

## MOPPING UP

# OCTOBER WAR

## Errata and Elaboration

by Mark Herman

*October War* was a popular issue game developed by a neophyte R&D staffer, Mark Herman. As with many new developers, his reach exceeded his grasp—in some respects. He here does penance by supplying you with a follow-up on the game's rough spots plus some new scenarios. —RAS

*October War* was my first game, and from the mail I have been receiving it has been fairly well received. I personally like this game so I will attempt to keep it up to date and current as much as my publishing schedule will allow. All rules and Scenarios in this article are to be viewed as *Official*.

[5.15] (*correction*) Observation Range Table is mislabeled 15.15; it should be 5.15.

[7.42] (*addition*) Dismounting costs 2 Movement points.

[9.19] (*addition*) Units receiving Indirect Fire receive a terrain benefit if they are in Grove or Village hexes; the benefit is a -2 from the die roll.

[9.22] (*correction*) Smoke must be fired in a tight pattern and therefore affects only the impact hex. Place an unused marker on that hex (Note: Smoke markers are not included in the game, this was not an oversight but a typographical error).

[9.25] (*addition*) Loose pattern H fire attacks each hex with one-half of the original H concentration (round fractions up).

[9.5] (*addition*) The effect of suppression on M113's is identical to the effect on BMP's, BTR-60's and BRDM's.

[9.6] (*addition*) The effect of suppression on soft targets is a reduction of 3 attack strength points for each suppression state, and the unit may not move until the suppression is removed; suppression states in excess of S2, against soft target types only are possible.

[9.71] (*addition*) Armored vehicles may not button up when being attacked by Close Air Support. They are attacked on the +8 column of the D2 CRT.

[9.72] The only terrain benefits a target unit receives when being attacked by CAS are identical with 9.19.

[11.0; Procedure] [*correction*, starting line 15]... (2) leave his unit in the hex. If he chooses the second option, another Overrun Firefight must take place immediately, repeating the same procedure.

[11.5] At the end of a game turn no units from opposing sides should be in the same hex.

[12.2] (*correction*) If fired upon during the Indirect Fire Phase, a unit in an improved position is treated as a hard target type.

### [14.3] DUMMIES

#### COMMENTARY:

Due to the type of soil in the Middle East whenever vehicles or bodies of men move through this type of terrain they kick up a lot of dust. I felt that even though you may not know the type and number of the moving units, the observing unit would still know that an enemy unit was in that vicinity. This is why all hidden units on the map represent real units. The intention of the Hidden unit rules are to disguise the type of unit only. But when infantry is dug in (represented by improved positions) they are harder to locate. For those of you who like the feel of not knowing whether a unit is real or not I propose the following rule:

#### GENERAL RULE:

For any Scenario where one side starts the game on the map with personnel in improved positions, add to the counter mix one dummy counter for every six personnel units in the Scenario Set-up (round fractions down). Use vehicle counters that are not used in the scenario as dummy counters, when these are sighted they are removed permanently from play. Assume the dummy counters are also in improved position for observation range purposes. They can button up when receiving indirect fire to conceal their identity. Dummy counters may never move.

### [14.4] OVERWATCH FIRE

#### GENERAL RULE:

During the Movement Phase, a Player may fire at an Enemy unit which has itself fired during the current Movement Phase. In Case 6.4 you could only fire at a unit which was moving; now a player may fire at a unit which is moving or at a unit which has just fired opportunity fire. The overwatch fire must be executed immediately. Example: An Israeli M60 platoon moves into hex 3013 and receives fire from an Arab T62 in hex 3415. An Israeli M60 unit in hex 2613 could then Overwatch fire at hex 3415 immediately. Overwatch fire if not conducted immediately could not be directed against the above hex for the rest of that movement phase.

[14.41] In order for a unit to be eligible to fire Overwatch Fire it must fulfill the following conditions. It may not have moved that game turn. It may not have fired in that game turn.

[14.42] A unit may only Overwatch Fire once per game-turn.

### [14.5] PULL BACK

#### COMMENTARY:

Vehicles in hull down position that are behind covering terrain after firing will usually pull back behind the covering terrain to avoid return fire.

