

A COMPUTER STRATEGY GAME OF THE ISRAELI COUNTERATTACK

SOUTHERN

RULE BOOK



COMMAND

TO CROSS THE SUEZ CANAL DURING THE OCTOBER WAR OF 1973



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GLOBAL KEYS

(may be used anytime a cursor or unit is flashing)

- B: Switch to black & white/color
- F: Switch to full screen map/text
- P: Draw strategic map
- T: Clear units from terrain
- c/M: Turn automatic move on/off
- c/S: Turn sound on/off
- c/P: Turn combat pause on/off
- ESC: Turn on auto move and enter the movement phase or turn off auto move and exit the movement phase

NORMAL KEYS

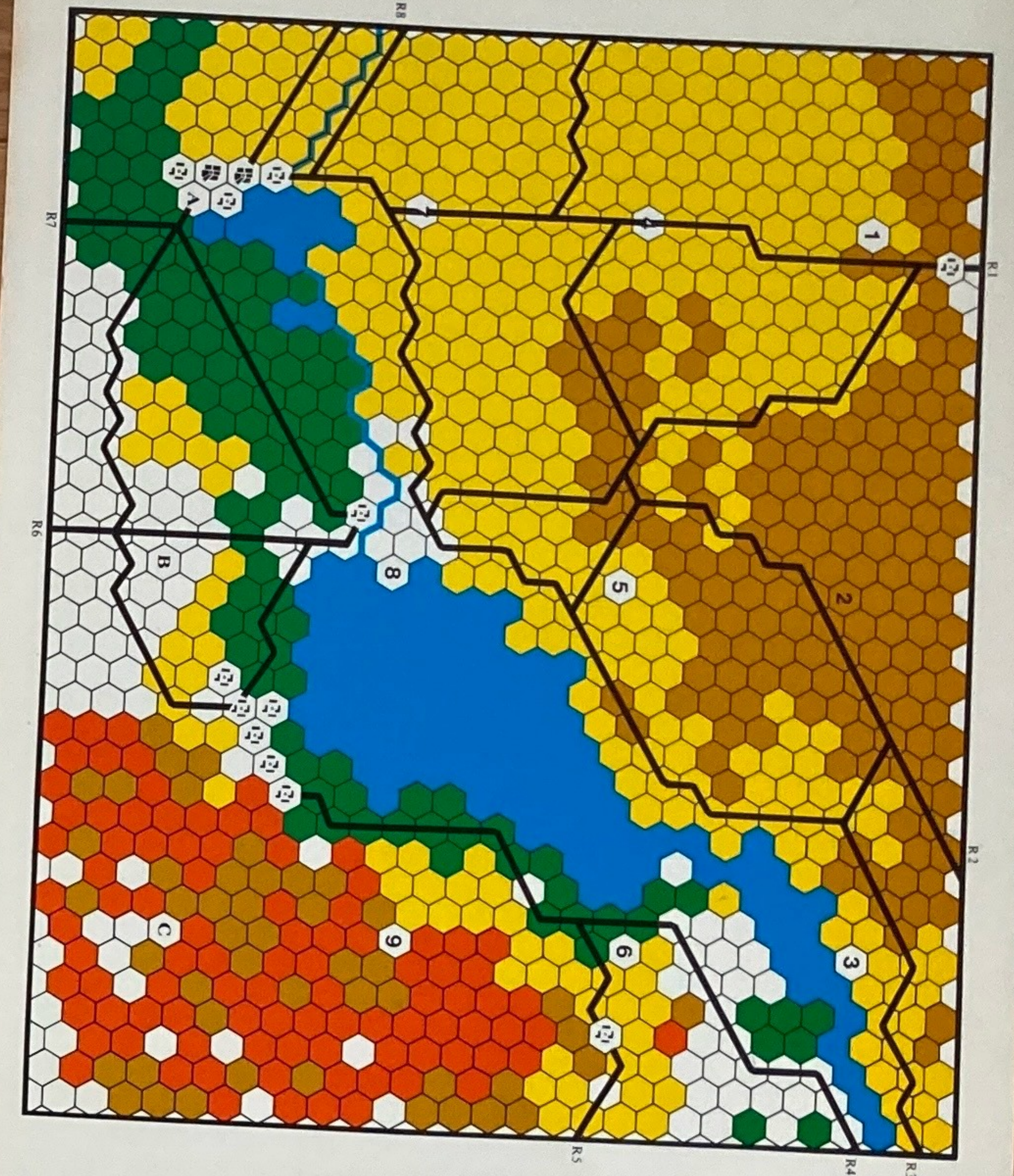
(use when a flashing cursor is showing and not in the movement phase [normal phase])

