

Your Moves

"Your MOVES" is intended as a forum to allow readers and game designers to comment on games and game design, offer optional rules to the most popular games, and present new scenarios and campaigns. Readers wishing to submit items to "Your MOVES" should write their pieces up to 750 words, typewritten (double spaced). No payment is offered for material submitted, and all submissions, published or unpublished, become the property of SPI. Authors will be given proper attribution for any material published in "Your MOVES."

Expanding "Across Suez"

Across Suez is SPI's simple, fast-moving game which simulates the first part of the battle of the Chinese Farm during the Arab-Israeli War of 1973. The game covers the first part of the battle up to the Israeli crossing of the Suez Canal. *Across Suez* contains 46 printed counters out of a sheet which would permit 100 counters to be printed. The 44 unprinted counters on the countersheet offer opportunities to expand the game by making extra units to simulate the presence of smaller units that took part in the action and provide an increase in detail. These extra units also allow for a couple of variants to be made depicting actions or maneuvers which did not take place in the historical action. Additional units may be made for the Israelis using the tan counters and for the Egyptians using the brown counters. New units may include:

ISRAELI: Israeli Parachute Units

35th Parachute Brigade: Only one battalion of the 35th Parachute Brigade participated in the action depicted in *Across Suez*. This unit appears during turn 4 in hex 1609.

23rd Parachute Brigade Task Force: This unit represents a battalion of the Israeli 23rd Parachute Brigade which was attached to the Reshev force; it enters play together with the rest of the units of the Reshev force.

EGYPTIAN: Egyptian Parachute Units

The Egyptian Army had some limited ability to conduct an airborne operation and these units are used in the variant which allows the players to conduct airborne operations: the 6th Kuwaiti Battalion, Palestinian "Ain Jaloud" Brigade, and Egyptian and Israeli anti-tank units.

All of these units function as normal infantry units. The anti-tank units represent infantry armed with anti-tank weapons and some vehicles. One anti-tank unit is made for each side. The Israeli anti-tank unit enters play on turn three and the Egyptian unit enters play on turn five on hex 0921. Both the Kuwaiti and Palestinian infantry units enter play on turn five in hex 0921.

Egyptian 130th Marine Brigade: Historically, one battalion of the 130th Marine Brigade was attached to the Egyptian 25/4 unit. The three units of the 130th Marine Brigade are

used when the variant allowing amphibious landings is used. Otherwise, only one of the Marine units is used in the historical scenario and enters play on turn 5 in hex 0921.

Israeli and Egyptian Commandos: Two commando units may be used by the Israelis; they represent company-size units of the Ha Sinai recon unit of the Israeli southern command, which were elite commando and recon units. Both units enter play with the Israeli Reshev units. The Egyptians may receive one commando unit which enters play on turn three in hex 0921.

Israeli and Egyptian Artillery: One artillery unit is made for the Israeli player (**Editor's Note:** The Israeli "artillery" capability is erroneous. The game gives the Israelis an airstrike. The reason the Israeli "artillery" capability increases as the Israelis cross the Canal is because as the Egyptian SAM sites were destroyed there were more Israeli airstrikes, not more artillery penetration. — *Mark Herman*) and two artillery units for the Egyptian player. The artillery rules remain the same except that to use artillery support or make bombardments the defending unit must be 1.) adjacent to an attacking unit and 2.) within four hexes of the artillery unit. Each artillery unit may make one attack per turn. The Israeli artillery unit enters on turn 1 on hex 1708. (**Editor's Note:** The Israeli player may wish to use the Airstrike marker instead, ignoring this section.) Both Egyptian artillery units enter on turn 1, in hex 0401 and one in 1301.

Airborne Landing Variant

Both sides had the capability to make airborne landings during the Battle of the Chinese Farm, and this variant assumes that either one or both sides conducted airborne operations. This variant may be used in conjunction with the regular scenario. Both sides may make airborne landings as soon as they have airborne units available to them. Airborne landings are made only by airborne units and are conducted simply by picking up the airborne unit and placing it on the map in any hex not occupied by an opposing unit or in an opposing unit's zone of control. Airborne units may conduct an airborne landing only once per game. Upon landing, the airborne unit functions like an infantry unit in all respects. Victory conditions are the same as in the regular scenario.

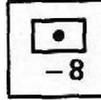
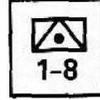
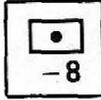
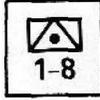
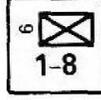
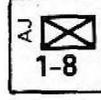
Amphibious Landing Variant

This variant posits that the entire Egyptian 130th Marine Brigade crosses the Suez Canal and is committed to the battle as an independent reinforcement rather than in piecemeal fashion earlier in the battle. All three units of the 130th Marine Brigade enter play on turn five on any coastal/canal hex north of Matzmed or south of Lakehan. Victory conditions are the same as in the regular game.

In all cases, regardless of the variant currently being played or the numbers of extra units being used in the regular scenario, the victory conditions in all cases are the same. In addition, commando units have their combat strengths doubled during night turns and may also ignore an opposing unit's zone of control at night.

