

SINAI: REVISIONS

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Sinai is one of SPI's older and admittedly more popular games (published 1973); but the passage of time has shown it is not accurate. The game was published at the same time as the October '73 War, and since then more information has been revealed as regards orders of battle and the actual conduct of the war. The '73 scenario as it stands now is neither overly exciting (especially if you are an Arab player) nor is it realistic. The game in many ways is too balanced in favor of the Israeli player who does not have much of a challenge to defeat the Arab player (it being a shade too inevitable to defeat him). In short, the game needs some corrections.

The Egyptian Army has been given too many mechanized units. Those mechanized brigades should almost all be infantry brigades. The bulk of the Egyptian Army was five "infantry" divisions. Each infantry division (of three brigades) had a tank battalion attached to each of its brigades. For the purposes of the game I re-combine these tank battalions into separate brigades. They also had a Palestinian National Guard brigade (1-1) and six artillery brigades (2 attack, 1 defense, and 1 movement: 2-1-1). A revised Egyptian order of battle would look like the following:

Start:

- 15 4-1 Infantry brigades
- 11 5-5 Tank brigades
- 3 5-4 Mech brigades
- 1 2-6 Mech brigade (Kuwait)
- 1 1-1 Infantry brigade (Palestinian)
- 6 2-1-1 Artillery brigades

Second Egyptian Turn:

- 2 5-5 Tank brigades
- 2 4-1 Infantry brigades
- 1 5-4 Mech brigade

Fifth Egyptian Turn:

- 1 1-5 Mech brigade (Tunisian)

The idea of SAM units retreating farther than they can actually move and supposedly being destroyed because they are forced off the board is hardly realistic. SAM units were extremely difficult to destroy and could be suppressed only for short periods. To correct this, substitute the following rule:

[25.13] The number indicated on the Combat Results Table is the number of turns that the SAM unit is "suppressed" by Israeli airpower.

Some certain discrepancies exist with the rules regarding the Bar-Lev Line. This line was constructed to delay the Egyptian Army and allow the Israelis time to bring up reserves to stop the Egyptians. The game has Egyptian brigades being destroyed by their attacks against the Bar-Lev line which-considering how many men were manning the line-is not particularly realistic. To correct this substitute the following:

[25.21] When attacking a Bar-Lev line hex, a 1, 2, or 3 destroys the hex, which eliminates it permanently from the game. The attacker never takes losses from attacking Bar-Lev hexes by themselves.

[25.22] Once a Bar-Lev hex is destroyed, it has no further effect on the game and cannot be reactivated in any way. This simulates the fact that the Egyptian engineers were rather quick in neutralizing these fortifications after their capture.

The Syrian deployment is a little too weak to start the game, and some of their reinforcements (the Iraqis) arrive a little too fast. Even Spell's other game for the Syrian front, *Golan*, does not coincide with the Syrian front in Sinai. Based on the reinforcement schedule in *Golan* we can revise the order of battle to this:

To Start:

- 7 1-1 Infantry brigades
- 3 2-5 Tank brigades
- 2 2-5 Mech brigades
- 1 1-6 Mech brigade (Moroccan)

Second Syrian Turn:

- 1 1-1 Infantry brigade
- 1 2-5 Mech brigade
- 6 2-5 Tank brigade

1 Truck Marker

Sixth Syrian Turn:

- 1 4-5 Tank brigade (Iraqi)

Seventh Syrian Turn:

- 1 4-5 Tank brigade (Iraqi)

Eighth Syrian Turn: [2nd Phase]

- 1 6-6 Tank brigade (Jordanian)
- 1 5-6 Mech brigade (Jordanian)

Twelfth Syrian Turn:

- 1 3-5 Mech brigade (Iraqi)

Fourteenth Syrian Turn:

- 1 4-5 Tank brigade (Iraqi)

These revisions will change the flow of the game enough to make a challenge for both sides. The Egyptians will be slower but more solid and the Syrians will be able to hang on a little longer and be a little more difficult to destroy. The Israeli will have to be what he was in the war ... brilliant,

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