

October War

Tactical Armored Combat in the Yom Kippur Conflict 6 to 24 October 1973

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[1.0] INTRODUCTION

October War is a simulation of tactical combat in the Middle East during the 1973 Yom Kippur War. The game is played by scenario. There are 8 Scenarios and 2 Campaign Games. The Campaign Games are actually a linking of several Scenarios. Each hex represents 200 meters from side to side. Each Game Turn represents 2 minutes of real time.

[2.0] GENERAL COURSE OF PLAY

This simulation is a two-Player game. It is played in a series of turns called Game-Turns. During a Game-Turn, both Players' playing pieces (called units) move and engage in combat in an attempt to achieve certain objectives. This activity takes place according to a rigid Sequence of Play. The game is played in Scenarios. Each Scenario lists the opposing forces and conditions under which they engage. Each Player attempts to win the Scenario according to the Victory Conditions set out for him in each Scenario.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

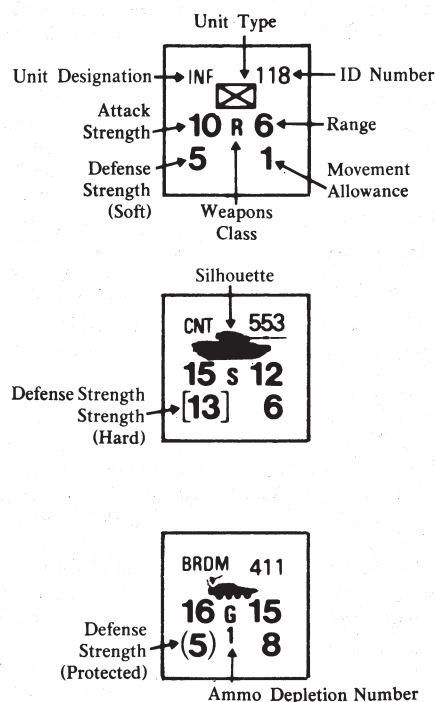
The map portrays a hypothetical piece of terrain in the Middle East. A hexagonal grid is superimposed on the map to regulate movement, position, and firing range of the units. The hexes are numbered for identification.

[3.2] THE PLAYING PIECES

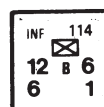
Two contrastingly colored sets of die-cut counters are supplied. These counters are the playing pieces and are commonly referred to as units. They represent the various infantry platoons, mortar sections, tank platoons, etc. that each Player will be assigned in a Scenario.

Printed on each unit counter is a silhouette or symbol which generally identifies its unit type. More important are the numeric and alphabetic inscriptions printed on each counter. These are arrayed in a standard fashion on each counter. By their numeric value and exact location on the counter they give the combat strength, movement allowance, and other characteristics of each unit.

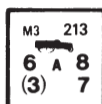
[3.21] Sample Units



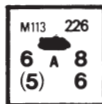
[3.22] Summary of Unit Types ISRAELI



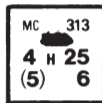
Infantry Platoon [111-119], [121-129]:
24-27 men, 3 LMG, 1 "Bazooka", 6 LAW



M3 Carrier Platoon [211-219]:
Three M3 Armored Personnel Carriers (half-track armed with 2x50 Cal. MG)



M113 Carrier Platoon [221-229]:
Three M113 A.P.C. (tracked) (1x50 cal. MG, 2x7.62mm MG)



Mortar Carrier Section [311-313]:
Three 120mm Mortars mounted on A.P.C.



S11 Anti-Tank Platoon [411-414]:
Three "jeeps" mounting S11 ATGM systems.



M51 Tank Platoon [511-519]:
Three modified M4 Super Sherman Tanks (105mm gun)



M48 Tank Platoon [521-529]:
Three modified M48 (Patton) Main Battle Tanks (105mm gun)



M60 Tank Platoon [531-539]:
Three M60A1 Main Battle Tanks (105mm gun)



Centurion Tank Platoon [541-549] [551-553]:
Three modified Centurion Main Battle Tanks (105mm gun)

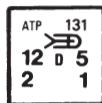
ARAB



T12 Anti-tank gun Section [011-013]:
3 T12 100mm AT guns



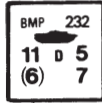
Infantry Platoon [111-119]:
25-30 men, 3 LMG, 3 RPG-7



AT Platoon [131-136]:
18 men, 2 Sagger ATGM systems, 2 SPG-9's, 2 RPG-7's



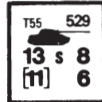
BTR-60 Carrier Platoon [211-216]:
Three BTR-60 APC (1x12.7mm MG)



BMP Carrier Platoon [231-236]:
Three BMP APC's (73mm cannon, Sagger ATGM system)



BRDM Anti-tank Section [411]:
3 BRDM Scout Cars mounting Sagger ATGM Systems (14 missiles)

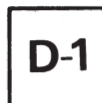


T55 Tank Platoon [521-529] [531-539]:
Three T55 Main Battle Tanks (100 mm rifled cannon)



T62 Tank Platoon [541-549]:
Three T62 Main Battle Tanks (115mm Smoothbore Cannon)

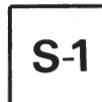
FRONT



1/3 unit destroyed



Panic



Suppression (regular)

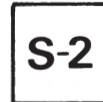
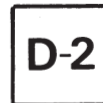
Suppression (doubled)

MARKERS

2/3 unit destroyed

Depleted

BACK



[3.3] GAME CHARTS AND TABLES

The game makes use of various charts and tables as a part of its play system in order to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables as they are referred to in the rules. Please note that the majority of the charts are printed on the map. See Section 17.0 for explanation of the procedure associated with the tables printed on the map.

[3.4] DEFINITION OF TERMS

Movement is a basic game activity involving the physical displacement of a unit hex by hex across the mapboard.

Combat is a basic game process whereby one or more units destroy units belonging to the Opposing Player.

Weapons Class: The units portrayed in this game are platoon sized organizations of 18 to 30 men or three vehicles. Each unit is organized around a particular main weapons system unique to its type of unit. Thus, a mortar section depends for its combat effectiveness on the high explosive shells lobbed by its mortars, and any small arms carried by this type of unit's personnel have no significant impact on its performance. Each unit is classified according to the characteristics of its predominant weapons system.

S Class—Units are armed with flat trajectory guns firing conventional shells; **G Class—Units** depend for their fire power on Anti-Tank Guided Missiles; **dual Class—Units** possess both an S class and a G class weapons system; **A Class—Automatic Weapon** (i.e. APC Machine Gun); **R Class—RPG** armed infantry plus personnel arms; **B Class—Bazooka** armed infantry plus personnel arms; **H Class—High Trajectory Weapon** (Mortars and Off-Map Artillery).

Target Type: Just as a unit is classified according to its weapons, so is it classified according to its vulnerability to fire. Units are defined as either "Soft" (unarmored), "Protected" (lightly armored), or "Hard" (Heavily armored) targets. Soft targets rely for their protection on their ability to conceal themselves from fire and, for some, an ability to disperse their fighting elements. As an individual, the infantry unit is an extremely vulnerable soft target, but it has a relatively high Defensive Strength, because it can take a lot of individual casualties before it ceases to be effective. Protected targets depend also on their ability to conceal themselves behind various terrain (they are usually low hull silhouettes) and their light armor when being engaged from a distance by small arms and high trajectory shells. Hard targets rely for their protection on armor. A tank is the archetypical hard target, and a tank platoon is virtually invulnerable except against weapons designed specifically to defeat armor. Hard Target Types are identified by brackets around their numerical

Defense Strength. Protected Target Types have parentheses around their numerical Defense Strength. Soft Target Types have nothing around their numerical Defense Strength.

Attack Strength is a numerical rating of the fire power that a unit possesses. It is expressed in Attack Strength Points. The ability of a unit to attack depends on both its Attack Strength and its Weapons Class.

Defense Strength is a numerical rating of the ability of a unit to preserve itself when attacked. It is expressed in Defense Strength Points.

Range is the maximum range or distance which a unit may fire at a target. It is expressed in hexagons and is measured by counting the shortest path in hexagons from the firing unit (exclusive) to the Target hex (inclusive). Some weapons Range Attenuate depending on how far they are projecting their Attack Strength.

[3.5] GAME EQUIPMENT INVENTORY

One Rules Folder

One set of counters (200)

One game map

One die*

One plastic box assembly*

*Only in the boxed version

If any of these parts are missing or damaged, or if you have any questions concerning the game, please write:

Simulations Publications Inc.

44 East 23rd Street

New York, N.Y. 10010

Questions must be accompanied by a stamped, self-addressed envelope.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

Each game or Scenario in **October War** is composed of Game-Turns during which both Players' units move and engage in combat according to a rigid Sequence of Play.

[4.1] SEQUENCE OUTLINE

A. DIRECT FIRE PHASE: The Players determine who is the first Player **for this Phase** (see Case 4.2). This Player may then have one or more of his units fire at any unit of the second Player (attack). The second Player may then have one or more of his units fire at any unit of the first Player. Players continue to alternate attacks until one Player has fired all his units or has passed. The Direct Fire Phase ends when both Players have fired all their units or both Players have passed (see Combat, Section 6.0).

B. MOVEMENT PHASE: The Players again determine who is the first Player **for this Phase**. The first Player then moves one unit that has not fired during the preceding Direct Fire Phase hex by hex across the map. After he has executed this move, the second Player may move a unit. While a unit is in the process of moving, Enemy units may attack the moving unit under the restrictions of Opportunity Fire. Players continue to alternate moves until one Player has moved all his units or has passed. The Movement Phase ends when both Players have moved all their units or both Players have passed (see Movement, Section 7.0).

C. PANIC SUPPRESSION AND REMOVAL PHASE: Both Players remove all Suppression Markers that have been placed on units as a result of fire. Players then attempt to remove all Panic Markers incurred during the current Game-Turn or during a previous Game-Turn (see Panic, Section 8.0).

D. INDIRECT FIRE PHASE: Smoke Markers that impacted during the previous Game-Turn are removed. Players consult their Indirect Fire Plots and execute any plotted Indirect Fire. Unlike Direct

Fire and Movement, Players do not alternate Indirect Fire attacks. Finally, both Players may request future Indirect Fire on their Plots (see Indirect Fire, Section 9.0).

E. END OF GAME-TURN: At the conclusion of the Indirect Fire Phase, the Game-Turn is completed. Note the passage of the Game-Turn on the Game-Turn Record Track and begin a new Game-Turn.

NOTE: A unit may **move** or **fire** in a single Game-Turn, but it may not do both (Exceptions: see Overrun, Section 11.0; Mounted Combat, Section 13.0).

[4.2] DETERMINING THE "FIRST" PLAYER

There are certain advantages in being the first Player to move or fire in **October War**. In order to grant each Player a chance to be first, the Fire and Movement Phases of every Game-Turn require that a "first" Player be determined by random means for **each of these two Phases**. Suggested Procedure: For each "first" Player determination, let the Arab Player be "odd" and the Israeli Player "even;" roll a die and assign a first Player for that Phase according to the resulting number, be it odd or even.

[5.0] OBSERVATION

GENERAL RULE:

Before a unit can fire at a target in **October War**—as in actual combat—it must first be established that the firing unit can observe (see) the target. The ability of a unit to observe a target is determined by range, nature of the target (i.e., personnel or vehicle), attitude of the target (i.e., moving, stationary, or firing), and the nature of the terrain between the observing unit and the target. Once the attacking unit is determined to be in Observation Range of the target, it must be determined that the Line of Sight (LOS) between the attacking unit and the target is not blocked (see Case 5.2).

