



MICRO ARMOUR® : The Game - Modern

Sahara

Spanish & Moroccans vs. Algerians & "Polisario" Insurgents

Western Sahara - 22 October, 1996

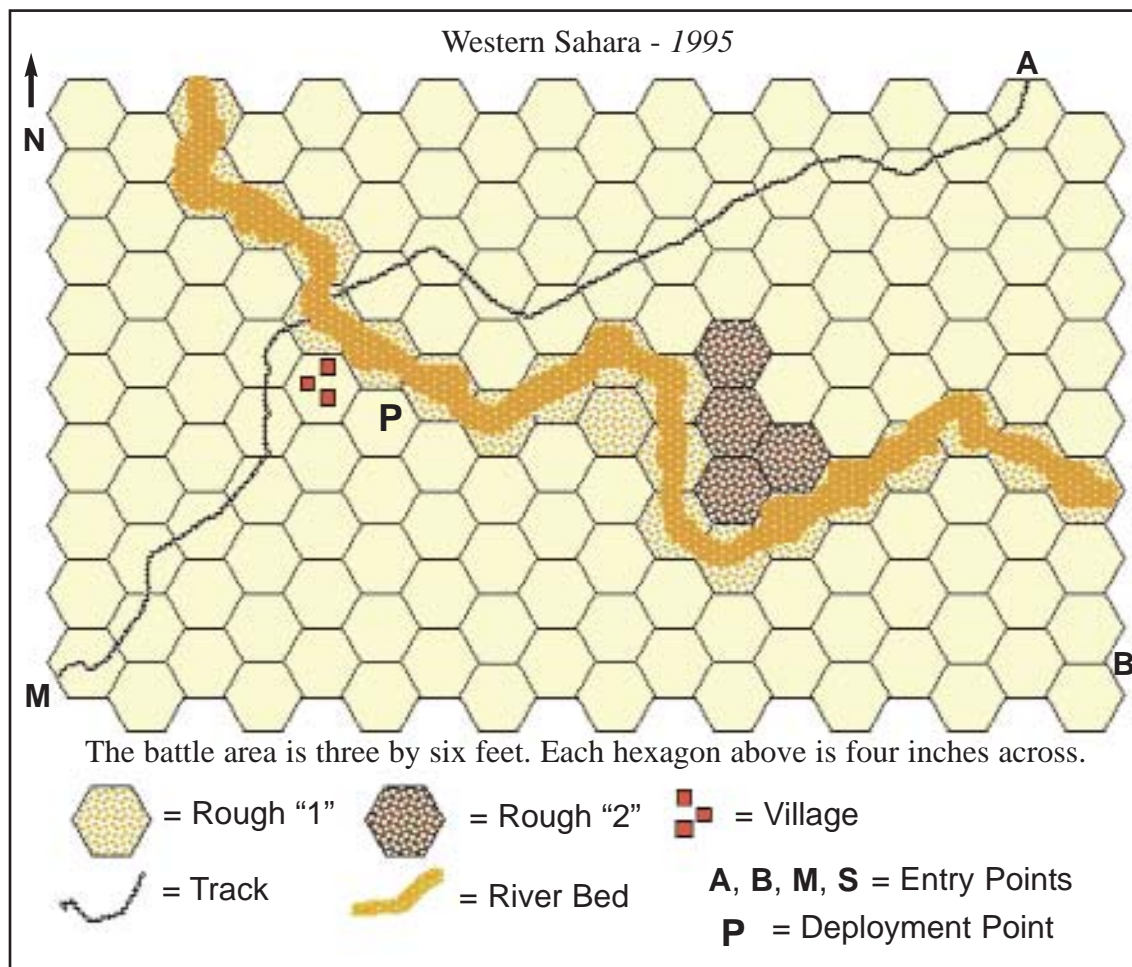
About 1975, a group called the "Popular Front for the Liberation of Saguia, el Hamra, and Río de Oro" (Polisario), also began operating in Western Sahara. These guerillas claimed to be a popular Sahwari nationalist movement and formed a government in exile in Algeria called the "Saharan Arab Democratic Republic". The Polisario were supported, trained, and lavishly supplied, first by Algeria and later by Cuba, North Vietnam, and Libya. "Volunteers" from Cuba and Vietnam began serving directly with Polisario units.

Based inside Algerian territory, these regularly struck Moroccan security forces in Western Sahara. Morocco responded by attacking an Algerian outpost at Angala Oasis in January 1976, killing two hundred Algerians and taking over a hundred prisoners. An Algerian counterattack the following month retook the outpost, killing one hundred forty-eight Moroccans and capturing thirty-six.