Players may make photocopies of the counters below and paste them to the extra counters in the game or make the counters by hand.

James Meldrum

			
Israeli Paratroop (×2)	Israeli Commando (×2)	Israeli Artillery (×1)	Israeli Anti-tank (×1)
			
Egyptian Paratroop (×3)	Egyptian Commando (×2)	Egyptian Artillery (×2)	Egyptian Anti-tank (×1)
			
Egyptian Marines (×3)	Kuwaiti Infantry (×1)	Palestinian Infantry (×1)	

Optional Rules for "Desert Fox"

One of the major problems inherent in designing a game on the African Campaign is what to do about the withdrawal (and then return) of all those units that were being shifted around for one reason or another. Do you follow the historical sequence strictly, or do you allow the Commonwealth player to vary this somewhat? Obviously, you cannot allow the CW player to decide on his own; given that lack of restriction he would withdraw nothing and the Allies would be in Morocco for a 1941 Thanksgiving. (Unless, of course, you fudge all the combat strengths, supply rules, and other historical elements, and end up with another *Africa Korps*.)

The reasons for the African withdrawal were many and varied, ranging from total inaction on the African front to problems in Greece, Crete, Syria and even India. Given that one is recreating historical possibilities — not actual history — when playing *Desert Fox* it is possible that all, some or none of the above reasons may actually come into play. Use of a variable withdrawal/return table would randomize those historical possibilities, creating much greater "fog of war" than is presently available.

In *Desert Fox*, I opted for strict adherence to the historical arrival and departure times, mostly for playability purposes — and also because we were operating under the spatial restrictions of an S&T game. Having made the Axis supply arrival ahistorical and variable, perhaps I should have gone to a similar Allied variable/withdrawal table. Several of my designer associates pointed this out to me, and it set me to thinking that it would not be too difficult to formulate such a table for those players who did not wish to be fettered by the chains of historicity.

I therefore put forth the following rule, which may be used by *Desert Fox* players instead of the withdrawal/return table present-

(continued on page 34)

Your MOVES [continued from page 32]

ly in use, as stated below. The new variable table does not change the balance of the game over the course of an entire campaign. However, it will change the ebb and flow of the game as you have been playing it, and players must be aware that they are now subject to the whims of the die rolls. Just because *your* die always seems to come up a "1" when you roll does not mean everyone else's does. I tested this out on two separate games, and in both run-throughs the course of the campaign was quite different from that of history, or from other games that I had played previously. However, since the Allies won one of the campaigns handily, and the Axis eked out a miniscule tactical victory in the second, overall balance did not seem greatly affected.

Please note that I recommend this only for the full campaign game, and those wishing to play only the Tobruk scenario should stick to the historical withdrawal.

The rule given for Axis use of Tobruk represents the limited use to which the Axis put that port during the campaign. The main problem with Tobruk was that Axis fighter protection for convoys to Tobruk was scanty at best, and the player therefore takes a chance of losing a unit if he wishes to use Tobruk to gain greater forward mobility. Historically, the Axis did bring several convoys of men and equipment into Tobruk, but these were mostly smaller-level units than the game contains (which is why we have limitations). Benghazi, although theoretically a much better port than Tobruk, was fairly useless throughout the war because of all the sunken ships and mines in the harbor. At this level of play it would be senseless to represent the minimal function it did have.

Also included, below, is a rule for the presence of Rommel, which was discarded during playtesting, mostly for purposes of keeping the game clean — plus the fact that we needed extra counters. The use of Rommel will slightly — very slightly — help the Axis player. Even though the Axis player now can gain some maneuverability with Rommel, he will probably lose his all-important initiative advantage several times during a complete game. I decided to allow Rommel to remain alive and impervious solely because to write "Raid on Rommel" rules would be far in excess of the level of the game. To do so would have to incorporate the "Desert Patrol" rules (also originally in the game) that were provided in *MOVES* nr. 58.

One last note: a piece of additional errata. Benghazi should be the equivalent of a Level 1 Fortification, not a Level 2. Simply shift Benghazi down to the next row on the Combat Results Table.

[5.3] COMMONWEALTH VARIABLE WITHDRAWAL AND RETURN

[5.31] The Commonwealth player does not use the Withdrawal/Reinforcement Schedule of Section 5.17, except where it pertains to non-returning reinforcements (reinforcements without an asterisk). In addition, all rules in Case 5.0 apply, except as changed or noted below.

[5.32] Starting with Game-Turn 3 and continuing through, and including Game-Turn 20, the Commonwealth player, in his Reinforcement Phase, uses the Commonwealth Variable Withdrawal

Table (5.37) to determine whether or not he must withdraw, and/or may return previously withdrawn, combat units. Commonwealth units are withdrawn and withdrawn units returned only through this table.

[5.33] The Commonwealth player rolls one die, consulting the Variable Withdrawal Table. That die roll may be adjusted by one, some or all of the four factors listed beneath the table. Thus, if the Axis player holds Tobruk and Bardia (mere occupancy or the "last unit to pass through" is enough) but instigated no attacks (see below) the *previous* turn, the CW player adds *one* to his die roll. Any combat action that the Axis player takes where he is considered the "attacker" (see 11.0) satisfies that definition.