CASES:

[5.1] OBSERVATION RANGE

All units are initially deployed face-down so that only the Owning Player knows what they are. They are turned face-up only when observed by enemy units.

[5.11] If a face-down unit fires at an Enemy unit from any range, it is automatically observed and is turned face-up. If a face-down **vehicle** moves through or into the LOS of an Enemy unit at any range, it is automatically observed and turned face-up. If a face-down unit neither fires nor moves, it remains face-down and unobserved until an Enemy unit is within Observation Range (see Case 5.15).

[5.12] Once observed (face-up), a unit remains observed for the length of time that it remains in an Enemy unit's LOS, **regardless** of the distance between the observing unit and the target unit and the effects of terrain on **Observation Range**. If an observed unit can move out of the LOS of **all** Enemy units, it may be turned face-down (unobserved) until such time as it is again observed by an Enemy unit.

[5.13] For purposes of determining **Observation Range**, whenever a Friendly unit moves through two or more different types of terrain that is within the LOS of an Enemy unit—including the hexes in which the unit begins and ends its movement—determine the Enemy unit's ability to observe that unit based on the terrain type passed through that best affords a chance for observation.

[5.14] Note that a Friendly unit attempting to move out of an Enemy LOS is still subject to Opportunity Fire from observing units in each hex en route.

[5.15] **Observation Range Table** (see map)

[5.2] EFFECT OF HEIGHT ON LOS

In establishing LOS, Players should determine the height of the sighting unit, the height of the target unit, and whether or not the height of the terrain between the two units is sufficient to block the LOS. To establish this, imagine a line between the center of the attacking unit's hex and the center of the target unit's hex. If this line passes through a hex containing terrain that would block the LOS, then the unit does not see the target and the Player may not use that unit to fire at that particular target. **NOTE:** Usually it is obvious to the eye when the LOS is blocked. Sometimes, however, it may be necessary to lay a straight edge directly on the map to determine exactly what hexes the LOS passes through.

[5.21] The height of a unit is determined by the color of the hex it occupies (see Terrain Key on map). Units at **Elevation 1** are at 20 meters; units at **Elevation 2** are at 40 meters; and units at **Elevation 3** are at 60 meters. Units in any other terrain are at 0 meters (**Elevation 0**).

[5.22] Players should ignore Canal/Ditches, Defilades, and Wadis when judging LOS (although they still affect Observation Range; see Observation Range Table on map and Case 5.3). When a sighting unit is at Elevation 1 or higher, Players should ignore Sand Ridges in judging LOS (although they still affect Observation Range).

[5.23] Add 20 meters to the height of Village and Grove hexes for the purpose of determining Blocking Height **but not** Sighting Position (Example: A unit in Village hex 2423 is at Elevation 0; however, if the LOS is calculated **through** that hex, the hex is considered to be at Elevation 1).

[5.24] In any given sighting situation, one unit will be at either a greater height or at the same height as the other. Any terrain between the two units that is higher than the terrain occupied by both units automatically blocks the LOS (Exception: see Case 5.25).

[5.25] When terrain between two units is higher than the lower unit, but the same height or lower than the higher unit, that terrain blocks the LOS only if it is closer (in hexes) to the lower unit than to the higher unit. Example: If a unit were in hex 2112 and the target unit were in hex 2617, the line of sight would be blocked by intervening terrain. But if the target unit were in hex 2620, the LOS would not be blocked.

[5.3] COVERING TERRAIN: EFFECTS ON FIRE

The following types of terrain are considered Covering Terrain: Sand Ridge, Wadi, and Defilade. If a unit is in the splash side of the Covering Terrain hexside and receives fire **through that hexside**, then that unit benefits from the die modification applicable to that particular Covering Terrain on the Combat Results Table. (**NOTE:** Some terrain types have splash on both sides of the hexside; e.g., Sand Ridges.) Example: If a unit in hex 1320 is fired at from hex 1722, the defending unit receives the Sand Ridge hexside defense benefit. If fired at from hex 1018, the unit would not be fired at **through** the Sand Ridge hexside and would not receive the defense benefit (Exception: see Case 5.31).

[5.31] When a unit fires at a target that lies behind a covering terrain hexside at a **lower elevation** than the firing unit, the covering terrain is ignored (Exception: see case 5.32).

[5.32] When a target lying behind a Wadi hexside is fired on from any Elevation other than 0 meters, the target unit loses part of its Covering Terrain defense benefit for each 20 meters (i.e., each level of Elevation) of the firing unit's height (Example: A unit firing from an Elevation 1 (20 meters) hex at a

target behind a Wadi hexside would subtract only two—instead of the usual three—from the die roll when resolving the combat; if the firing unit were at Elevation 2 (40 meters), the Wadi defense benefit would subtract only one from the die roll instead of three; if the firing unit were at Elevation 3 (60 meters), the Wadi defense bonus would be completely negated.)

[6.0] COMBAT

COMMENTARY:

A Player uses his units to fire at (attack) Enemy targets. A Player may attack during the Direct Fire Phase, in which case the attack is called Direct Fire, or he may attack during the Movement Phase, in which case the attack is called Opportunity Fire. Certain units may fire during the Indirect Fire Phase (see Section 9.0).

GENERAL RULE:

In order to fire at an Enemy target, a unit must be able to observe the target and must be within firing range. In the Direct Fire Phase, a Player may attack any Enemy unit. During the Movement Phase, a Player may attack only the unit that the Enemy Player is moving at that moment. When an attack is executed, the result is determined by the Fire Routine which considers the characteristics of the firing unit, the panic status of the firing unit, the characteristics of the target unit, the range, and the effects of terrain.

PROCEDURE:

To make an attack, a Player identifies which of his units are firing and which Enemy unit is the target. (**NOTE:** One attack may be made with several units firing at the same target.) Each individual unit that is attempting to fire consults the Panic Table (see map). Two dice are rolled, and if the outcome of the roll falls within the limits of the numbers specified, the unit panics and may not fire or move. Place a Panic Marker on that unit to indicate this condition. If the unit does not panic, it proceeds to the fire routine.

FIRE ROUTINE:

Step 1: The attacking Player determines the range in hexes between the firing unit and the target unit. When counting hexes to determine range, count the target unit's hex but not the firing unit's hex. If the computed range exceeds the range of the firing unit, the unit may not fire. (**NOTE:** Range should be calculated before the Player announces his attack, because once the attack is announced, the unit must fire, even if its fire will be ineffective.)

Step 2: Once the target unit is determined to be within range, the attacking Player determines the type of target he is attacking: Hard (units with bracketed Defensive Strength), Protected (units with parenthesized Defensive Strength), or Soft (units with no brackets or parentheses around Defensive Strength).

Step 3: The attacking Player modifies his attack strength for range attenuation by consulting the Range Attenuation Table (see map). The target unit subtracts its defense strength from the modified attack strength which yields the attack superiority number. The attacking Player then selects the appropriate Combat Results Table for Hard/Protected targets or Soft targets.

Step 4: The attacking player now rolls one die. He modifies this number for any terrain defense bonuses and cross-indexes his modified attack strength with the appropriate attack superiority column.

A result is achieved which is immediately applied to the target unit. Sometimes a parenthesized number

results which requires another die roll on the part of the defender (see Combat Results Table). Also if the attacking unit is a G class, it may deplete its ammunition (see Case 6.6).

CASES:

[6.1] RESTRICTIONS ON FIRE COMBAT

[6.11] A panicked unit may not fire.

[6.12] A unit may suffer a Combat Result which prohibits it from firing or which reduces its effectiveness (see the explanation of Combat Results).

[6.13] A unit may not fire more than once during the Direct Fire Phase. Note that when a Player attacks, he may fire with more than one attacking unit (see Procedure). When he announces an attack, a Player identifies which units are firing. He may **not** add to this list after he has stated it, nor may he fire at the same target in a later attack during the same Phase.

[6.14] Once a Player states an attack, he must execute that attack. He is responsible for calculating the chance of success before he states his intentions. If he states an attack which is subsequently found ineffectual (most commonly because he fired on a target out of range), the attack is still considered to have been executed. In effect, the firing units have wasted their fire.

[6.2] EFFECT OF OTHER UNITS

Units never block the Line of Sight. A Player may fire through Friendly and Enemy units. Whenever a target unit is stacked with other units in a hex and it receives a combat result, the other units in the hex are unaffected. Personnel being transported by a vehicle are a special case (see Section 13.0).

[6.3] MULTIPLE FIRE ATTACKS

When a Player uses several units to fire at the same target, they are considered to all be firing simultaneously. He resolves each unit's fire **separately** in any order he wishes. He must, however, resolve each fire.

[6.31] If a Player assigns several units to fire on a single target unit and the target is eliminated before all the units have had a chance to fire, the remaining units are **considered to have fired for that Game-Turn**.

[6.32] A multiple-fire attack is considered a single attack for purposes of the Sequence of Play. If a Player states that three of his units are making one attack, the fire of each Friendly unit involved in that attack is resolved before the Enemy Player may do anything.

[6.4] DIRECT FIRE AND OPPORTUNITY FIRE

Direct Fire and Opportunity Fire are identical in execution, but they occur at different times during the Sequence of Play. Direct Fire occurs during the Direct Fire Phase and is executed against any enemy units the Player can observe. Opportunity Fire occurs during the Movement Phase and is executed only against enemy units that are moving and can be observed.

[6.5] TERRAIN EFFECTS ON COMBAT

When a target unit lies in a village or grove hex or is behind covering terrain (Sand Ridge, Wadi, and Defilade), it receives a defense bonus in the form of a die modification (see Terrain Effects Chart on map; Covering Terrain: Case 5.3).

BMP 236 11 D 5 (6) 7	BRDM 411 16 G 15 (5) 1 8	ATP 136 12 D 5 2 1	S11 414 15 G 10 4 3 8
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[6.6] G CLASS WEAPONS

[6.61] Certain units have a G class (i.e., anti-tank guided missile) capability (BMP, BRDM, Arab AT Platoons, and S11). Each of these units also has a

corresponding ammunition depletion number. Any time a unit fires its G class weapon, it must check to determine if it depletes its ammunition rolling a die immediately after the resolution of the attack. If the result is equal to or less than the ammo depletion number, the unit depletes and may no longer use its **G class weapon type** for the remainder of the Scenario. Place a Depletion Marker on the unit to reflect this condition.

[6.62] S11, BMP, BRDM, and Arab AT Platoon may use their respective G class Attack Strength at any time as long as they are neither depleted nor panicked.

[6.63] BMP's and Arab AT Platoons are Dual Class units and have their S strength printed on the counter. Their G class strength is on the following table. These units may use **either** their G or S strength on any Game-Turn—but not **both**—within the restrictions mentioned above.

Type	Class	Attack Strength	Range	Depletion Number
BMP	G	16	15	3
AT Platoon	G	15	15	3

The S strength is printed on the counter. S strength never ammo-depletes.

[6.64] G class units that panic in the act of firing do not check ammunition depletion.

[6.65] If S11 or BRDM units deplete, they are removed from the map and do not count toward victory conditions.

[6.7] PARTIAL STRENGTH UNITS VERSUS SOFT TARGETS

Full Strength units do not modify the die roll when firing at Soft Targets. D1 strength units subtract one from the die roll when firing at Soft targets. D2 strength units subtract two from the die roll when firing at Soft targets.

