted    Moving    AI    EP    Notes  
 AK-47 team    8"    3    3    1    6    pinned ROF 1  
 RPG-7 team    12"    1    1    17    4+    assault 6, HEAT, slow firing  
 MILAN team    8-36"    3    -    21    3+    assault 6, HEAT, guided, Heavy, IR

# New Unit Cards – PLO




## PLO Technical Group

Special Rules


**PLO Technical Group:**

- 2x Technical 2 pts
  - armed with either a single ZPU 14.5mm AA
  - Upgrade any to quad ZPU @ +1 point each
- 3x Technical 2 pts
  - armed with an MG



## PLO Technical Group

Unarmored Tank Unit



Courage 3+ Skill 5+  
Morale 3+ Assault -  
Rally 3+ Counter -

Is Hit On Truck Save  
**3+** **4+**

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
6"	12"	20"	48"	4+

Weapon	Range	Halted	Moving	AI	EP	Notes
14.5mm AA MG	20"	3	2	5	5+	
Quad 14.5 AA MG	20"	5	2	5	5+	
MG	16"	3	3	2	6	



## PLO Hvy Technical Group

Special Rules

**PLO Heavy Technical Group:**

- 2x Hvy Technical 3 pts
  - armed with either:
    - \* a single 7.3mm turret gun
    - \* a quad ZPU 14.5mm AA
    - \* a quad 23mm AA mount
- 3x Heavy Technical 3 pts
  - armed with an HMG or .50 cal HMG



## PLO Hvy Technical Group

Unarmored Tank Unit



Courage 3+ Skill 5+  
Morale 3+ Assault -  
Rally 3+ Counter -

Is Hit On Truck Save  
**3+** **5+**

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
6"	10"	12"	32"	5+

Weapon	Range	Halted	Moving	AI	EP	Notes
7.3mm gun	16"	1	-	12	3+	HEAT
Quad 14.5mm	20"	5	2	5	5+	dedicated AA
Quad 23mm	20"	4	1	6	5+	dedicated AA
HMG	20"	6	-	2	6	
.50 cal HMG	20"	3	-	4	5+	



# New Unit Cards – PLO

**PLO T-34 Group**

3x T-34/85      2 pts

**PLO T-34 Group:**

**PLO T-34 Group**

Special Rules

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**PLO T-34 Group**

**Tank Unit**





Courage 3+      Skill 5+  
Morale 3+      Assault 5+  
Remount 3+      Counter 3+

Hit on 3+	
Front	6
Side	5
Top	1


Tactical	10"
Terrain Dash	14"
Xcountry Dash	20"
Road Dash	24"
Cross	3+

Weapon	Range	Halted	Moving	AT	FP	Notes
85mm gun	28"	2	1	12	3+	
12.7mm AA MG	20"	3	2	4	5+	
MGs	16"	2	2	2	6	

# New Unit Cards - Israel

## Magach 6 ERA Tank Co



**Company HQ:**

2x Magach 6  
1x Magach 6

**Special Rules**


**Accurate** – stationary teams receive no to hit penalty for ranges > 16"

**Brutal** – Infantry and unarmored tank teams roll successful saves


**ERA** – teams with ERA armor have a side rating of 16 against HEAT weapons

**Units in the Formation:**


1	Magach 6 ERA Platoon	2-3
0-1	Jeep or M113 Recce Platoon	0-1



## Magach 6 ERA Tank Co



**Tank Formation \* Infra-Red (IR) \* ERA Armor**



**Courage** 2+  
**Morale** 2+  
**Remount** 2+

**Skill** 2+  
Assault 4+  
Counter 2+

**Hit on 4+**

Front	Side	Top
16	9	2

**Tactical** 10"

**Terrain Dash** 14"

**Xcountry Dash** 20"



**Road Dash** 24"

**Cross** 2+


<b>Weapon</b>	<b>Range</b>	<b>Halted</b>	<b>Moving</b>	<b>AT</b>	<b>FP</b>	<b>Notes</b>
M68 105mm gun	40"	2	1	19	2+	accurate, brutal, smoke
.50 cal MG	20"	3	2	4	5+	
7.62 AAMGs	16"	3	3	2	6	

**Hit on 4+**

Front	Side	Top
16	9	2

## Magach 6 ERA Tank Platoon



**Magach 6 Tank Platoon:**

3x Magach 6  
2x Magach 6

**Special Rules**


**Accurate** – stationary teams receive no to hit penalty for ranges > 16"

**Brutal** – Infantry and unarmored tank teams roll successful saves


**ERA** – teams with ERA armor have a side rating of 16 against HEAT weapons

**Units in the Formation:**


1	Magach 6 ERA Platoon	2-3
0-1	Jeep or M113 Recce Platoon	0-1



## Magach 6 ERA Tank Platoon



**Tank Unit \* Infra-Red (IR) \* ERA Armor**



**Courage** 3+  
**Morale** 3+  
**Remount** 3+

**Skill** 3+  
Assault 4+  
Counter 3+

**Hit on 4+**

Front	Side	Top
16	9	2

**Tactical** 10"

**Terrain Dash** 14"

**Xcountry Dash** 20"

**Road Dash** 24"



**Cross** 2+

<b>Weapon</b>	<b>Range</b>	<b>Halted</b>	<b>Moving</b>	<b>AT</b>	<b>FP</b>	<b>Notes</b>
M68 105mm gun	40"	2	1	19	2+	accurate, brutal, smoke
.50 cal MG	20"	3	2	4	5+	
7.62 AAMGs	16"	3	3	2	6	