#### GENERAL RULE:

Any unit that fires from behind Covering Terrain (see 5.3), after firing and receiving Overwatch or return fire may at the end of the phase revert to a Hidden state if no enemy units are within observation range (see 5.15). Example: Using the example from 14.4 if no Israeli units were within 1 hex of hex 3415 after receiving the Overwatch fire the Arab unit in that hex could again resume a Hidden state and would not be eligible as a target during the next Direct fire phase unless it fired again.

### [14.6] SUPPRESSION OF ARMORED VEHICLES

#### GENERAL RULE:

A class units may fire at Hard Target types. To perform this type of combat you take the attack strength of the firing unit and subtract the defense strength of the target yielding an attack superiority number. The attacking player then resolves the attack on the anti-personnel combat results, modifying the die roll for terrain. If any result other than no effect is achieved, the defending Hard target type is placed in an S1 state. A class units may fire at Hard Target types up to 3 hex range using suppressive fire.

[16.1; Deployment] (*correction*) Syrian Player on and east of Hills 3, 5, and 7.

[16.5] (*addition to Special Rule 2*) A Bridge is a hard target type with a current strength of D1 and a defense strength of [11].

[16.6] (*correction to Victory Conditions*) The Israeli must clear the road of enemy units by Game-Turn 15 from hex 2501 to 3827.

[17.5] (*correction, starting column 1, line 16*)... the range of 1 hex; an N is the result. The INF unit has an attack strength of 10. Moving to the Full Strength Combat Results Table the Attack Superiority is computed to be -2 (10-12=-2). 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 -2 column with the 3 line, you get a result of (2). The Israeli Player rolls a 2 on the die, so the result is a D1.

### [14.7] NIGHT

#### COMMENTARY:

During the 1973 Middle East War several large scale Night actions occurred. Night

*[continued on page 25]*

ed Allied troops (these troops can still defend and could possibly delay the advance indefinitely unless the French can somehow blitz their way through) and exiting the map north of Waterloo before the Prussians can reach the Brussels road in strength. It is a real race now as the only force capable of stopping IV Corps is tied down killing off the units of II and III Corps east of the Dyle and could not possibly disengage in time to reach an enemy marching west.

II Corps and II CC surround the British 2nd division and destroy it as II CC's commander rides for Hute (2124 on the *La Belle Alliance* map) to reorganize his lost division. The Allies continue falling back in tolerable order, concentrating on Mont St. Jean.

On the right, the Guard horse artillery and a division of IV CC are destroyed attempting to disengage from the Prussians near Wavre. Meanwhile, the Guard, III and IV Corps crush several infantry regiments, an artillery brigade and two cavalry brigades, with the Chasseurs taking heavy casualties in the assault. The II and III Prussian Corps are demoralized in this attack, however, enabling the French player to avoid the effects of rules Case 22.5. Prussian IV Corps moves west toward Froidmont (0409 on the *Wavre* map).

By 1700 (turn 32), II Corps was moving rapidly toward Mont St. Jean with II CC moving up in support (the CO of II CC had finished his reorganization, releasing his Corps from demoralization). I Corps and III CC finish off British 1st division, killing the commander. The Guard cavalry and IV CC are screening the advance of the Prussian IV

Corps near La Hulpe (2402 on the *La Belle Alliance* map) and Chappelle St. Lambert (2412, same map). The Allies tried placing rearguard units in Hougomont and La Haye Saint (0617 and 0918 on the *La Belle Alliance* map), but the French merely went around these positions so they were withdrawn, though too late to do any good. The rest of the Allied force prepares a last stand in Waterloo and Mont St. Jean.

In the east, I CC starts westward. The Guard, III and IV Corps are mopping up the remains of II and III Prussian Corps, taking Vieux Sart. The Guard artillery and III Corps infantry take heavy casualties as the Prussians try to disengage their troops and get off the map to the east.

At 1900 the French post their rearguard to the east of the Brussels road. This consists of II CC, IV CC, the Guard cavalry, and two infantry divisions. These are posted on the line Soigne Wood (1308 on the *La Belle Alliance* map)-Ransbeeck (1510, same map)-Paris Wood (1815, same map). I CC will support these units near Lasne. *La Belle Alliance* has been overrun, and II Corps has entered Mont St. Jean; elements of this and I Corps have bludgeoned their way into Waterloo itself. The Allied army now consists of three brigades which have been forced into the northernmost Waterloo hex and off the map to the north. All units under Grouchy and Ney are marching west. The Prussian IV Corps is closing on the French rearguard with all possible speed, but they have been delayed just long enough.