[5.34] If the table states that there is a withdrawal, the Commonwealth player then proceeds to the Commonwealth Withdrawal Table (5.38) and rolls one die, withdrawing the unit(s) listed. Units are withdrawn at the *end* of the Game-Turn in which they were rolled for (as the last act of the friendly Refit Phase), following the general precepts of 5.21. The units withdrawn must meet the criteria listed on the table, unless there are no such units on the game-map (whether available under 5.21 or not) that meet those criteria. In such a case, any *other* unit may be withdrawn, or if only some units can be withdrawn, follow the precepts of 5.22 and 5.23.

[5.35] If the table states that a "Return" is possible, this means that the Commonwealth player may return to play, as per 5.1, any unit previously withdrawn during a *prior* turn under 5.34. He rolls one die and consults the Commonwealth Return Table (5.39) to see what unit(s) may be returned. Units so returned enter as reinforcements during the friendly Reinforcement Phase of the *next* Game-Turn. The player may return any previously withdrawn unit he wishes to, unless the table indicates that the returning unit must be infantry. Any unusable return "points" are lost; they may not be saved from one turn to the next.

[5.36] Under certain die rolls on the Withdrawal Table, if all or some of the units from the same parent division (e.g., all units from the 2nd New Zealand Division) fit the requirements and are available, then all — or at least three — withdrawing units must come from that division. Such units may return all at once or individually, as the player sees fit. **Example:** The CW player must withdraw *four* units, including 1 Heavy Weapons brigade. The 24/9 Aus, 26/9 Aus, and the 9 Aus Heavy Weapons Brigade are available as per 5.21, while the 20/9 Aus brigade is depleted and out of supply. The CW player *must* withdraw the three Australian units plus one other.

[5.37] **Commonwealth Variable Withdrawal Table**
(see below)

[5.38] **Commonwealth Withdrawal Table**
(see below)

[5.39] **Commonwealth Return Table**
(see below)

[5.4] AXIS USE OF TOBRUK AS A PORT

[5.41] In any friendly Reinforcement Phase that the Axis player occupies (has a unit of any type) in Tobruk *and* the Commonwealth player has no combat units in General Supply on Map L, the Axis player may *attempt* to bring reinforcements in at Tobruk.

[5.42] Only newly arriving units may use this rule, not refitted units.

[5.43] The Axis player may attempt to bring in 1 Stacking Point of combat units of any type, ex-

cluding the following types: recon, armor, artillery, and heavy weapons.

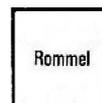
[5.44] To bring in a reinforcement at Tobruk the reinforcement must be scheduled for arrival that Game-Turn. The Axis player then announces which unit is attempting transport to Tobruk and rolls one die. If he rolls a 1–5, the reinforcement arrives safely. If he rolls a 6, the convoy has been sunk and the unit(s) is *permanently* eliminated (i.e., goes into the destroyed units pile).

[5.45] Units arriving at Tobruk are treated as normal reinforcements and may move, etc., in the turn of their arrival.

[5.46] The Axis player may not use Tobruk for reinforcements the same turn in which he brings in a MSU, and *vice versa*.

[8.8] ROMMEL

In order to use this optional rule, the players must supply a "Rommel" counter. Players may make a photocopy of the counter below for such use.



[8.81] Rommel is deployed Game-Turn 1 with any German unit. It has no value other than listed below, and has "0" Stacking Point.

[8.82] Any unit engaging in a normal Overrun (*not* a Supply Overrun) that is stacked with Rommel adds *one* to its combat value (to the total stack, not to each unit in the stack) and expends only *one* additional Movement Point, not two as in 8.34.

[8.83] Any motorized combat unit stacked with Rommel during a friendly Reaction Phase may react one additional *hex*, in addition to the allowance listed in 8.42.

[8.84] At the beginning of each Game-Turn, prior to the Initiative Phase, the Axis player rolls two dice. If he rolls an "11" or "12," Rommel has returned to Germany for that turn. When rolling for Initiative that turn, the dice roll span is 2 to 6, regardless of what is printed on the track. Do not use this section for Game-Turn 1 or 2.

[8.85] Rommel may not be killed. If he is stacked with units that are eliminated, simply place him with the nearest friendly unit, immediately.

[8.86] Rommel affects all units in the hex in which he is stacked. However, Rommel may never affect a stack composed solely of Italian units; the stack must be all German or part German.

Richard Berg

[5.37] COMMONWEALTH VARIABLE WITHDRAWAL TABLE

DIE	ACTION TAKEN
– 1	Withdraw
0	Withdraw
1	Withdraw
2	Withdraw and Possible Return (*)
3,4,5	No Action
6,7	Return

(*) = Roll die: on 1–4, no action; on 5–6, Return. The Table is used on Game-Turns 3 through 20.

Adjustments to Die Roll

- + 1 if Axis holds Bardia
- + 1 if Axis holds Tobruk
- 1 if no Axis combat unit in General Supply on Map L
- 1 if no Axis attack on previous turn

All adjustments are cumulative