**Hit on 4+**

Front	Side	Top
16	9	2

# New Unit Cards - Israel

## 1982 Sho't Tank Company



**Sho't HQ:**  
 C/C Sho't 6 pts  
 2/C Sho't 4 pts  
 C/C Sho't

Special Rules

**Accurate** – stationary teams receive no to hit penalty for ranges > 16"


**Bazooka Skirts** – Side Armor is 10 against HEAT weapons

**Brutal** – enemy infantry and unarmored tank teams must re-roll successful saves

Units in the Formation:



Company HQ	1	2-3
M113 Mech Platoon	0-1	Jeep or M113 Recce Platoon

Tank Formation \* Bazooka Skirts




<u>Tactical</u>	10"	<u>Terrain Dash</u>	12"	<u>Xcountry Dash</u>	16"	<u>Road Dash</u>	18"	<u>Cross</u>	2+
<u>Weapon</u>	L7 105mm gun	<u>Range</u>	40"	<u>Moving</u>	1	<u>AT</u>	19	<u>FP</u>	2+
	.50 cal AAMG		20"		2		4		5+
	MG		16"		1		2		6

<u>Hit on 4+</u>		<u>Skill 2+</u>	
<u>Front</u>	13	Morale 2+	Assault 4+
<u>Side</u>	6	Remount 2+	Counter 2+
<u>Top</u>	2		

## 1982 Sho't Platoon



**Sho't an 'kim Platoon:**  
 3 Sho't 10 pts  
 2 Sho't 6 pts

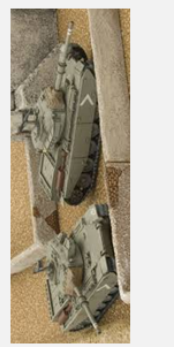
Special Rules

**Accurate** – stationary teams receive no to hit penalty for ranges > 16"

**Bazooka Skirts** – Side Armor is 10 against HEAT weapons

**Brutal** – enemy infantry and unarmored tank teams must re-roll successful saves

Tank Unit \* Bazooka Skirts



<u>Tactical</u>	10"	<u>Terrain Dash</u>	12"	<u>Xcountry Dash</u>	16"	<u>Road Dash</u>	18"	<u>Cross</u>	2+
<u>Weapon</u>	L7 105mm gun	<u>Range</u>	40"	<u>Moving</u>	1	<u>AT</u>	19	<u>FP</u>	2+
	.50 cal AAMG		20"		2		4		5+
	MG		16"		1		2		6

<u>Hit on 4+</u>		<u>Skill 3+</u>	
<u>Front</u>	13	Morale 3+	Assault 4+
<u>Side</u>	6	Remount 3+	Counter 3+
<u>Top</u>	2		

# New Command Cards

**GAJO**

**Armored Thrust**  
**Bekaa**  
  
**PLO**  
**Command**  
**Card**

**GAJO**

**Guerilla Ambush**

One unit from this formation may be deployed in Ambush, in addition to any units allowed by the mission being fought.



PLO, Build,  
Formation, Limited (Basij Battalion)

3

Points

**GAJO**

**Armored Thrust**  
**Bekaa**  
  
**PLO**  
**Command**  
**Card**

**GAJO**

**Guerilla Reserves**

Any units from this formation arriving from reserve use the Guerilla Fighters rule (p66 of 'Nam)



PLO, Build,  
Unit (Basij Company)

4

Points

# New Command Cards

**GAJO**

## Commando Ambush

This unit may be deployed in Ambush, in addition to any units allowed by the mission being fought.



Syrian, Build,  
Unit, Limited (Commando Company)


3  
Points

**GAJO**

## Armored Thrust Bekaa Syrian Command Card


# New Command Cards



**Armored Thrust**  
**Bekaa**  
  
**Israeli**  
**Command**  
**Card**

**Combat Engineers**


Infantry teams in this formation cross minefields safely on a 2+. Infantry teams in this formation Dig In on a roll of 2+.

 Israeli, Build, Formation (M113 Mech Company)

**2**  
Points

# New Command Cards

**Armored Thrust  
Bekaa**




**Israeli  
Command  
Card**

**GAJO**

**Paratrooper Platoon**

Remove all transport teams from this unit. Use the following ratings for the unit:

Morale	2+
Rally	2+
Assault	3+



Israeli, Build,  
Unit (M113 Mech Platoon)

1  
Point

**Armored Thrust  
Bekaa**



**Israeli  
Command  
Card**

**GAJO**

**Golani Brigade**

This unit may re-roll one failed attempt to rally. This may not be combined with a command re-roll.



Israeli, Build,  
Unit (M113 Mech Platoon)

1  
Point