King Hassan offered a referendum to the residents of the area in 1981, but the Polisario leadership rejected it. Fighting continued. By 1986, Morocco had secured about

two-thirds of the territory within defensive walls. The Polisario, Algeria, and Morocco were able to agree on a UN brokered peace treaty in 1988. This lasted until Polisario attacks the following year prompted King Hassan to cancel further talks. Western Sahara continued to dominate Morocco's relations with Algeria through mid-1996 when eight Sahwaris were condemned to long periods of imprisonment (later reduced) for anti-Moroccan demonstrations in El Aaiun. Cooler heads prevailed and the incident didn't set off a new round of military actions. The scenario below postulates that it did!

Western Sahara is a region of enormous size with few towns and a small population. Traditional combat methods generally don't apply. Warfare here is dominated by short, sharp clashes between largely independent "flying columns" seeking to dominate a specific area by intercepting intruders where ever and whenever they are found. The most common encounters are raids and meeting engagements. This scenario depicts one of the latter.



Sahara - Western Sahara, 1996

Algeria / Polisario



Generation III
Cohesion
14

Algerian Tank Brigade(-): *Enter the battle area at the location marked "A" on turn 1.* **[Break Point: 49]**

Brigade Headquarters: 1 x TL3 Infantry(B) GHQ/BTR-60

1 x Tank Battalion(+):

Battalion HQ: 1 x T-55 (HQ)

1 x Tank Company: 3 x T-55A

1 x Tank Company: 3 x T-55A

1 x Tank Company: 3 x T-55A

1x Polisario Recon Co.: 3x TL3 Infantry(R)/BRDM-2

1 x Tank Battalion: *Enter the battle area at the location marked "B" on turn 1.*

Battalion HQ: 1 x T-55 (HQ)

1 x Tank Company: 3 x T-55A

1 x Tank Company: 3 x T-55A

1 x Tank Company: 3 x T-55A

Polisario Infantry Battalion(+): *Deploy within eight inches the location marked "P" on the map.* **[Break Point: 53]**

Battalion HQ: 1 x TL3 Infantry(C) GHQ-1/BTR-152

Battalion Support: 2 x TL3 Support, 1 x BTR-152,
1 x 82mm M43 Mortar(1)

1 x Infantry Co.: 4 x TL3 Infantry(C)/
BMP-1/AT-3

1 x Infantry Co.: 4 x TL3 Infantry(C)/BTR-152

1 x Infantry Co.: 4 x TL3 Infantry(C)/BTR-152

VICTORY CONDITIONS: "Break" the Spanish/Moroccan force and occupy the village, free of enemy units, by the end of turn 10.

SPECIAL RULES: 1) Polisario stands may not move or fire on turn 1.

Spain / Morocco



Generation III
Cohesion
15

Spanish/Moroccan Mechanized Brigade(-) **[Break Point: 84]**

Moroccan Motorized Battalion(-): *Enter the map at the location marked "M" on turn one.*

Battalion Headquarters: 1 x TL3 Infantry(C) HQ/VAB

1 x Motorized Co.: 3 x TL3 Infantry(C)/VAB,
1 x VAB-20mm[R]

1 x Motorized Co.: 3 x TL3 Infantry(C)/VAB,
1 x VAB-20mm[R]

1 x Recon Company: 4 x AML-H90

Spanish Mechanized Task Force: *Enter the map at the location marked "S" on turn one.*

Task Force HQ: 1 x TL3 Infantry(B) GHQ/BMR-600

2 x Mechanized Co.: 3 x TL3 Infantry(B)/BMR-600,
1 x BMR-600/81mm Mortar(1)

1 x Tank Company: 4 x Leopard-2

VICTORY CONDITIONS: "Break" both enemy Forces and occupy the village, free of enemy units, by the end of turn 12.



SCENARIO LENGTH: 12 TURNS

TERRAIN SUGGESTIONS:

"Open" with a "Track" running roughly Northeast-Southwest.

The "Riverbed" should be considered "Soft Sand" along its entire length except where the "Track" crosses it.

Where the "Track" crosses the "Riverbed" should be considered "clear" terrain.

The "Village" is made up of "Light Buildings".

The "Rough Terrain 1" is made up of loose gravel along the riverbed.

The "Rough Terrain 2" is made up of rocky ground interspersed with short, tough thornbush.