[7.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Players alternate moving their units one by one. A Player may move any unit which has not fired during the current Game-Turn and which is not suffering a combat result which prohibits it from moving (see Combat Results Explanation; Panic: Section 8.0). Within these restrictions, a Player may move one, some, none, or all his units. A unit moves hex by hex. The distance a unit may travel in a Movement Phase is dependent on its Movement Allowance and the cost of the terrain it crosses and enters. Whenever a unit enters a hex, it may be liable to fire from Enemy units using Opportunity Fire. Once a Player passes (i.e., declines to move another of his units), that Player may move no more units during that Movement Phase. The opposing Player may continue to move his own units until he too passes or has moved all his units.

PROCEDURE:

The first Player announces that he will move a particular unit. He consults the Panic Table, cross-references the current strength of the unit with the movement column, and rolls two dice. If the number rolled is one of those specified on the Panic Table, the unit panics. Full strength units do not check for panic. If the unit is eligible to move normally, the Player moves the unit from hex to hex up to the limits of its Movement Allowance. Basically, a unit expends one movement point for each

hex it enters. Some hexes and hexsides cost more than one Movement Point for a unit to move through or across them (see Terrain Effects Chart on map).

[7.1] EFFECT OF ROADS AND TRAILS

When a vehicle moves so that its path coincides with the path of a road or trail, it pays only the cost for moving along the road or trail, ignoring any other terrain. It costs a vehicle ½ movement point to move through a hexside containing a road. It costs a vehicle 1 movement point to move through a trail hexside regardless of other terrain in the hex. Personnel units (unmounted) may move 1 hex—regardless of the presence of roads, trails, or terrain—in any Movement Phase.

[7.2] RESTRICTIONS ON MOVEMENT

[7.21] A Player may move his units in any order he desires, but once he has moved a unit he may not move it again in that Game-Turn.

[7.22] A Player may not move a unit which has fired during the current Game-Turn. Nor may he move a unit which has suffered a Combat Result that prohibits it from moving.

[7.23] A Player may not move any units once he has passed in that Movement Phase.

[7.24] A unit may not expend more movement points than its total Movement Allowance.

[7.25] A Player may move a unit off the map. It is removed from play and may not return to the game. A unit must expend one movement point to exit the map.

[7.3] STACKING

A Player may place up to three Friendly units in the same hex. This is called stacking. He simply places one unit on top of the other. There is no movement cost to stack units or unstack them except when such action represents mounting or dismounting (see Case 7.4). Stacking limitations apply only at the end of the Movement Phase. During the Movement Phase, a Player may have any number of units in the same hex, as long as he meets the limit by the completion of the Movement Phase.

[7.31] When transporting a personnel (non-vehicle) unit(s) a vehicle is placed on top of the passenger unit(s) (see Case 7.4). For purposes of the stacking limit, a vehicle with passengers is treated as one unit. Thus, a Player may have up to three vehicle units, each with passenger, stacked in the same hex.

[7.32] Stacking has no effect on a unit's ability to attack. Units in the same stack may fire at different targets, the same target, or no target.

[7.33] Stacking has no effect on a unit's vulnerability to Enemy fire. Enemy units may fire at a single unit in a stack and ignore any other units in the stack (Exception: see Case 7.4).

[7.34] Units stacked together are **each** vulnerable, in turn, to any Indirect Fire which impacts on the hex they occupy.

[7.4] TRANSPORT

Transport is a specialized form of movement which allows a vehicle unit to carry one or more personnel units. It is the **only time** that a Player is allowed to move more than one unit at a time. Transport requires two separate operations: Mounting and Dismounting. Mounting represents a personnel unit, such as an Infantry Platoon, boarding a vehicle, such as an APC. Dismounting represents a personnel unit's disembarkation from a vehicle. While aboard a vehicle, the personnel unit is called a mounted unit.

[7.41] To mount, a Player places a vehicle unit on top of a personnel unit. To dismount, he places the vehicle beneath the personnel unit. While trans-

porting, the Player moves the vehicle unit—with its passengers beneath—as one unit.

[7.42] To mount or dismount a personnel unit(s) must be in the same hex at the instant of mounting as the vehicle. Mounting costs 3 movement points. These movement points are expended by the **vehicle**. The vehicle may move in the same turn in which a unit mounts or dismounts, as long as the vehicle does not exceed its Movement Allowance.

[7.43] When a transporting vehicle is hit by fire and takes losses (a 1 or 2 result), the passenger units take the same result. Thus, if a passenger unit dismounts from a vehicle that has taken a 2 result, the infantry also has a 2 result assessed against it.

[7.44] An infantry unit can not mount a vehicle unit that has taken **more** damage than the mounting unit.

			
M3 215 6 A 8 (3) 7	M113 228 6 A 8 (5) 6	BMP 235 11 D 5 (6) 7	BTR 215 6 A 6 (5) 8

[7.45] Transporting units are the M3, M113, BMP, and the BTR-60. Each can carry one infantry platoon.

[7.46] Arab BMP and BTR-60 units may each carry two AT platoons **instead of** an infantry platoon.

[7.5] OPPORTUNITY FIRE

[7.51] A Player must pause each time his unit moves into a hex to allow the Enemy Player an opportunity to fire at the moving unit. This pause permits the Enemy Player to calculate ranges, etc. before he announces the attack. Only the unit actually being moved may be fired at. The attack is resolved exactly as detailed in Section 6.0.

[7.52] If a moving unit survives Opportunity Fire, it may continue moving. However, it may be fired at again when it enters a new hex, although the Enemy Player would have to use a different unit, since no unit may fire more than once per Game-Turn (Exception: see Section 11.0).

[8.0] PANIC

GENERAL RULE:

Immediately before firing or moving any unit, the Player must check for panic **for that unit** by cross-indexing the current strength of the unit on the appropriate column of the Panic Table (see map). The Player rolls two dice and, if the number rolled is not one of those numbers specified, the unit may function normally. If the die roll is a result that is specified, the unit panics. Place a Panic Marker on a unit when it panics in any Phase.

CASES:

[8.1] PANIC FIRE

A unit that panics while attempting to fire may neither fire **nor move** in that Game-Turn (it is in a state of "panic-fire.")

[8.11] A unit that panics while attempting to fire and fails to remove the panic during the Panic and Suppression Removal Phase of that Game-Turn must panic-move during all succeeding Game-Turns until the Panic Marker is eliminated (see Case 8.2).

[8.12] Panic is determined for each individual unit separately each time it attempts to fire (Exception: see Overrun, Case 11.4).

[8.2] PANIC MOVEMENT

A unit that panics while attempting to move panic-moves. This condition is reflected by rolling a die and consulting the scatter diagram on the map.

This diagram indicates the direction in which the unit must move. If the unit is dismounted infantry, the unit moves one hex in the indicated direction. If the unit is a vehicle, the die is rolled again, and the unit moves that number of movement points in the scatter direction up to but not exceeding its movement allowance.

[8.21] Units that panic while attempting to fire (panic-fire) and fail to remove the panic during the removal phase of that Game-Turn must panic-move on all succeeding Game-Turns until the Panic Marker is removed.

[8.22] Units that panic-move and fail to remove the panic during the removal phase of the Game-Turn must panic-move on all succeeding Game-Turns until the Panic Marker is removed.

[8.23] A unit that panic-moves while attempting an Overrun may not overrun (see Section 11.0). Once the Overrunning unit has reached the Overrun hex, panic is **not** determined for the attacking or defending units prior to resolving the Overrun (see Case 11.4).

[9.0] INDIRECT FIRE

GENERAL RULE:

In most scenarios, both Players are given an Off-Map Artillery capability, which simulates the availability of artillery, rocket, or mortar batteries located elsewhere than in the area depicted on the map, to fire at the Enemy targets located on the map. In addition, the Israeli player has Heavy Mortar Sections assigned as organic support which function in every way as Off-Map Artillery except that they move on the map and are therefore susceptible to enemy fire.

PROCEDURE:

Artillery is available in terms of "concentrations" of H attack strength points per turn. Each Scenario's Order of Battle states that a Player has, for example, "3 concentrations of 6 H points each" — abbreviated to read: OMA-3(6H). The Israeli player, when he receives Heavy Mortar Sections, gets one 4H concentration per Heavy Mortar Section.

CASES:

[9.1] AVAILABILITY AND CAPABILITIES OF INDIRECT FIRE

[9.11] A Player always plots Indirect Fire at least one turn in advance of its execution, e.g., he plots Indirect Fire on Game-Turn 2 and executes it on Game-Turn 3. He may also plot fire for more than one Game-Turn in advance.

[9.12] Once an impact hex has been designated, continuous fire over several Game-Turns into the same impact hex does not have to be pre-plotted. If the impact hex is changed or not fired on, the plotting procedure must be repeated.

[9.13] A unit firing Indirect Fire may fire at one and only one target hex. This target hex must be in the LOS of at least one Friendly unit.

[9.14] Because Indirect fire is resolved after the Movement Phase, the intended target units may move from the target hex, and other units may move into the target hex prior to impact. The Indirect fire impacts on and attacks any units which are present in the impact zone **during the Indirect Fire Phase**.

[9.15] If an Israeli Heavy Mortar Section panics in a turn when it is plotted to fire, the fire is cancelled for that turn. In addition, if the Heavy Mortar Section is subjected to Direct or Opportunity fire in a turn when it is plotted to fire, the fire mission is cancelled **whether the unit takes losses or not**.

[9.16] Israeli Heavy Mortar Sections can fire either Indirect Fire or Direct Fire. If such a unit Direct Fires, resolve the attack on the D2 CRT

[9.17] If an Israeli Heavy Mortar Section takes losses, lower the H concentration 1 H factor for each loss, i.e., if the mortar section takes one loss, it would thereafter fire a 3H concentration.

[9.18] Indirect Fire is always subject to Scatter. There is a 1/6th chance that the actual impact hex will be different than the intended target hex for any Indirect fire. Roll a die for each H concentration that is Indirect Firing. On a roll of **one**, the Indirect Fire scatters; roll the die again and consult the Scatter Diagram (see map). The Indirect Fire from that unit impacts one hex away from the target hex in the indicated direction.

[9.2] TYPES OF H FIRE

H fire comes in three varieties: tight pattern, loose pattern, and smoke.

[9.21] Tight pattern H fire affects only the impact hex. Loose pattern H fire affects the impact hex and all adjacent hexes equally.

[9.22] Smoke must be fired in a tight pattern and therefore affects only the impact hex. Place a smoke marker on that hex.

[9.23] Smoke lasts for one turn and is treated in all ways as a grove hex. Smoke is removed during the beginning of the Indirect Fire Phase of the Game-Turn **following** its impact.

[9.24] Effects of Smoke are not cumulative. In a Smoke hex, take the terrain feature with the maximum defensive benefit and use that one only.

[9.3] EFFECTS OF H FIRE ON HARD AND PROTECTED TARGETS

Hard targets (units with a bracketed "[]" Combat Strength) and Protected targets (units with a parenthesized "()" Combat Strength) have the option to receive H fire either "buttoned" or "unbuttoned."

