

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 No payment is offered for material submitted, and all submissions, published or unpublished, become the property of SPI.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.

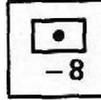
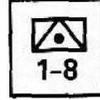
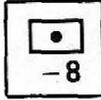
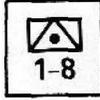
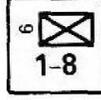
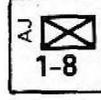
Amphibious Landing Variant

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)