COLD WAR BLITZ
MINI GAME SCENARIO RULES

SCENARIO: SUEZ '56

11.0 SCENARIO INTRODUCTION

This game of *Cold War Blitz* is *Suez '56*, in which you the player take command of the Anglo-French-Israeli forces in Operation Musketeer, the invasion of Egypt. The historical objective was to regain control of the Suez Canal and hopefully remove Egypt's President Nasser. While militarily successful, the operation was a political debacle. But can you do better? The player commands the Allies. The game system runs the OPFOR Egyptians.

12.0 UNITS IN SCENARIO

Ground Units

 Paratrooper

 Marine

 Infantry

 Armor

 Special Forces

 Engineers

 Antiaircraft (AAA)

 Guerrillas

Markers

 Airstrike

 Helicopter transport

 Naval Bombardment

Unit Sizes

XX = division   [x] = task force
X = brigade ||| = regiment

Abbreviations

C: Cairo
D: Delta
Fdyn: Fedayeen (Palestinian guerrillas)
GHQ: General Headquarters Reserve
LE: Foreign Legion
MC: Marine Commando
MFF: Mobile Frontier Force
NG: National Guard
PLA: Palestinian Liberation Army
RAP: French Special Forces
RCP: Parachute Light Infantry Regiment
Res: Reserve
RMC: Royal Marine Commando
RPC: Colonial Parachute Regiment
SC: Suez Canal
Note: *French paratrooper task forces each represent two regiments.*

13.0 SET UP

Egyptian units are set up first (13.1) followed by Allied units (13.2)

13.1 Egyptian Set Up
Place all Egyptian units (green) face down and mix them up. Place as follows.
Two units each in: Cairo East, Ismailia
One unit each in: Alexandria, Cairo West, Cairo Airport, Mansura, Port Said, Suez City, Rafah, Abu Ageila, Quntilla, Gaza.

13.2 Allied Set Up
Place all units in the Reinforcement Pool (see 15.0).
Israelis (white): 38, 77, GHQR divisions; 202 brigade; 1 x airstrike.
British (tan): 16 para, RMC, 19/3, 29/3 brigades; 10 division; RE engineers; 4 x airstrike.
French (blue): 1 REP, 2 RCP para, RAP task forces; MC; 7th division; Col brigade; 2 x airstrikes.
Allied (dark blue): 1 x helicopter, 1 x naval bombardment.

13.3 Turn Marker
Place the marker in the "9" box of the turn track. It may never go higher than 14.

14.0 VICTORY & DEBACLE
The Allies (the player) wins if, at the end of any Administrative Phase, Allied units occupy four or more victory spaces and there are no Egyptian units in the Sinai (east of the Suez Canal). Any other outcome is an Allied Debacle.

15.0 ALLIED REINFORCEMENTS

15.1 Reinforcement Arrival
Units brought in as reinforcements can move and attack in the same turn.

15.2 Israeli Units
All Israeli units are brought into play by the Operation Kadesh card. Place ground units in Israel and air units in the Available box.

15.3 British & French Units
British and French units are brought into play via action cards. Ground units are deployed to the staging area (15.4), air units to the Air Available box. From there they can enter the playing area.

15.4 Allied Staging Area
The staging area has a port and airbase. These are always Allied controlled (garrisoned by units not shown in the game). British and French units in the staging area can move to Egypt or from Egypt to the staging area by:

1) airborne move if airborne qualified.
2) helicopter movement.
3) naval and air transfer movement (see below).

> **Note**. *Getting Allied ground units into action is, therefore, a two step process: moving them from the reinforcement box to the staging area, then from the staging area into Egypt.*

16.0 REPLACEMENTS
16.1 Allied Replacements
Certain cards allow for replacement of reduced or eliminated units. A reduced two-step unit on the map is restored to full strength. An eliminated one-step unit returns at full strength, and eliminated two-step unit returns at reduced strength. Replaced ground units are placed in the staging area, replaced air units in the Air Available box.

16.2 Egyptian Replacements
For each replacement, mix up the units in the Egyptian deadpile and pick at random the number designated by the card. Roll one die for each and consult the Egyptian Placement Table; place the unit in the indicated space. Units can be placed in spaces containing Allied units; this will trigger Reaction combat. If placement causes over-stacking, re-roll for the unit.

17.0 SPECIAL RULES
17.1 Israeli Movement Restrictions
Israeli ground and air units may not enter any space west of the Stop Line.

17.2 Stacking
The Allies may have up to six regiments, brigades or task forces in a single space; divisions count

as two regiments. Up to three air units may be placed in one space in addition to any ground units. Israeli units (ground or air) may not stack with British or French units. British and French may stack together. The units marked "Allied" units are British-French. An unlimited number of Egyptian units may stack in a space.

17.3 Air Transfer
One British or French regiment, brigade or task force may be air transferred during each air phase. A unit to be air transferred must start in an airbase free of enemy units. Pick up the unit and move it to an airbase which is occupied by other friendly units and with no Egyptian units in it. Air transfer does not require air units (it uses transports not shown in the game).

17.4 Amphibious Movement
One British or French division or two regiments/brigades/task forces in a port or the staging area may be moved to another port or the staging area, regardless of presence of enemy or friendly units. Units must end their move in a port; they can not remain at sea. Once per game, an amphibious move may be to or from a port on the Red Sea.

17.5 Allied Naval Bombardment
The Allied player uses this marker exactly as an airstrike, but it can only be used against ports and is not affected by AAA fire.

17.6 Allied Airborne Units
All Allied paratrooper and special forces units are airborne qualified. One or two airborne units may make airborne landings per turn.

17.7 Helicopter Transport
The helicopter transport can carry one paratrooper, special forces, or marine unit per move.

TERRAIN EFFECTS CHART

Type	Effect on Movement	Tactical Superiority Tie-Breaker	Effect on Combat
Open	None	Allies	None
Town	None	Egyptians	None
City	Stop	Egyptians	Defending Egyptians ignore retreats
Pass	Stop	Allies	None
Air Base	None (but see 8.0)	Allies	None
Fortification	Stop	Egyptians	Defending Egyptians +1 combat strength, ignore retreats
Port	None except for amphibious movement (see 17.4).	Allies (even if a city)	Use other terrain
Staging Area	Only British and French can enter. Has a port and airbase.		
Ground Route	All units can use.		
Sea Route	Allied units may move via naval, airborne or helicopter moves.		
Suez Canal or Nile Crossing	To move across, must start on one side of the Canal then move to the other side and stop. If the moving force has an engineer, it does not have to stop. Units that retreat across are eliminated unless a friendly engineer unit is on one side. Engineers may retreat across at no penalty.		
Israeli Stop Line	Israeli units may not move west of this line.		
Israeli Border	Egyptian units may not cross.		

BATTLE RESULTS TABLE

Die Roll	Firing Unit Allied Ground	Egyptian Ground	Air at Ground	AAA at Air or Airborne
1-3	-	-	-	-
4	R	-	-	
5	R	R	R	A
6	EU	ES	EU	ES

ES = eliminate one step   **EU** = eliminate one unit
R = Retreat one unit
A = Abort one airstrike, helicopter, or airborne landing unit.