

ADDITIONAL SCENARIOS FOR OCTOBER WAR

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Many people think that October War was shortchanged on terms of the number of scenarios that it had. But I think that it had about the right number for a magazine game. Where it got shortchanged was when SPI made a boxed version of it. They just put the magazine game into a plastic flat box without any additional scenarios. Now the developer, Mark Herman, did give us two additional scenarios in Moves #33. But I still feel that was not enough, now that there is an advanced version for the game.

These following seven scenarios use the rules from the original game, the errata published in Moves #33, and the Advanced October War rules. The numbering sequence of the scenarios follows the first two which were published in Moves #33.

[18.3] SUDR PASS, October 6, 1973

At the beginning of the October War, the Egyptians transported by helicopter dozens of Commando platoons out into the Sinai Peninsula, some of which attacked Israeli installations, while others combined into company-size units and block routes in the Khatmia Mountains leading to the Suez Canal. One such group blocked the route through Sudr Pass in the Khatmia Mountains. An Israeli tank force entered the pass at about 1700 hrs and halfway through were ambushed by the Commandos.

Initial Forces:

Israeli Player: Elements of the 205th Armored Brigade – 7(CNT), 1(SPAA)

Egyptian Player: Elements of the 1st Commando Brigade – 3(CMDO), 3(ATP), 4(Dummy units)
CAS: 2(7H)

Deployment:

Israeli Player: enter on the South edge of the map at hex 3534 on Game Turn 1.

Egyptian Player: deploy on the map within 20 hexes of the North edge.

Special Rules:

1. Map area to be used is all hex columns East of hex column 3000, all movement into hex columns west of column 3100 is prohibited.
2. Movement into or across the Canal/Ditch is prohibited.
3. All Egyptian personnel units start in Improved Positions.
4. Egyptian units are considered to be Elite units.
5. The Egyptians may deploy 5 Hasty Mined hexes anywhere in their set up area.
6. Vehicular unit may only enter into Elevation 1, 2, and 3 hexes while moving on the Trail.

Victory Conditions:

If the Israeli Player exits at least 15 Armored Vehicles off of the North edge of the map at hex 3101 by the end of the game, it is an Israeli Decisive Victory. If the Egyptian Player prevents this, it is an Egyptian Decisive Victory. Victory Points are not evaluated in this scenario.

Game Length: 15 Game-Turns.

Aftermath:

Two tanks were quickly immobilized by mines. The Egyptians then sprung their ambush, quickly knocking out three more tanks. The Israelis tried to barrel their way through the pass, but when two more tanks were knocked out, pulled back out of the pass. After reorganizing they proceeded to the Canal by another route. Within two days from the start of the war the Israelis managed to capture or destroy all the Egyptian commando units in the Sinai region except the one in Sudr Pass. This commando force managed to hold out for sixteen days, finally being overwhelmed by an Israeli infantry brigade.

[18.4] GIDDI PASS, October 6, 1973

During the afternoon of October 6, 1973, the Egyptian 130th Amphibious Brigade crossed the Suez Canal and split into three battalion size groups, each heading for different passes in the Khatmia Mountains, their missions being to secure the western entrances to these passes. The largest of these groups headed to Giddi Pass. As it arrived at the pass, an Israeli tank battalion was just coming out of the it, thus resulting in a short but furious meeting engagement.

Initial Forces:

Israeli Player: Elements of the 401st Armored Brigade – 7(M-60), 3(M113), 3(INF)

Egyptian Player: Elements of the 130th Amphibious Brigade – 7(PT76), 8(BTR), 2(BRDM), 6(INF),
2(ATP), 1(B11)

Deployment:

Israeli Player: enter on the North edge of the map on Game-Turn 2 between hexes 2401 and 3001 (inclusive).

Egyptian Player: enter on the South edge of the map on Game-Turn 1 at hex 3533.

Special Rules:

1. Map area to be used is all hex columns East of hex column 1900, all hex columns west of column 2000 are prohibited.
2. Movement into or across the Canal/Ditch is prohibited.
3. All Grove and Village terrain hexes are considered to be Clear terrain hexes.

Victory Conditions:

1. Egyptian Player must exit at least 30 vehicles off of the Northern edge of the map between hexes 2401 and 3001 (inclusive) by the end of the game to win a Decisive Victory. If he fails to do this it is an Israeli Decisive Victory. Victory Points are not evaluated in this scenario.

Game Length: 20 Game-Turns.