[9.31] To button up, a Hard or Protected unit voluntarily assumes a state of Suppression 1 (S1) immediately prior to the **resolution** of the attack. The S1 applies equally to any infantry mounted on the unit. A Hard or Protected target (together with its mounted infantry) that receives H fire while buttoned up is liable to Suppression 2 (S2) **only** if the H fire is in tight pattern. To resolve an H fire attack on a buttoned target, roll the die; if the number rolled is equal to or lower than the H concentration of the attacking unit(s), the target is double suppressed (S2). Example: a Hard target buttons up on a 4H concentration in tight pattern and the die roll results in a 5; the unit is only S1 (due to its voluntary buttoning up). If the roll had been a 4 or less, the unit would have been S2.

[9.32] To receive H fire unbuttoned, a Hard or Protected target and any mounted infantry simply accepts the fire without assuming a state of S1. To resolve H fire of an unbuttoned target, use the H concentration as the attack superiority on the D2 CRT.

[9.4] EFFECTS AND DURATION OF SUPPRESSION ON HARD TARGETS

Suppression, whether regular or doubled, is automatically removed during the next Panic and Suppression Removal Phase. Suppression affects a Hard Target only by reducing its Attack Strength by 2 points for each suppression. Example: A unit with an Attack Strength of 15 which is double suppressed has an attack strength (while in this state) of 11.

[9.5] EFFECTS OF SUPPRESSION ON PROTECTED TARGETS

The effects of suppression on Protected Targets are identical to its effects on Hard Targets except for the following units: Israeli M3's are open topped and thus cannot be buttoned up. These units automatically accept fire on the D2 CRT and all passengers are affected as is their carrying unit. The

effect of suppression on BMP's and BTR-60's is a reduction of 3 attack strength points for each suppression state. All Protected targets button up to protect their passengers just like Hard targets.

[9.6] EFFECTS OF H FIRE ON SOFT TARGETS

Soft Targets that are not in APC's (protected vehicle) are effected by H fire in tight or loose fire identically. The Indirect fire attack is conducted on the Anti-personnel CRT using the H fire concentration as the Attack Superiority column. (See Anti-Personnel CRT for explanation of results.)

[9.7] CLOSE AIR SUPPORT [CAS]

Close Air Support is in all ways identical to Indirect fire except that it is always tight pattern, may never drop smoke, and has to be plotted only one turn in advance.

[10.0] MINES

GENERAL RULE:

In certain Scenarios, one Player or the other is allowed to deploy mines in order to inflict damage on and impede the progress of Enemy units. When a Player has deployed mines in a hex, it is called a Mined hex. A Mined hex is presumed to contain both anti-vehicular and anti-personnel mines. There are three types of mined hexes: Hasty, Preventive, and Defensive, corresponding respectively to an increasing density of mines within the hex and an increasing probability of inflicting damage on traversing units.

PROCEDURE:

The Scenarios state which Player has mines to deploy, indicating the number and type of Mined Hexes. Some Scenarios list the locations of the Mined Hexes, while other Scenarios allow the Players to add mines for play balance purposes at their discretion. In the latter case, the Owning Player secretly writes down the location of his Mined hexes. During the course of play, whenever a unit from either side **enters or leaves** a Mined hex, an immediate mine attack takes place against that unit with any results applied immediately. Mine markers are not included in the counter mix. Players should keep track of the locations of Mined hexes on a separate sheet.

[10.1] ENTERING AND EXITING A MINED HEX

[10.11] Whenever a unit enters or leaves a mined hex, it must immediately undergo a Mine attack. Depending on the type of mine in the hex, the unit is immediately attacked by the appropriate attack superiority of the D2 Combat Results Table.

[10.12] All considerations of Terrain, Defense Strength, and Target type are ignored when executing a Mine attack. The Player whose mines occupy the hex announces that a unit is attempting to enter or leave a mined hex, rolls the die, and reads the result from the appropriate column of the CRT.

[10.13] Whenever a unit overruns through a mined hex, it undergoes a mine attack when it enters the hex and again when it leaves the hex.

[10.14] Mines attack Friendly and Enemy units alike. In his initial deployment, a Player may elect to place Friendly units in Mined hexes. If and when he chooses to move units out of the mined hexes, they must suffer Mine attacks.

[10.2] TYPES AND STRENGTHS OF MINED HEXES

1. Hasty Mined Hex: Attacks a unit at 0 Attack Superiority on the D2 CRT.

2. Preventive Mined Hex: Attacks at +2 Attack Superiority on the D2 CRT.

3. Defensive Mined Hex: Attacks at +8 Attack Superiority on the D2 CRT.

The Preventive and Hasty Minefield types are not called for in the Scenarios, but Players may make use of them in creating their own scenarios.

[11.0] OVERRUN

GENERAL RULE:

During the Movement Phase, a Player may move a Friendly unit into a hex containing an Enemy unit at no **additional** movement cost. When he does so, all other action is suspended and an Overrun Firefight is conducted according to the Overrun Procedure.

PROCEDURE:

To Overrun, a Player moves his unit into a hex containing an Enemy unit or units. There is no determination of Panic-Fire during Overrun. The range is 0 hexes. The Players roll a die for Fire Initiative. Arab units in an Overrun situation fire first if the die roll is 1, and Israeli units in an Overrun situation fire first if the die roll is 2 through 6. (Note: An Overrun situation is the **only** exception to the normal procedure for determining Fire Initiative as described in Case 4.2). Fire is then alternated until **all** units in the overrun hex have fired once. If the Overrunning unit and at least one Enemy unit survive the fight, the Overrunning Player may either (1) move his Overrunning unit out of the hex at no additional movement cost, or (2) leave his unit in the hex. If he chooses the second option, another Overrun Firefight must take place, repeating the same procedure, in the Movement Phase of the ensuing Game-Turn. At the conclusion of this second Overrun Firefight, the Overrunning Player must again choose to move out or remain in the hex. Inevitably, the Overrun hex will be vacated by the departure of the Overrunning units or the destruction of the units involved.

[11.1] EFFECT OF TERRAIN ON OVERRUN

In an Overrun Firefight, terrain is completely ignored (Exception: A unit in an Improved Position still benefits as though it were in defilade; otherwise, the prior positions of the engaged units, the presence of groves, villages, smoke, etc., are ignored).

[11.2] EFFECT OF PRIOR FIRE ON OVERRUN

An Overrun is a special event. The units engaged in an Overrun situation are not affected by whether or not they have fired previously during the Game-Turn. A unit could conceivably fire during the Direct Fire Phase or Movement Phase and still **defend** with fire during an Overrun.

[11.3] EFFECTS OF OPPORTUNITY FIRE ON OVERRUN

A unit must be **moving** to conduct an Overrun. It may therefore trigger Opportunity Fire on itself from Enemy units. Such Opportunity Fire is resolved **before** implementing the Overrun procedure.

[11.4] EFFECTS OF PANIC

There is no Panic Fire during an Overrun. A unit that Panic-Moves may not Overrun. If a panicked unit by chance scatters in the direction of an enemy unit and has enough movement points to enter the enemy hex, it ceases movement adjacent to the enemy hex. Panicked units that are Overrun may fire.

[12.0] IMPROVED POSITIONS

GENERAL RULE:

If in the initial deployment, a player is told to place his personnel units in improved position, all personnel units are said to be in Improved Positions. Such units benefit from the improved position so long as they remain in that hex. If a unit moves from its initial deployment hex it is no longer in improved position and may no longer assume that state. Players must keep track of which personnel units have moved (i.e., left their improved positions).

CASES:

[12.1] WHO CAN USE IMPROVED POSITION

Only dismounted personnel and guns may benefit from improved positions. The presence of vehicles has no effect on Improved Positions, nor do vehicles benefit from Improved Positions.

[12.2] BENEFITS OF IMPROVED POSITIONS

A unit in an Improved Position that neither moves nor fires may be observed only by an **adjacent** Enemy unit. If fired upon during the Direct Fire Phase, a unit in an Improved Position benefits as though it were in defilade. If the unit is already in defilade, it gains no further defense benefits from the Improved Position. If fired on during the Indirect Fire Phase a unit in a defilade position is treated as a Hard Target Type.

[12.3] DEPLOYMENT OF IMPROVED POSITIONS

Improved Positions may be deployed only at the start of a Scenario as per the scenario instructions. They may not be constructed during play.

[13.0] MOUNTED COMBAT

GENERAL RULE:

Personnel (infantry platoons) may fire while mounted in APC's. The normal range and effectiveness of mounted infantry fire is reduced. (NOTE: Due to the sequence of play, some units are fired on before they have an opportunity to fire. The defensive strength of a mounted infantry unit is dependent on whether it fires or not. When the current defending Player is asked whether or not a particular mounted unit will fire in that Direct Fire Phase, his answer is binding, i.e., if he says that that unit will not fire, it cannot then fire.)

BMP	231
11	5
(6)	7

[13.1] BMP AND BTR-60

[13.11] One Arab infantry platoon may fire while mounted on a BMP. Its maximum range is 1 hex. Execution of this mounted fire does not preclude the BMP itself from firing normally. However, the BMP may not move if the infantry platoon has executed mounted fire during that Game-Turn. The infantry unit is considered to be inside the BMP when executing mounted fire.

BTR	214
6	8
(5)	8

[13.12] One Arab infantry platoon may fire from a BTR-60 with unaffected range and attack strength. This mounted fire does not preclude the BTR-60 from firing normally. However the BTR-60 may not move if the infantry has executed mounted fire during that Game-Turn. Infantry mounted on a BTR-60 fires from hatches and is therefore

considered dismounted for defense considerations in the turn in which they fire only.



[13.2] M3 AND M113

[13.21] One Israeli infantry platoon may fire while mounted on either a M3 or a M113 with its range and attack strength unaffected. As in the case of the Arabs, this does not prevent the APC from also firing while the infantry execute mounted fire.

[13.22] The Israeli infantry fire standing up (M3) or from hatches (M113) thus for defensive considerations the infantry are considered dismounted in the turn in which they fire only.

[13.23] In addition the Israeli infantry may fire before the APC has moved. If they fire prior to the APC moving, their Attack Strength is halved. If the APC is stationary the Attack Strength is unaffected. Whether the APC is moving or not they are considered dismounted targets (soft) in the turn in which they fire only.

[13.3] EFFECTS OF TERRAIN ON MOUNTED COMBAT

Units, when they fire mounted, are considered dismounted targets benefit from all terrain just like the vehicle would if it were being attacked.

[13.4] EFFECTS OF H FIRE ON MOUNTED COMBAT

[13.41] Whenever an infantry unit fires while mounted and it is attacked by indirect fire, it accepts the fire automatically on the D2 CRT. The H concentration is the attack superiority number and the vehicle and the mounted infantry are affected equally. The vehicle may not button up separately from the mounted infantry. NOTE: This is a slight abstraction, but any other solution would result in a prohibitive amount of extra rules. (Exception: See 13.42).

[13.42] Units in BMP's have the option to button up. If they choose to button up they must go through the procedure as outlined in 9.5. If they do not button up they are effected as in 13.41.

[14.0] OPTIONAL RULES

These rules are included so that extra realism can be simulated. Play without them until you feel comfortable with the Game system.

CASES:

[14.1] SPLIT FIRE

All vehicular platoons consist of 3 vehicles of the respective type shown on the counter. All individual vehicles are in a D2 firing condition. Thus, a full strength platoon could fire as a Full strength platoon, 1-D1 and 1-D2, or 3-D2's. In essence each individual tank is seeking its own target. Panic in this circumstance is evaluated for each individual fire except if one unit in a platoon panics they all panic.