At 2000 (turn 35), the French exit I, II Corps, and III CC off the north edge of the map to

fulfill their victory conditions. The Prussians attack the rearguard and destroy two divisions in Lasne and Ransbeeck, but are much too late. The Allied army has been decimated, and all that is left to do now is count up the victory points. As the French have exited Napoleon off the north edge with three corps, the French will get points for the exited units, as well as for all the units destroyed along the way. The final totals were: 238 points for the French to 33 points for the Allied/Prussian forces. Keep in mind that these totals are for exited units and destroyed enemy units. The French, of course, lost points for any strength points eliminated (including any units in either Destroyed Units box). As the French were fairly quick to reorganize their lost units, there were not too many points subtracted from their victory point total. The Allied player certainly erred in not reorganizing his units more rapidly; but then he also lost a very large percentage of his commanders, without whom no reorganization can take place. I won't go to the trouble of giving a critique of either side's play during the game as whoever reads this will draw his own conclusions anyway. It has been said that the French cannot win this game under any circumstances. Obviously, this is hardly the case. As with any simulation, *who* is playing counts just as much as *what* they are playing, and in this instance there are too many pros and cons to playing either side. I advise anyone who disagrees with what happened in this particular game to try it out themselves; at the very least, you should have a good time doing it and that's what it's all about, right?

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combat restricts LOS, Range, and Command Control.

### GENERAL RULE:

During Scenarios specified as Night actions the following restrictions are in effect. Maximum LOS is 10 hexes. Maximum range of all weapons is 5 hexes. All Arab units subtract 3 from their Panic die-roll results. All Israeli units subtract 1 from their Panic die-roll results.

[14.71] The maximum LOS that a unit may trace can be no longer than 10 hexes in length.

[14.72] Any sighting ranges on the Observation Range Table that are listed as greater than 10 hexes are now 10 hexes.

[14.73] Indirect fire can only be plotted for a hex that is 10 hexes or less from a friendly unit that has a LOS to that hex.

[14.74] The maximum range of all weapons is 5 hexes.

[14.75] Subtract 3 from all Arab Panic die roll results. Example: If a 10 was rolled then the die roll would be a 7.

[14.76] Subtract 1 from all Israeli Panic die-roll results.

[14.77] Except for the above cases there are no other effects of Night.

## [18.0] ADDITIONAL SCENARIOS

### [18.1] Tel Maschara, October 12, 1973

#### INITIAL FORCES:

Israeli Player: 79th Bde. — 9(CNT), 3(M51), 6(M113), 3(M3), 9(INF), 3(MC), OMA: 2(5H).

Iraqi Player: Elements of the 3rd Armored Division — 18(T55), 6(BTR), 6(INF), OMA: 2(4H).

#### Deployment:

Israeli Player: deploy on the map from hex-row 0023 north, inclusive, before Game-Turn 1.

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

#### Special Rules:

1. The Israeli Player deploys first.
2. The Canal/Ditch is considered clear terrain.

#### Victory Conditions:

1. The Iraqi Player must exit 15 vehicles off the north edge of the map. APC's count toward this total only if infantry are mounted on them. If they fail to meet this requirement, it is an Israeli Decisive Victory.
2. If the Iraqi Player fulfills the requirements of condition 1, it is an Iraqi Decisive Victory.

*Game Length* — 20 Game-Turns.

### [18.2] Tel Shaar, October 13, 1973

#### INITIAL FORCES:

Israeli Player: 19th Bde. — 9(M51), 6(CNT), 3(M113), 6(M3), 9(INF), 3(MC), OMA: 4(5H).

Iraqi Player: Elements of the 3rd Armored Division — 18(T55), 6(BTR), 6(INF), OMA: 3(4H).

#### Deployment:

Israeli Player — On or west of Hills 3, 5, 7 before Game-Turn 1.

Iraqi Player — Enter the east edge of the map on Game-Turn 1.

#### Special Rules:

1. The Israeli Player deploys first.
2. The Canal/Ditch is considered clear terrain.
3. This scenario takes place at **night** (see 14.7).

#### Victory Conditions:

1. Whoever **controls** the village (on or adjacent to hex 2422) by the end of the game wins a Decisive Victory.
2. Control means to be the only player with units in the village.
3. If both players have units in the village the game is an Iraqi Marginal Victory.

*Game Length*: 18 Game-Turns. ■