Aftermath:

In the meeting engagement, the Egyptians found that their PT-76 light tanks were no match for the Israeli M-60 tanks and after taking serious losses, withdrew back towards the Suez Canal. The Israelis though victorious, did not pursue but instead paused to reorganize.

[18.5] THE ANTI-TANK DITCH, October 6-7, 1973

During the first day of the war, the Syrians had extreme difficulty crossing the anti-tank ditch in the northern part of the Golan heights which bordered the eastern edge, except at a few points. The ditch was heavily mined and mine-clearing vehicles and engineers trying to clear lanes through the mines were taken under heavy fire by the Israelis, preventing them from completing their tasks. The few points where the ditch was crossed, led to preplanned Israeli firing lanes, such as the Valley of Tears as an example. The Syrians waited until nightfall to resume mine clearing operations where the darkness would conceal their efforts from the Israelis.

Initial Forces:

Israeli Player: Elements of the 7th Armored Brigade – 3(CNT), 4(INF); OMA: 2(5H)

Syrian Player: Elements of the 7th Infantry Division – 3(T55), 1(SU100), 6(BTR), 9(INF), 3(ENG),
1(Alternate ATP), 2(Medium Mortars);
OMA: 1(4H), 1(6H)

Deployment:

Israeli Player: deploy on the map within 10 hexes North and West of the Canal/Ditch. Tanks must deploy on Elevation 1 or 2 hexes.

Syrian Player: deploy on the map South and East of the Canal/Ditch.

Special Rules:

1. The Israeli Player sets up first.
2. All Canal/Ditch hexes, including the Bridge hexes, are Defensive Mine hexes.
3. All Grove terrain hexes are considered to be Clear terrain hexes.
4. All Israeli personnel units start in Improved Positions.
5. The Israeli player receives two Firing Ramps which must be placed in Elevation 1 hexes.
6. The Syrian Player must pre-plot all of his off-map artillery fire after the Israeli Player has deployed.
7. This scenario takes place at night (see Rule 14.7).

Victory Conditions:

1. If the Syrian Player has 15 Armored Vehicles North or West of the Canal/Ditch at the end of the game, it is a Syrian Marginal Victory. APCs count toward this total if they have infantry mounted on them.
2. If the Syrian Player fulfills the requirement of Condition 1 and captures Hill 3, it is a Syrian Tactical Victory.
3. If the Syrian Player fulfills the requirements of Conditions 1 and 2, and captures the Village (all seven hexes), it is a Syrian Decisive Victory.
4. If the Syrians fail to fulfill the above Victory Conditions as written, it is an Israeli Decisive Victory.
5. Victory Points are not evaluated in this scenario.

Game Length: 15 Game-Turns.

Aftermath:

During the night the Syrians were able to breach the anti-tank ditch in numerous locations along its northern length and pushed forces across to set up a broad front advance the next day. The Israelis were just too thinly spread out to contain the Syrians on their side of the anti-tank ditch.

[18.6] EL AL, October 8, 1973

On the 8th of October the 146th Reserve Armored Division, under General Peled, began its drive against the Syrian 5th Infantry Division in the southern part of the Golan Heights. One of its lead armored columns ran into stiff resistance in the vicinity of the town of El Al. The area was defended by elements of the Syrian 47th Armored Brigade, the 132nd Mechanized Brigade, and the 5th Tank Destroyer Battalion.

Initial Forces:

Israeli Player: Elements of the 9th Reserve Mechanized and 205th Reserve Armored Brigades –
21(M51), 6(M3), 6(INF), 2(SPM), 2(MC).

Syrian Player: Elements of the 5th Infantry Division – Group 1: 6(T55), 2(BRDM), 2(B11), 2 (Trucks).
Group 2: 3(T55), 2(BRDM), 6(BTR), 6(INF), 2(D44), 2(B11), 2(Medium Mortars), 6(Trucks).
Group 3: 9(T55), 2(BRDM), 1(PT76), 2(BRDM2), 2(B11), 2(Trucks).

Deployment:

Israeli Player: enters on the North edge of the map between hexes 1601 and 3101 (inclusive).

Syrian Player: Group 1 deploy on Hill 1 and its surrounding Level 1 hexes.

Group 2 sets up in the Village (all seven hexes) and in the adjacent Grove (all eighteen hexes).

Group 3 sets up on Hill 3 and its surrounding Level 1 hexes.

Special Rules:

1. Syrians set up first.
2. Syrian infantry and gun units start in Improved Positions.
3. Movement into or across the Canal/Ditch is prohibited.