[14.2] REGROUPING

Whenever partial strength units of the same type and class end a Game-Turn stacked in the same hex, they can regroup into full strength and partial strength platoons. (Example: At the end of a Game-Turn, one D2, and two D1 units are stacked in the same hex. They could regroup into a full strength platoon and a D1 platoon. If three D2 units are in the same hex at the end of a Game-Turn, they can reform into one full strength unit.)

[15.0] HOW TO SET UP AND PLAY THE GAME

[15.1] SCENARIOS

Each Scenario in **October War** is from fifteen to twenty Game-Turns long, and the number of units per side varies with the Scenario. Several Scenarios link together to form the Campaign games that portray the fighting at particular places with more detail. A Scenario is a game in itself, and the terms Scenario and game are used interchangeably. Each Scenario lists an Order of Battle for each Player, instructions for the deployment of forces, Victory Conditions, and special rules pertaining to that Scenario.

[15.2] SETTING UP

Once Players have decided the Scenario to be played and who is to play each side, they spread out the map and select their respective forces from the counter mix according to the Scenario instructions, deploying these forces as directed in the Scenario. Once forces are deployed, Players may begin the first Game-Turn.

[15.3] ORDERS OF BATTLE

Each Player is given an Order of Battle for each Scenario. This Order of Battle lists each playing piece by unit code and the number of that type of unit. 3(INF) means three infantry units, 5(CNT) means five platoons of Centurion tanks. All off-map Artillery is also listed. OMA-3(5H) means 3 off-map concentrations of 5H per turn. Close Air Support is abbreviated CAS and is also listed according to how many and how powerful its concentrations are.

[15.4] DEPLOYMENT

A Player's Initial Forces (those units with which he begins the first Game-Turn) are placed according to the instructions in the Scenario being played. These units are usually either placed physically on the map surface (Initial Deployment on Map) or are adjacent to the map surface for entry onto the map in the first Game-Turn. Players always place their units face-down. Each Scenario specifies who deploys first.

[15.41] Initial Deployment On Map

A Player is normally told to deploy units on the map in two ways: (1) within a certain area (deployment area) described with reference to particular hexrows (Example: "Deploy on map on hexrow 0023 and north" means the Player places his units in any hex whose last two digits are 23 or north of those hexes. See compass directions on map.) (2) on a specific hill (Example: "Deploy on Hill 4" means the Player deploys his units on all Elevation 2 and 3 hexes contiguous with the specific hill number).

(Example: On Hill 4 means, on hexes 4207, 4406, and the 15 Elevation 2 hexes that are contiguous with the 4 in hex 4307. Thus, hex 4010 is considered on Hill 4.)

[15.42] Initial Deployment Off Map

One Player often deploys off map and enters on Game-Turn 1. In these cases, a specific map edge and range of hexes are listed through which units may enter the map (Example: "North edge on hexes 2401 to 2701 means that units may enter through 2401, 2501, 2601, and 2701).

[15.5] CAPTURING HILLS

Scenarios often call for the capture of a particular geographical objective that is counted in Victory Determination. When Scenario rules call for a Player to capture a hill, that Player is to eliminate all units on all Elevation 2 and 3 hexes contiguous with the specified hill number (Example: "Capture Hill 6" means that all Enemy units must be eliminated from hexes 4802, 4903, and the ten Elevation 2 hexes that are contiguous with the specific hill number).

[15.6] DETERMINING VICTORY

Every unit in **October War** has a Victory Point Value according to the following formula:

Hard Target Vehicle = 3 points

Protected Target Vehicle = 2 points

Infantry Platoon (AT or regular) = 3 points

Therefore, a tank platoon (composed of three tanks) is worth 9 Victory Points (3 X 3 = 9).

Whenever a Friendly unit suffers casualties, the Enemy Player is awarded Victory Points commensurate with the loss inflicted (Examples: If an Israeli infantry platoon suffers a D1, the Arab Player would receive 1 Victory Point and the Israeli platoon would then be worth 2 Victory Points; if an Israeli tank platoon suffers a D1, the Arab Player would receive 3 Victory Points and the Israeli platoon would then be worth 6 Victory Points). At the conclusion of each Scenario, each Player calculates the number of Victory Points he has earned by counting the Enemy units in the eliminated pile plus any Enemy D1's and D2's still on the map. Then the Israeli Victory Point total is divided by the Arab Victory Point total to produce a Victory Ratio, rounding any fraction down (Example: 330 Israeli Victory Points and 207 Arab Victory Points equals 1.59:1 or 1.5:1).

[15.7] DETERMINING VICTORY IN THE SYRIAN FRONT CAMPAIGN GAME

In order to place the Players more graphically in the role of field commanders, the Victory Schedule for Campaign games in **October War** is more complex than that of the individual Scenarios. To determine Victory in the Syrian Front Campaign game, follow the procedure outlined in Case 15.6 and apply the following:

After determining the Victory Point Ratio, the Israeli Player calculates the Victory Point Value of his surviving units as a percentage of his starting units (Example: The initial Israeli force in the Syrian Campaign game is worth 369 Victory Points, and the force remaining at the end of the game is

VICTORY MATRIX

		Ratio of Arab losses to Israeli losses				
		3 to 1	2 to 1	1.5 to 1	1 to 1	less than 1 to 1
Ratio of Israeli ending strength to beginning strength	50% or greater	Is-D	Is-D	Is-T	Is-M	Ar-D
	40-49%	Is-D	Is-T	Is-M	Ar-M	Ar-D
	30-39%	Is-T	Is-M	Ar-M	Ar-T	Ar-D
	less than 29%	Is-M	Ar-D	Ar-D	Ar-D	Ar-D

Ar=Arab; Is=Israeli; M=Marginal; T=Tactical; D=Decisive

worth 162 Victory Points. The surviving percentage rounded down to the nearest point is 44%). Referring to the Victory Matrix (see Map), the Players cross reference the Victory Ratio with the surviving percentage of Israeli forces to determine the winning Player and degree of Victory. In the above example, the game ends in an Israeli Marginal Victory.

[15.8] DETERMINING VICTORY IN THE EGYPTIAN FRONT CAMPAIGN GAME

Victory on the Suez front is determined in a slightly different way from the Syrian front. If either side can exit the map during one of the sub-scenarios with 27 vehicles (APC's count toward this total only if they have some infantry mounted on them) before the end of the sub-scenario, the Victory Schedule as outlined in 15.6 is overruled and the following Victory Schedule is in effect. If the Israeli player ever exits the western edge of the map during a sub-scenario he wins a Decisive victory. If the Egyptian Player exits the eastern edge of the map during a sub-scenario, the level of victory depends on the sector (North=Marginal victory, Central=Tactical victory, and South=Decisive victory). If both players exit the map before the end of the same sub-scenario, it is a Decisive Israeli Victory. After evaluating the three sub-scenarios individually, each player is awarded victory points per the following schedule.

For each Decisive Victory the player gets 50 points. For each Tactical Victory the player gets 20 points. For each Marginal Victory the player gets 10 points.

Note: If neither player exits the map before the end of the game, the level of victory is determined as per 15.6. Now total up the Israeli point total and the Egyptian point total and compare them as a ratio (round fractions down) and use the following schedule: 3:1 Decisive Israeli Victory, 2:1 Tactical Israeli Victory, 1:1 Marginal Israeli Victory and less than 1:1 is an Egyptian Propaganda Victory (this means the Egyptians would claim a decisive victory but the level of "real" victory would be very hard to judge).

[16.0] SCENARIOS

Scenarios 16.1 through 16.7 are independent games of 15 to 20 Game-Turns in length. Scenarios 16.8 and 16.9 are Campaign Games that depict actions along extensive portions of the Syrian and Egyptian fronts respectively. Each of the Campaign Games consists of three linked sub-Scenarios which are played in sequence and are **not** designed to be played independently (Exception: see Case 16.81, the Sindiana sub-Scenario of the Syrian Front Campaign Game).

[16.1] BATTLE OF GAMALA October 6, 1973

INITIAL FORCES:

Israeli Player: advance elements of the 17th Reserve Bde.—12(CNT), 6(M51), 6(M3), 6(INF); OMA: 1(5H)

Syrian Player: 48th and 51st Tank Bdes. and elements of 132nd Mech. Bde.—18(T55), 9(T62), 3(BMP), 6(BTR), 8(INF), 2(ATP); OMA: 5(4H)

DEPLOYMENT:

Israeli Player: on Hills 1 and 2

Syrian Player: on and east of Hills 3, 5, and 6

SPECIAL RULES:

1. The Syrian Player must pre-plot all of his artillery fire for the entire game before the Israeli Player has deployed.
2. The Syrian Player sets up first.

VICTORY CONDITIONS:

1. The Syrian Player must have 20 Armored Vehicles on either or both Hills 1 and 2 at the end of the game. APC's count toward this total if they have infantry mounted on them.
2. If the Syrian Player does not fulfill Victory Condition 1, the game ends in an Israeli Decisive Victory.
3. If the Syrian Player fulfills the requirements of Victory Condition 1, Victory Points are determined as per Case 15.6.

VICTORY POINT RATIOS:

Israeli	Syrian	
3 : 1		Decisive Israeli Victory
2 : 1		Tactical Israeli Victory
1 : 1		Marginal Israeli Victory
1 : 2		Decisive Syrian Victory
or less		

GAME LENGTH: 20 Game-Turns

PLAYER'S NOTES: The Syrian is on the offensive here with nearly a 2-to-1 edge in direct fire weapons and more artillery. A good idea would be to plot his artillery for Hill 1 and maintain suppressive fire or smoke on that area while moving in with his tanks; Hill 1 is the closer of the two objectives. A flanking force should be sent south toward the village (central hex 2422), then northwest along the road south of Hill 1 to pin the Israeli units in that area while the main assault goes in on Hill 2.

The Israeli should leave a small force of tanks to cover the southern flank of Hill 1 while keeping his infantry and some tanks behind Hill 2 until the Syrians move into killing range, then engage them from the defilade positions on the hill. Remember, the Syrian needs 20 vehicles on either hill to satisfy his Victory Conditions, so go for those tanks.

[16.2] VALLEY OF TEARS, October 6, 1973

INITIAL FORCES:

Israeli Player: 5th Bn., 7th Bde.—9(CNT), 3(INF) in Improved Positions

Syrian Player: 78th Bde., 7th Div.—18(T55), 2(T62), 3(BMP), 6(BTR), 9(INF); OMA: 5(4H), 3(6H)

DEPLOYMENT:

Israeli Player: on Hills 3, 4, and in grove (4614 is the central hex)

Syrian Player: anywhere south of Canal/Ditch, not inclusive

SPECIAL RULES:

1. The Israeli Player's units do not range attenuate if the target is within 5 hexes of the Canal/Ditch.
2. The Syrian Player must pre-plot all of his artillery fire for the entire game after the Israeli Player has deployed.
3. All Canal/Ditch hexes except Bridges are Defensive Mine hexes.
4. All Israeli personnel units start in Improved Positions.

VICTORY CONDITIONS:

1. If the Syrian Player captures **one** of the following objectives—Hill 3, Hill 4, or the entire grove (4614)—it is a Syrian Marginal Victory.
2. If the Syrian Player captures **two** of the objectives listed in Condition 1, it is a Syrian Tactical Victory.
3. If the Syrian Player captures all three objectives, it is a Syrian Decisive Victory.
4. If the Syrian Player fails to capture any of the objectives listed in Condition 1, it is an Israeli Decisive Victory.

