

Boot Camp Scenario Four

Welcome to Bootcamp Scenario 4. In this scenario we will explore the complexities of a paratroop drop and attack.. Here you are given a paratroop battalion whose mission is to capture the town of Chanting and clear the road going off to the south edge of the map. The town and surrounding area is defended by an Egyptian infantry battalion.

The forces in this scenario are about equal in strength, with the Israelis having a slight edge in machine guns and the Egyptians a slight edge in mortars. But you are the attacker and must attack quickly before the Egyptians rally and bring their full force to bear.

Several new features are introduced in this scenario. First is that it is a night scenario. Visibility is much reduced cutting down the effectiveness of direct fire. The Egyptians have a small supply of star shells that they can fire with their mortars which can light up hexes for a turn as if they are in daylight. This can make the final approach to enemy positions dangerous if the star shells are properly coordinated with defensive fire.

Another new feature is improved positions. These improve the defense of those units occupying them. While only the Egyptians have them in the beginning of the game, both sides may construct them during the course of the game. Still another new feature is frozen units. These are units that are frozen in place in the hex that they are in and can not move out of the hex until either they are fired upon or are released during the course of the game. Only the Egyptians are frozen in place at the beginning of the game and this simulates the effect that surprise has on them.

But the best feature is the paratroop drop. Here the Israelis arrive by parachuting onto the map. There is a chance of scattering occurring which means that some Israeli units could land in the trees, causing some early casualties and disruption. Because of the short time that you have before the Egyptians start to be released you should gather up your good units and move out fast and bring up the stragglers when you can.

Basics covered in Bootcamp 4

- Improved Positions
- Frozen Units
- Night Conditions
- Star Shells
- Paratroop Drops

Congratulations. You have dealt with some of the more advance features of the game. Practice a few times with this scenario before going to the next one..