Victory Conditions:

1. The Israeli Player must exit at least 40 Armored Vehicles off of the South edge of the map at hex 3534 by the end of the game. APCs count if they have infantry mounted on them. If they fail to meet this requirement, the game ends in a Syrian Decisive Victory.
2. If the Israeli Player fulfills the requirements of Victory Condition 1, determine Victory Points and use the ratios from Scenario 16.1.

Game Length: 20 Game-Turns.

Aftermath:

The Israelis managed to push through to the town, but took heavy losses in tanks. The Syrians, seeing the town lost, withdrew in good order. Due to their tank losses, the Israelis started using their artillery more in forcing the Syrians out of their positions as their drive continued.

[18.7] TEL SHAMS, October 12, 1973

After driving the Syrians out of the Golan Heights, the Israelis advanced into Syria itself, employing several armored columns. One of the columns, from the reconstituted 7th Armored Brigade, reached Tel Shams on 12 October. Tel Shams was a major hill about 4 kilometers south of Saasa. On it was a dismounted Syrian mechanized battalion, from the Syrian 15th Mechanized Brigade, that was dug-in. The Israelis proceeded to attack it as possession of Tel Shams would be required before moving on to Saasa.

Initial Forces:

Israeli Player: Elements of the 7th Armored Brigade – 10(CNT), 8(M48), 4(M51), 3(M3), 2(M113), 2(SPAA), 3(ENG), 2(INF);
OMA – 6(5H), CAS – 6(8H).

Syrian Player: Elements of the 15th Mechanized Brigade – 4(T55), 9(INF), 2(B11), 2(Medium Mortars),

2(ZU-23-2), 1(Alternate ATP), 2(T12),
1(HQ);
OMA – 6(4H), 3(5H), 2(6H); CAS - 2(7H)

Deployment:

Israeli Player: enters on the East edge of the map between hexes 4901 and 4921 (inclusive).

Syrian Player: deploy on the map on Hill 1 and its surrounding Elevation 1 hexes.

Special Rules:

1. The Syrian Player deploy first.
2. All Elevation 1 and 2 terrain is Elevation 0 terrain. All Elevation 3 terrain is Elevation 1 terrain. Hill 1 and its adjoining contiguous Elevation 1 terrain is unaffected. All other terrain, including Defilade hexes, is unaffected.
3. All Village and Grove terrain is considered to be Clear terrain.
4. Movement into or across the Canal/Ditch is prohibited.
5. All Syrian personnel and gun units start the game in Improved Positions.

Victory Conditions:

1. The Israeli Player must capture Hill 1. If he does not do this, it is a Syrian Decisive Victory.
2. If the requirement of Condition 1 is met, determine Victory Points and use the ratios from Scenario 16.1.

Game Length: 20 Game-Turns.

Aftermath:

The Israelis attacked with their lead armored group, relying on their artillery and tank guns to force the Syrians off the hill. But the Syrians were well dug in and the rocky terrain on the hill precluded the armor from moving up the hill. Not only that, the massive artillery support that the Syrians had and the anti-tank fire from the hill caused many Israeli tanks to be knocked out. The Israelis pulled back and the next day attacked with an armor supported paratroop brigade, such succeeded in capturing Tel Shams.

[18.8] RAS SUDAR, October 14, 1973

On 14 October, the Egyptians launched their long-awaited attack out of their bridgehead on the east side of the Suez Canal. The southern-most assault came from the Egyptian 19th Infantry Division, from the Egyptian 3rd Army, and consisted of the 22nd Armored Brigade, supported by mechanized infantry battalion from the 113th Mechanized Brigade. This assault's mission was to capture the western entrance to Sudar Pass, which was defended by the Israeli 99th Paratroop Brigade.

Initial Forces:

Israeli Player: Elements of the 99th Paratroop Brigade – 12(Paratroop), 2(Medium Mortar), 2 (SS11), 8 (TI67), 1(HQ); CAS: 10(8H)

Egyptian Player: Elements of the 19th Infantry Division – 27(T55), 1(PT76), 2(BRDM2), 6(BTR), 3(OT62), 3(BRDM), 2(ZSU-23-4), 6(TRK) 9(INF), 2(ZU-23-2), 2(Medium Mortars), 2(Heavy Mortars)

Deployment:

Israeli Player: deploy anywhere in the map East of hex column 1000 (exclusive).

Egyptian Player: enter on the West edge of the map in-between hexes 0110 and 0125 (inclusive).