GAME LENGTH: 20 Game-Turns

PLAYER'S NOTES: Once again, the Syrians are on the offensive with a heavy preponderance of tanks and artillery. The artillery should be plotted on whichever objective he chooses (he needs only one out of three for a Marginal Victory), keeping in mind that the Israeli will not know exactly where the attack will come from until the shells start falling. The Syrian should be able to take all three objectives; he has plenty of time and more than enough units.

This scenario is pretty unbalanced for the Israeli. His force will usually get chewed up trying to hold the Syrian objectives and he has no artillery support. His only advantage lies in Special Rule 1 (no range attenuation on targets within 5 hexes of the Canal/Ditch). The Israeli will be able to inflict tremendous casualties on the Syrians, though eventually at heavy cost to himself. Historically, this is exactly what happened.

[16.3] PELED'S COUNTERATTACK, October 10, 1973

INITIAL FORCES:

Israeli Player: elements of 19th and 20th Bdes.—9(CNT), 9(M51), 9(M3), 9(M113), 18(INF), 3(MC); OMA: 3(5H); CAS: 1(8H)

Syrian Player: composite AT defense in depth (5th Div.)—12(T55), 3(T12), 6(ATP), 3(BMP), 6(BTR), 6(INF); OMA: 4(4H), 1(6H)

DEPLOYMENT:

Israeli Player: enter the West edge of the map on Game-Turn 1, south of hex 0113, inclusive

Syrian Player: deploy on Hill 1 and east of hexrow 1901, inclusive

SPECIAL RULES:

1. Movement into or across the Canal/Ditch is prohibited (it represents the Israeli-Jordanian border).
2. The Syrian Player deploys first.
3. The Syrian Player must pre-plot his artillery fire for the entire game before the Israeli Player moves.

VICTORY CONDITIONS:

1. The Israeli Player must capture Hill 6. 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.

PLAYER'S NOTES: Here the Israelis are on the offensive and their strategy is fairly simple: travel as fast as possible south of the 0026 hexrow until the Canal/Ditch has been reached, then along the Canal road. Actually, there are several routes of advance; this is merely the quickest. Above all, keep your force concentrated. Local superiority is vital, and the Syrians will be only so strong at any given point. Use your artillery to screen or suppress any Syrian units not directly in front of you.

The Syrian Player should leave only a small force on Hill 1, concentrating his forces on Hills 3 and 6 and in the two groves near the Canal/Ditch. His artillery should be plotted on any of those positions (especially on Hill 6) as these are the most likely routes of advance for the Israelis. The Syrians should go for kills at all times, especially on the Israeli tanks. If the Syrians can manage to inflict a near even number of casualties, the Israelis will not have sufficient strength to take Hill 6 toward the end of the scenario.

[16.4] HUSHNIYAH, October 9, 1973**INITIAL FORCES:**

Israeli Player: elements of the 19th Bde.—9(CNT), 9(M3), 3(M113), 12(INF); OMA: 6(5H); CAS: 3(8H)

Syrian Player: 40th Mech. Bde., 1st Armored Div.—6(BMP), 6(BTR), 9(INF), 9(T55); OMA: 3(4H)

DEPLOYMENT:

Israeli Player: enter South edge of map on hexes 0134-3534, inclusive, on Game-Turn 1

Syrian Player: deploy on map from hexrow 0023 north, inclusive, before Game-Turn 1

SPECIAL RULES:

1. The Syrian Player deploys first.
2. The Syrian Player must pre-plot all of his artillery fire for the entire game before the Israeli Player enters the map.
3. Movement into or across the Canal/Ditch is prohibited.

VICTORY CONDITIONS:

1. The Israeli Player must exit 20 vehicles off the north edge of the map. APC's count toward this total only if infantry is mounted on them. If they fail to meet this requirement, it is a Syrian Decisive Victory.
2. If the Israeli Player fulfills the requirement of Condition 1, determine the Victory Points and use the Victory Point ratio in Scenario 16.1.

GAME LENGTH: 15 Game-Turns

PLAYER'S NOTES: An Israeli offensive and a challenging tactical problem for both sides. The Israeli's best bet is to engage the Syrian missile units with tanks and artillery while the infantry and APC's take the most covered route north. The Israeli artillery should cover the APC's with smoke when they have to cross large open spaces.

A good idea for the Syrian is to place Sappers on Hills 3, 4, 7, and 1. The T55's should go in the town, the groves, and/or in defilade on Hills 1, 2, 3, and 7. This will insure good fields of fire wherever the Israelis try to make their penetration.

[16.5] ISRAELI COUNTERATTACK ON THE CANAL, October 9, 1973**INITIAL FORCES:**

Israeli Player: Dans Bde.—9(M48), 9(M60), 3(M113), 3(INF)

Egyptian Player: 3rd Army Positions—18(T55), 6(BMP), 6(BTR), 6(ATP), 9(INF)

DEPLOYMENT:

Israeli Player: enter North edge of map on Game-Turn 1

Egyptian Player: deploy on map within 20 hexes of the Canal/Ditch

SPECIAL RULES:

1. All Elevation 1 and 2 terrain is Elevation 0 terrain. All Elevation 3 terrain is Elevation 1 terrain. All other terrain—including Defilade hexes—is unaffected.
2. To "blow up" a Bridge, the Israeli Player must move adjacent to it and attack it. A Bridge is a hard target type with a current strength of D1. When the Bridge reaches a current strength of D3, it is destroyed.
3. Egyptians deploy first.

VICTORY CONDITIONS:

1. The Israeli Player must blow up both Bridges to win a Decisive Victory; if he fails, it is an Egyptian Decisive Victory.

GAME LENGTH: 17 Game-Turns

PLAYER'S NOTES: The Israeli has a tough time here. He must break through a defense consisting of almost twice his strength with no artillery support whatever. Practically all he can really do is execute a "cavalry charge" and hope to reach the Bridges with enough intact vehicles to attack them. There is no way he can protect himself from the avalanche of fire the Egyptian Player will lay on him. He should disregard any casualties and accept the fact that probably his whole force will be destroyed. And forget about killing Egyptian units; you need every single unit moving at maximum speed for the Canal/Ditch.

The Egyptian should have a field day picking off Israeli units as they scramble to get past him. He can disregard any losses he may incur should the Israeli be crazy enough to try to take him on in a one-on-one fight. The Egyptian has more than enough mobile units to keep up with any fancy moves the Israelis may attempt. Any units that the tanks cannot catch should be left to the AT units (of which the Egyptians have plenty) situated best on Hill 3 and in the two groves. Have fun!

[16.6] CHINESE FARM, October 17, 1973**INITIAL FORCES:**

Israeli Player: Bdes. Natke and Gaby—Natke Bde.: 9(M48), 9(M3), 9(INF); OMA: 3(5H)—Gaby Bde.: 9(M60), 9(M113), 9(INF), 3(MC)

Egyptian Player: elements of the 16th Inf. Div. and 21st Armored Div.—18(T55), 6(ATP), 1(BRDM), 9(INF); OMA: 5(4H)

DEPLOYMENT:

Israeli Player: Natke Bde. enters on North edge of map on hexes 2401 to 2701; Gaby Bde. enters on East edge of map on hexes 4907 to 4912

Egyptian Player: 1. 3(Inf) on or adjacent to hex 2422 (deployed before Game-Turn 1); 2. 6(ATP) 6(Inf) on Hill 1 (deployed before Game-Turn 1); 3. 18(T55) and 1(BRDM) enter West edge of map between hexes 0101 and 0104, inclusive, on Game-Turn 1

SPECIAL RULES:

1. Bridge B is not in use during this Scenario.
2. Terrain is the same as in 16.5 except that Hill 1 and its adjoining contiguous Elevation 1 terrain is unaffected.
3. All Egyptian personnel units that begin on map start the game in Improved Positions.

VICTORY CONDITIONS:

If the Israeli Player clears the road of Enemy units by Game-Turn 15 from hex 2401 to 3827, then it is an Israeli Decisive Victory. If the Egyptian Player prevents this, it is an Egyptian Decisive Victory. (Note: Clearing the road means that no Enemy units are on or within three hexes of the road.) Victory Points are not evaluated in this Scenario.

GAME LENGTH: 15 Game-Turns

PLAYER'S NOTES: The Israelis do not have a lot of time in this one, but they also have a rather limited objective. Send Natke's Bde. onto Hill 2 (watch out for Sappers on Hill 1). Pin the Egyptian AT missiles with artillery and try to kill as many of them as possible before the enemy armor can give them too much assistance. You will probably have two turns at the most, so make them count. Gaby's Bde. should dash for the Canal/Ditch along the road to the town (2422). Taking out Egyptian infantry should not be too difficult unless it is supported heavily with Egyptian armor. Get a couple of tanks south of the town so you can flank the town and fire on any approaching Egyptian armor. Send some more tanks into the sand ridges northeast of the town so you can cover the northern

approaches. From these positions and Hill 2, you can now deal with anything coming from the west. But MOVE!

The Egyptian should set his AT units so he can both cover Hill 2 and give some support to his infantry units in the town. Send some of the armor south to the road for the town. Send the rest toward Hill 2 and engage Natke's Bde. Try to inflict at least an equal number of casualties on the Israeli; you are meeting him on roughly equal terms. But you only need one unit within 3 hexes of the designated road to fulfill your Victory Conditions.

[16.7] ATTEMPTED BREAKOUT OF THE 3rd ARMY, October 17, 1973**INITIAL FORCES:**

Israeli Player: elements of Natke Bde.—9(M51), 9(M48), 9(M60), 9(M113), 9(INF), 3(MC); OMA: 6(5H); CAS: 5(8H)

Egyptian Player: 25th Armored Bde.—9(T62), 18(T55)

DEPLOYMENT:

Israeli Player: deploy all units on map on or west of hexrow 3700

Egyptian Player: enter East edge of map on Game-Turn 1 on or between hexes 4901 and 4921

SPECIAL RULES:

1. Bridges A and B are not in effect.
2. Terrain is identical to 16.5.
3. The Israeli Player sets up first.
4. All Israeli M51's are considered M48's for this Scenario.
5. All Egyptian T55's are considered T62's for this Scenario.

VICTORY CONDITIONS:

If the Egyptian Player exits 9 vehicles off the West edge of the map by the end of the game, it is an Egyptian Decisive Victory. If the Israeli Player prevents this, it is an Israeli Decisive Victory. Victory Points are not evaluated in this Scenario.

GAME LENGTH: 20 Game-Turns

PLAYER'S NOTES: This Scenario is historically very accurate. When the Egyptian 3rd Army tried to break out, they suffered approximately 95% casualties. Those units that did survive the Israeli direct fire ran onto a minefield that virtually eliminated the rest of the attacking force. The Egyptians best bet is to charge the Israeli positions and hope that they can get 9 vehicles off the map. The Israeli Player should initially set up in positions with good all around fields of fire and shoot up as many Egyptians as they can. Remember, if any tanks get by, they have to be dealt with quickly, because it does not take many tanks to earn an Egyptian Victory. The Israeli preponderance of artillery and air support should clinch this one nine out of ten times. This one is a good solitaire Scenario.

[16.8] SYRIAN FRONT CAMPAIGN GAME, October 8-10, 1973

Sub-Scenarios 16.81, 16.82, and 16.83 are designed to be played in succession as a complete Campaign Game. In addition, sub-Scenario 16.81 only may be played as an individual Scenario (see Case 16.81 for details).

