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

<table>
<thead>
<tr>
<th>Ground Units</th>
<th>Paratrooper</th>
<th>Armor</th>
<th>Infantry</th>
<th>Marine</th>
<th>Special Forces</th>
<th>Engineers</th>
<th>Antiaircraft (AAA)</th>
<th>Guerrillas</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2-2</td>
<td>4-2</td>
<td>3-2</td>
<td>2-2</td>
<td>1-2</td>
<td>1-0</td>
<td>1-0</td>
<td>1-1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Markers</th>
<th>Airstrike</th>
<th>Helicopter transport</th>
<th>Naval Bombardment</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Unit Sizes**

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

**Abbreviations**

- C: Cairo
- D: Delta
- Fdyn: Fedayeens (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
- RPC: Royal Marine Commando
- 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 airstrike.
- **Allied (dark blue):** 1 x naval bomber, 1 x helicopter.

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 reduced 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

<table>
<thead>
<tr>
<th>Type</th>
<th>Effect on Movement</th>
<th>Tactical Superiority Tie-Breaker</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>None</td>
<td>Allies</td>
<td>None</td>
</tr>
<tr>
<td>Town</td>
<td>None</td>
<td>Egyptians</td>
<td>None</td>
</tr>
<tr>
<td>City</td>
<td>Stop</td>
<td>Egyptians</td>
<td>None</td>
</tr>
<tr>
<td>Pass</td>
<td>Stop</td>
<td>Allies</td>
<td>None</td>
</tr>
<tr>
<td>Air Base</td>
<td>None (but see 8.0)</td>
<td>Allies</td>
<td>None</td>
</tr>
<tr>
<td>Fortification</td>
<td>Stop</td>
<td>Egyptians</td>
<td>Defending Egyptians +1 combat strength, ignore retreats</td>
</tr>
<tr>
<td>Port</td>
<td>None except for amphibious movement (see 17.4).</td>
<td>Allies (even if a city)</td>
<td>Use other terrain</td>
</tr>
<tr>
<td>Staging Area</td>
<td>Only British and French can enter.</td>
<td>Has a port and airbase.</td>
<td></td>
</tr>
<tr>
<td>Ground Route</td>
<td>All units can use.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sea Route</td>
<td>Allied units may move via naval, airborne or helicopter moves.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Suez Canal or Nile Crossing</td>
<td>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.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Israeli Stop Line</td>
<td>Israeli units may not move west of this line.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Israeli Border</td>
<td>Egyptian units may not cross.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### BATTLE RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Firing Unit</th>
<th>Egyptian Ground</th>
<th>Air at Ground</th>
<th>AAA at Air or Airborne</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>R</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>A</td>
</tr>
<tr>
<td>6</td>
<td>EU</td>
<td>ES</td>
<td>EU</td>
<td>ES</td>
</tr>
</tbody>
</table>

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