Special Rules:

1. Israelis deploy first.
2. All Elevation 1 and 2 hexes are Elevation 0 hexes. All Elevation 3 hexes are Elevation 1 hexes. All other terrain, including Defilade hexes, are unaffected.
3. All Village, Grove and Canal/Ditch hexes are Clear terrain hexes.
4. All Israeli personnel, gun, and HQ units start the game in Improved Positions.
5. All Israeli paratroop, mortar, and HQ units are Elite units.

Victory Conditions:

If the Egyptians exit at least 70 Armored Vehicles off of the East edge of the map, in-between hexes 4910 and 4921 (inclusive), by the end of the game, then it is an Egyptian Decisive Victory. APCs count if the have infantry mounted on them. If the Israelis prevent this, then it is an Israeli Decisive Victory.

Game Length: 15 Game-Turns.

Aftermath:

The attack started off well enough, but by time the Egyptians had reached the Israeli main line of resistance, they had gone well beyond the limits of their army's air defense systems, and Israeli aircraft started hitting the Egyptians pretty hard. After losing over forty tanks and numerous APCs, the Egyptians called off the attack and pulled back to their bridgehead on the east side of the Suez Canal.

[18.9] ISMAILIA, October 20, 1973

After establishing a bridgehead across the Suez Canal, the Israeli 143rd Armored Division was given the

task of holding open the corridor to the bridgehead and the bridgehead itself, while other Israeli division raced south to cut off the Egyptian Third Army, But the 143rd's divisional commander, General Sharon, was not to be denied his bid for glory. He decided to attack northward on the west bank of the Canal and capture the city of Ismailia. Initial attacks on the 19th of October proved fruitless and during the night, Sharon brought two armored brigades to the West Bank to try again the next day.

Initial Forces:

Israeli Player: Elements of the Israeli 14th Armored and 243rd Paratroop Brigades:

243rd Paratroop Brigade – 12(M3), 2(S11), 9(Paratroops), 1(ENG), 2(Medium Mortar)
14th Armored Brigade – 12(CNT), 3(M113), 2(SPM), 2(MC), 3(INF)
OMA: 6(5H)

Egyptian Player: Elements of the 182nd Parachute and 117th Mechanized Brigades:

182nd Parachute Brigade – 2(SU100), 15(INF), 4(B11), 2(D44), 5(ATP),
4(Medium Mortars), 2(Heavy Mortars), 1(HQ)
117th Mechanized Brigade – 9 (T55), 3(T10), 5(OT62), 3(INF), 1(ENG), 1(ATP)
OMA: 4(4H), 2(6H)

Deployment:

Israeli Player: 243rd Paratroop Brigade enters on the South edge of the map between hexes 0334 and 1334 (inclusive).

14th Armored Brigade enters on the West edge of the map between hexes 0122 and 0132 (inclusive).

Egyptian Player: 182nd Parachute Brigade deploys in the Village (all seven hexes), the adjacent Grove (all eighteen hexes) and the Wadi (from hexes 1914 to 3224).

117th Mechanized Brigade enters on the west side of the map, between hexes 4914 and 4921 (inclusive), on Game-Turn 10.

Special Rules:

1. Deployment and movement into hexes within 13 hexes from the North edge of the map (inclusive) is prohibited.
2. Deployment and movement into the Canal/Ditch and the terrain South of it is prohibited.
3. All Elevation 1 and 2 terrain is Elevation 0 terrain. All Elevation 3 terrain is Elevation 1 terrain.

All other terrain, including Defilade terrain, is unaffected.

4. All Egyptian personnel, gun, and HQ units in Group A start the game in Improved Positions.
5. Egyptian Player may deploy 4 Protective and 6 Hasty Minefields within two hexes of units of the 182nd Bde.
6. All Israeli personnel and gun units in 243rd Brigade are considered to be Elite troops.
7. All Egyptian personnel, gun, and HQ units in 182nd Brigade are considered to be Elite troops.

Victory Conditions:

If the Israeli player exits 40 Armored Vehicles off the East edge of the map, between hexes 4914 and 4921 (inclusive), by the end of the game, then it is an Israeli Decisive Victory. APCs count towards this total if infantry is mounted on them. If the Egyptian player prevents this, it is an Egyptian Decisive Victory

Game Length: 15 Game-Turns.

Aftermath:

The Israeli assault on the 20th of October almost succeeded in piercing the Egyptian line, but the arrival of Egyptian reinforcements stopped the Israelis dead in their tracks. For the rest of the war General Sharon had to be satisfied with being within artillery range of Ismailia.

Conclusion

It is my hope that players find enjoyment on these additional scenarios and also to be encouraged to create some more scenarios on their own.