INITIAL FORCES:

The Israeli Player begins sub-Scenario 16.81 with the 79th Bde. (Ori). Every Israeli unit to exit the east mapedge by the end of sub-Scenario 16.81 can be used in sub-Scenario 16.82; and every Israeli unit to exit the east mapedge by the end of sub-Scenario 16.82 can be used in sub-Scenario 16.83. Available Syrian forces are detailed in each sub-Scenario's Initial Forces section. Syrian forces **never** carry over from one sub-Scenario to another.

DEPLOYMENT: see sub-Scenarios

SPECIAL RULES:

1. The Players must keep track of losses incurred during previous sub-Scenarios.
2. Any Israeli unit that does not exit the map in a particular sub-Scenario is ineligible to participate in further sub-Scenarios but is not considered lost for Victory Conditions.

VICTORY CONDITIONS:

If, by the end of sub-Scenario 16.83 an Israeli vehicle is adjacent to the Canal/Ditch, determine victory according to the Victory Conditions in Case 15.7. If the Israeli Player fails to meet this requirement, the Campaign Game automatically ends in a Syrian Decisive Victory.

[16.81] Sindiana, October 8, 1973

This sub-Scenario may be played alone or as part of the Syrian Campaign Game

INITIAL FORCES:

Israeli Player: 79th Bde. (Ori)—12(CNT), 9(M51), 9(M3), 9(M113), 18(INF), 3(MC); OMA: 6(SH); CAS: 2(8H)

Syrian Player: 91st Bde., 1st Armored Div.—3(T62), 18(T55), 3(BMP), 6(BTR), 9(INF); OMA: 2(4H)

DEPLOYMENT:

Israeli Player: enters from the west edge of the map on hexes 0113 north, inclusive, on Game-Turn 1

Syrian Player: enters from the east edge of the map on Game-Turn 1

SPECIAL RULES:

1. Canal/Ditch and all terrain south of it is prohibited.
2. If playing the Campaign Game, ignore the following Victory Conditions and use the Victory Conditions specified in Case 16.8.

VICTORY CONDITIONS (for individual sub-Scenario only):

Same as in 15.6 and use the Victory Point Ratio from Scenario 16.1.

GAME LENGTH: 20 Game-Turns

PLAYER'S NOTES: This Scenario is an Israeli blitz. He has overwhelming artillery support and almost as many direct fire weapons as his opponent. Israeli tactics, however, will be dictated by whether he is playing the sub-Scenario individually or as part of the Campaign Game. If only the single Scenario is being played, the Israeli Player can afford to be a little daring. The only Syrian weapon he will have any real trouble with are the Sagers which can be suppressed by artillery fire. The main objective for both sides is the destruction of enemy units; there are no geographical points to really concern oneself with. There is also plenty of time. With his preponderance of artillery support, the Israeli should be able to screen his forces with smoke long enough to maneuver the Syrians into kill zones of the Israeli's choosing.

The Syrian really has few options in this Scenario. His artillery support is almost nonexistent; he barely outnumbers the Israeli in weaponry (with inferior weaponry at that), and he does not even have as much infantry. His best bet is to get into well

protected positions as soon as possible and try to make the Israeli expose himself coming after him.

If playing the Campaign Game, the Israeli's tactics will have to be fairly orthodox as he must conserve as many units as possible for the other two sub-Scenarios. Remember, any losses incurred are not replaced whereas the Syrians can lose almost their whole force in any one sub-Scenario to stop the Israeli advance to the Canal/Ditch. For the first sub-Scenario, the Israeli should be somewhat conservative, especially with his tanks. He should enter at 0113 and immediately get on the road running east toward the town (2422) and the grove west of the Canal/Ditch. Chances are that the Syrians will be thinking the same thing, resulting in a major action near the town. Here is where the Israeli artillery will get to show its true worth. The Israeli can drop smoke almost anywhere to screen his units or cut off the Syrian line of sight. AT missiles can be suppressed as soon as they appear.

The Syrian Player can afford to sacrifice whatever is necessary to inflict losses on the Israelis. His main objective in the first sub-Scenario is to wear down the Israelis as much as possible, concentrating on killing tanks.

[16.82] Ramtania, October 9, 1973**INITIAL FORCES:**

Israeli Player: 79th Bde. (Ori)—see explanation, Case 16.8. OMA and CAS identical to 16.8.

Syrian Player: elements of the 1st Armored Div. and 5th Infantry Div.—9(T55), 1(T62), 3(T12), 6(ATP), 6(BTR), 3(INF)

DEPLOYMENT:

Israeli Player: same as 16.81

Syrian Player: anywhere on the map, except within 25 hexes of western edge and except in the Canal/Ditch and all terrain south of it.

SPECIAL RULES:

1. This sub-Scenario should be played only as part of the Syrian Campaign Game.
2. Movement through the Canal/Ditch and all terrain south of it is prohibited.

VICTORY CONDITIONS: see Case 16.8

GAME LENGTH: 20 Game-Turns

PLAYER'S NOTES: Much here will depend on how big a force the Israeli has managed to preserve from the previous sub-Scenario. He will still have his artillery support which can be put to best use covering his advance with smoke as the Syrians will already be deployed this time when the sub-Scenario begins. There will be no meeting engagement this time. The Syrians will also have more missiles this time; they should be neutralized as quickly as possible with artillery. If the Israeli has managed to retain at least half his original tank complement, he should be able to deal with the Syrian armor.

The Syrian Player should set up according to what he knows of the Israeli losses of the first sub-Scenario, but certain general areas should be covered in any case. Set up at the AT platoons on Hill 3 and in the groves. A few tanks should cover Hills 4 and 7 in case the Israelis come that way. Remember, the onus of attack is on the Israelis; let them come to you. That is the only way they can exit the map.

[16.83] Heights of Kuneitra, October 10, 1973**INITIAL FORCES:**

Israeli Player: 79th Bde. (Ori)—see explanation, Case 16.8. OMA and CAS identical to 16.8.

Syrian Player: rear area reserve (composite AT/infantry force)—9(INF), 1(BRDM), 3(T12), 6(ATP)

DEPLOYMENT:

Israeli Player: Enters on Game-Turn 1 on north edge of map west of hex 3011, inclusive.

Syrian Player: deploys on map south of hexrow 1110, inclusive

SPECIAL RULES:

1. This sub-Scenario should be played only as part of the Syrian Campaign Game.
2. Movement through the Canal/Ditch and all terrain south of it is permitted.

VICTORY CONDITIONS: see Case 16.8

GAME LENGTH: 15 Game-Turns

PLAYER'S NOTES: Unless he has managed to save several tanks (and even if he has), all will depend on the Israeli artillery. It is just as powerful now as it was in the first sub-Scenario, and all but one of the Syrian direct fire units will consist of dismounted infantry. The Israeli has three routes to the Canal/Ditch: along the trail running between Hills 5 and 7; through the small valley between Hills 3 and 7; and down the road to the town, then east to the Canal/Ditch. Whichever way he goes he will have to screen himself with smoke as he has to cover a lot of open terrain. If he has sufficient vehicles, he can try to bull his way through a weak spot in the Syrian defense, but under no circumstances should he waste time or units engaging the Syrians in a firefight. There is less time to reach objectives in this Scenario, and a smart Israeli will not waste a second dealing with any units not on his immediate line of advance.

The Syrians should place their units on Hills 3 and 1 and in the two groves. Try placing infantry in the town in case the Israeli tries going that way; overruns are expensive and the Israeli will not be able to afford too many losses. As in the last sub-Scenario, let him come to you; he has no choice, and you have no real mobility. An AT missile or gun unit would be a good idea on the south side of the Canal/Ditch in the defilade position (4631) as a last ditch defense.

[16.9] EGYPTIAN FRONT CAMPAIGN GAME, October 14, 1973

The Egyptian Front Campaign Game is composed of three sub-Scenarios that represent action on three separate fronts. In the Egyptian Front Campaign Game, each side is given an initial pool of units. From this pool, prior to the commencement of the first sub-scenario, each Player determines which forces and OMA concentrations will be allocated to each sub-Scenario: North, Center, and South. The Players do not overallocate their initial forces (e.g., the Israeli Player may not allocate a total of 4(M113) because he begins the game with only three). The allocations are written on a separate piece of paper. Once allocations have been made, they cannot be changed throughout the course of the game. Players set up and play the three scenarios in succession and determine the overall winner per the Victory Conditions outlined in Case 15.8. The Game length of each sub-Scenario is 20 Game-Turns. Deployment and Special Rules for each sub-Scenario follow:

INITIAL FORCES POOL:

Israeli Player: 6(M48), 6(M60), 6(M3), 3(M113), 9(INF), 4(S11), 3(MC); OMA: 15(SH)

Egyptian Player: entire counter mix **except** the 3(T12); OMA: 18(4H)

DEPLOYMENT AND SPECIAL RULES:

A. North and Center sub-Scenarios

1. Terrain is identical with that in 16.5 except the Canal/Ditch is Elevation 0 terrain.
2. Allocated Israeli units deploy on map on or east of hexrow 2000. Egyptian units enter anywhere on west edge of map on Game-Turn 1.

B. South Scenario

1. Terrain is that depicted on the map except the Canal/Ditch is Elevation 0 terrain.
2. Deployment is identical to that of North and Center sub-Scenarios.

PLAYER'S NOTES: In this Campaign Game, all depends on the way the two sides divide their forces. While somewhat outnumbered, the Israelis do have the tactical advantage of being on the defensive, and their artillery support is just as good as the Egyptians'. Both sides would do well to remember that the southern sector is worth the greatest number of points for victory purposes; initial sector allocations should be made accordingly.

Designer's Notes

October War is the latest in a chain of tactical scale games stretching back to **PanzerBlitz**. Its immediate lineage is **Red Star/White Star-Mech War** out of **Tank/Firefight**. It is an attempt to breed a single vehicle-squad scale system with a platoon size game.

October War has its immediate roots in that rather pathetic **Mech War** scenario dealing with the Egyptian ambush of the Israeli 190th brigade. This scenario demonstrated the futility of attempting to simulate one war with a game designed for another.

The initial design for **October War** envisioned a map with appropriate Mid-East terrain, a game system identical to **Mech War**, but with unit counters expressed more realistic values. The map was drawn freehand from a collage of various topographical maps of the Golan and Suez Canal areas. During development and playtesting, the map was altered repeatedly to conform to the requirements of the various scenarios. The map design, then, presented little problem since we could play god with the terrain as we saw fit.

The game system was another matter. Although **Mech War** was and is a highly rated game, there were several features of the game which you, the players, had found objectionable on grounds either of realism or esthetics. By cataloging all the letters we had received on **Mech War**, we found that the biggest "criticism" was directed at the combat results. The **Mech War** method uses a progressive Disruption result system. Fire causes a target to be disrupted in a D1, D2, or D3 state. So long as the target did not reach a D4 (elimination) state there was always the possibility that it (the target) could recover fully from its disrupted state and, in effect, be reborn with its powers and values intact. The player's objection was that it didn't seem right to shoot up a target causing it to cease all fire and movement (the effect of disruption) only to have it return to action one or more turns

later. Most Player's knew that the effect of modern tank gunnery or ATGM systems was to destroy the target if a hit was achieved. On today's battlefield, when you shoot at a tank you either hit and kill it or miss it. What is more, the near miss has no effect on the armored vehicle. In many cases a tank crew may be totally unaware it has been fired upon.

Admittedly the **Mech War** combat results system is an abstraction, and as an abstraction it is fairly accurate, but it is esthetically disconcerting. We have eliminated the disruption method in **October War**, using instead a permanent kill to reflect anti-armor fire effects. This was possible in part because both the Arabs and Israelis used a three vehicle platoon as the basis for their combat formations. The full strength unit would reflect three vehicles. Fire then could cause the loss of one, two, or three vehicles using either a D1 or D2 marker or just removing the unit entirely if three vehicles were lost. This loss system has the appeal of relative simplicity—plus it looks right. To make it work, we then needed to devise three separate CRTs to reflect the different firepower of a full strength, two vehicle and one vehicle unit. It was either three different CRTs or a complicated mathematical formula to adjust the firepower of a reduced unit. Within the limits of the percentage ranges permitted by a six sided die, a single T-62 has about 30-50% of the chance of a full strength platoon to kill an M60, and much less of a chance to kill 2 or three M60s in a given fire.

Effects of small arms fire and artillery fire on armored vehicles are another matter entirely. Despite all the advances in optical systems, fire control devices, etc., armored vehicles fight and move most effectively when the commander and/or driver can function with open hatches. This is particularly true for the vehicle commander. Standing in his hatch, the commander is oriented to the battlefield, and he can acquire targets for his gunner much more quickly than he can "buttoned up." Effective small arms or artillery fire causes a tank to button up (either that or you provide for a lot of replacement tank commanders). Thus we devised a system whereby artillery and small arms acts to temporarily degrade (suppress) the combat effectiveness of a tank.

A long standing Player gripe in **Mech War** and other games has been the application of Command Control or "panic." Prior panic systems have always been randomly imposed. While the random snafu is the essence of the Command Control simulation, prior panic rules had the appearance of unreasonably arbitrary application. A column of units could be plotted to move along a road and, lo and behold, one or two units in the column would wander off in some weird direction. While the effect might be accurate, judging the scenario as a whole, the actual application looks unreasonable. Units just don't wander off from a marching column, particularly if there is no hostile threat. Panic, if it occurs, is much more likely to happen to units which have

taken casualties and is more likely to effect a unit's ability to fire than to move. (Thus, in the game, full-strength units don't wander; they might not move when the Player wants them to, but they don't wander.) The incidence of panic in **October War** increases with the intensity of combat and resultant casualties. The greater susceptibility of the Arab units to panic and their greater chance to remain panicked reflects the designer's subjective analysis. Though the Arabs had improved tremendously over their performances in '67, their proficiency on a small unit level in '73 was still inferior to the Israelis. Nothing comes free. The **October War** panic rules require more work (die rolling) than previous games. Whether you, the players, find the extra work cost-effective remains to be seen.

October War also features a further development of Terrain-Observation interaction. There is nothing really new in the use of height gradations. What we are hoping to evolve toward is a simple method of characterizing the defilade offered in hex y when fired upon from hex z. So far such a method escapes this designer hence the resort to the printed defilade hexsides.

The treatment of overrun is derived from **Firefight**. Prior games created special overrun tables and rules. Rarely would a Player overrun unless he was practically guaranteed success. In **October War**, the overrunner and the overrunee can slug it out until one or the other is killed, or the overrunning Player can use the overrun mechanism to pass through an enemy unit with the penalty being a possible loss of a tank or two. Often the success or failure of an overrun depends on who gets to shoot first.

Indirect Fire remains a problem. A Player either has too much or too little. The intervention of artillery or tactical air—or the lack thereof—is usually decisive in these scenarios. Part of the problem is that the Players have far too much control over their indirect fire initiatives than their real life counterparts. In an actual battle, artillery and air is either more responsive or less responsive than our game portrays, and its effect is either more deadly or less effective than we show. Part of the problem is that a Player knows immediately what effect his Indirect Fire has had and can play accordingly. All we could do is give each Player a reasonable slice of indirect support commensurate with scenario balance.

The "campaign" games were derived from (of all things) **Dreadnought**. The object is simple. We want a Player to be worried about events which he can not immediately influence. We want to introduce operational surprise into the tactical situation—to introduce uncertainty regarding enemy intentions and capabilities for a specific scenario. Ideally some Players will suffer "paralysis of analysis" as they try to dope out whether their opponent is really as weak as he looks (and is saving all his trumps for the next scenario) or, conversely, whether the "dummies" behind the ridge are really two companies of T-62s. Suffer.

[17.0] PROCEDURES FOR USING THE GAME CHARTS AND TABLES

GENERAL RULE:

First, the Players should examine the charts and tables printed on the game map. Two of the items on the map are virtually self-explanatory and require no elaboration in this section. These are: the Terrain Effects Chart and the "G" Value listing for the Dual Class units. The tables that will be dealt with in this section are the Panic Table; the Range Attenuation Table; the Full-Strength, D-1, and D-2 Combat Results Tables; the Anti-Personnel Combat Results Table; and the Panic Removal Table.

CASES:

[17.1] HOW TO USE THE PANIC TABLE

Step 1: Determine the nationality (Arab or Israeli) of the unit about to either fire or move.
Step 2: Determine the strength of the unit about to fire or move.
Step 3: Cross index the nationality/action line with the strength column to obtain the Limit Number.
Step 4: Roll two dice. If the number is equal to or less than the Limit Number, the unit panics. Place a panic marker on the unit if this is the result.
 See the example given in Case 17.5.

[17.2] HOW TO USE THE RANGE ATTENUATION TABLE

Step 1: Determine the target-type (i.e., Hard Target, Protected Target, or Soft Target) and locate the appropriate section of the table.
Step 2: Determine the Weapon Class of the firing unit and find the appropriate column within the section of the table as determined in Step 1.
Step 3: Determine the range (in hexes) from the firing unit to the target unit.
Step 4: Cross index the range with the Weapon Class column and read the modification indicated on the table.

Follow this procedure for each of the units that are firing at the same target unit. If several units are involved the Player may wish to write down the modified strength of his firing units as he calculates them via the table. See the example in Case 17.5.

[17.3] HOW TO USE THE COMBAT RESULTS TABLE

There are four Combat Results Tables. The Anti-Personnel Combat Results Table is used by **all**

units when firing at **Soft Targets**. The other three tables are used by **all** units when firing at **Hard** or **Protected** Targets. We will refer to the last three tables collectively as the "Anti-Armor" Combat Results Tables.

How to Use the Anti-Armor Combat Results Tables:

Step 1: Determine the state of the **firing** unit (i.e., whether it is Full Strength, D-1 Strength, or D-2 Strength). Use the Anti-Armor table that corresponds to this state.
Step 2: Modify the Attack Strength of the firing unit according to the procedure outlined in Case 17.1: How to Use the Range Attenuation Table.
Step 3: Subtract the Defense Strength of the target from the modified Attack Strength of the firing unit. The resultant number is the Attack Superiority.
Step 4: Roll a die. Subtract from the die-number any adjustment due to terrain (see the Terrain Effects Chart). Cross index the adjusted die-roll with the proper Attack Superiority column. Read and apply the result immediately.

NOTE: When executing Indirect Fire against Hard or Protected targets, the D-2 Combat Results Table is used.

How to Use the Anti-Personnel Combat Results Table:

Step 1: Modify the Attack Strength of the firing unit according to the procedure outlined in Case 17.1: How to Use the Range Attenuation Table.
Step 2: Determine the state of the firing unit (i.e., Full Strength, D-1, or D-2). Note that the die-roll will be reduced by one if the firing unit is D-1; by two if D-2.
Step 3: Subtract the Defense Strength of the target from the modified Attack Strength of the firing unit. The resultant number is the Attack Superiority.
Step 4: Roll the die. Subtract from the die-roll any adjustment to terrain (see Terrain Effects Chart) and any adjustment due to the firing unit's state (see Step 2). Cross index the adjusted die-roll with the Attack Superiority and read and apply the result immediately.

[17.4] HOW TO USE THE PANIC REMOVAL TABLE

Step 1: Read the appropriate Limit Number on the Panic Removal Table.
Step 2: Roll a single die. If the number is equal to (or less than) the Limit Number, the Panic marker is removed; if not, the unit remains in a panicked state.

[17.5] COMBAT EXAMPLE

An Israeli Full Strength M60 and a Full Strength M3 are in hex 3124, the M60 is being fired on by 4 Egyptian units. They are a Full Strength INF platoon in hex 3024, a Full Strength T62 in hex 3922, a D1 T55 in hex 3520 and a full strength BMP in hex 3520. These four units count as one attack. The INF unit fires first, and checks for panic. Going to the panic table the Egyptian Player cross indexes the full strength column with the Arab attempting to fire line. Two dice are rolled and a 10 is the result, the INF unit does not panic. The Egyptian Player goes to the R column in the Hard Target Type Section of the Range Attenuation Table and cross indexes this with the range of 1 hex; a +3 is the result. The INF unit has an attack strength now of 13 instead of 10 (10+3=13). Moving to the Full Strength Combat Results Table, the Attack Superiority is computed to be +1 (13-12=+1). Roll one die and modify it for the Wadi Hexside (-3). The die roll is 6, so with the modification it is a 3 (6-3=3). Cross indexing the +1 column with the 3 line you get a result of (4). The Israeli Player rolls a 4 on the die so the result is a D1. A D1 marker is placed under the M60. The M3 is not affected by any of these attacks. Now the T62 attempts to fire and checks for panic. Its panic probability is identical with the INF unit. Two dice are rolled and a 3 is the result. A panic marker is placed on the T62 and it may not fire. Now the BMP attempts to fire using its G

strength. Its Panic probability is also identical to the INF and the T62. Two dice are rolled and 7 is the result. Since the unit can fire the Egyptian Player goes to the G (Arab) column in the Hard Target Type Section of the Range Attenuation Table. Cross index the range of 6 hexes, the result is N. The attack strength of the BMP is 16. Going to the Full Strength Combat Results Table you compute the Attack Superiority to be +4 (16-12=+4). Roll one die and modify it for the Wadi hexside (-1, because the BMP is on an Elevation 2 hex). The die roll is 4, so the die roll with its modification a 3 (4-1=3). The result is a D1. A D2 marker is placed under the M60. The BMP rolls for depletion, a 2 is rolled on the die. A depleted marker is placed on the BMP. Now the T55 attempts to fire. To compute the panic probability the Egyptian Player cross indexes the D1 column with the Arab attempting to fire line a 6 is rolled on two dice, so the T55 does not panic. The Egyptian Player goes to the S column of the Hard Target Type Section of the Range Attenuation Table. Cross indexing the range of 6 hexes the result is -2. The attack strength of the T55 is 11 (13-2=11). Going to the D1 Combat Results Table the Attack Superiority is computed to be (11-12=-1). Roll the die, a 1 is the result, so with modification it is a 0 (1-1=0). A die roll of less than 1 is no effect. During the Panic and Suppression Removal Phase the T62 rolls one die on the Arab line and a 3 is the result. So the T62 remains panicked.

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IMPORTANT NOTE:

Due to an oversight on our part, the following table did not get printed on the map for **October War**.

[15.15] OBSERVATION RANGE TABLE

Target Unit is...	Maximum Observation Range [in hexes] is...
Stationary Personnel in clear terrain	3
Moving Personnel in clear terrain	10
Moving or stationary personnel in any other type of terrain	1
Stationary Vehicle in clear terrain	15
Stationary Vehicle in grove	2
Stationary Vehicle in any other type of terrain	1
Moving Vehicle in any terrain	Unlimited