- 0: Center screen on cursor
- 1-6: Move cursor in indicated direction
- E: Examine units in cursor's hex
- M: Enter movement phase for unit in cursor's hex (or if in auto move mode, enter movement phase for closest unit to cursor's hex).
- S: Scroll map
- 0: Center screen on cursor
- 1-9, A-C: Move to indicated map section
- I, J, K, M: Scroll map in indicated direction
- Space bar: Stop scrolling
- S: Pause scrolling
- c/A: Initiate Israeli airstrike on cursor's hex (executed by c/F, terminated by SPC) or activate Egyptian A F
- c/E: End current player turn
- c/V: Display victory points

MOVEMENT KEYS

(used during the movement phase)

- 0: Center screen on unit being moved
- 1-6: Move unit in indicated direction
- C: Change mode to:
 - N: Normal
 - T: Transport
 - R: River
 - A: Attack
 - F: Fire
 - Space bar: No change
- L: Leave unit/exit unit's movement phase (unit may be moved later in turn)
- M: Move second unit in stack
- Q: Engage in combat, then end movement
- S: Scroll map
- 0: Center screen on unit being moved
- I, J, K, M: Scroll map in indicated direction but leave moving unit on screen
- S: Pause scrolling
- Space bar: Stop scrolling
- X: End movement without combat (may only be used if moving unit has expended movement points or changed mode)
- c/C: Engage in combat but do not end unit's movement phase (if possible)
- c/F: Enter fire phase
- c/H: Enter/exit hidden mode
- c/O: Enter order phase
- SPC: Return to a flashing cursor/unit
- 1-6: Move cursor in indicated direction
- c/F: Execute fire
- c/R: Execute fire and return cursor to firing unit
- c/X: Cancel fire and return control to firing unit
- D: Enter defense mode
- R: Enter reorganization mode
- M: Set delayed move (see section 4.6)
- F: Set delayed fire (see section 4.6)



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-6: Move cursor in indicated direction
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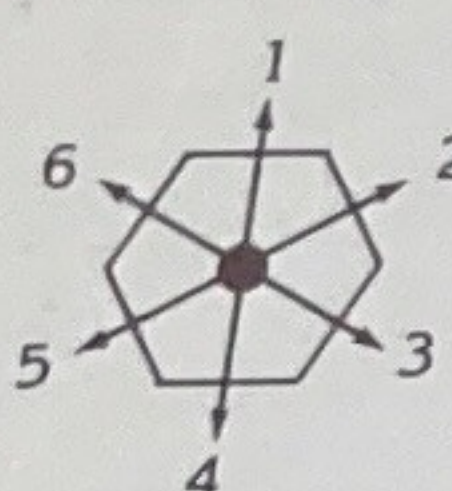
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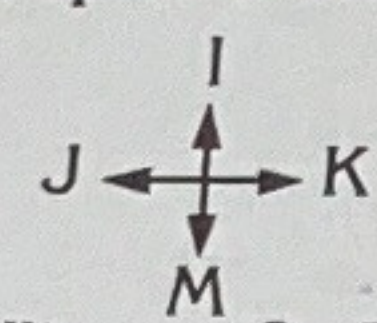
NORMAL KEYS

(use when a flashing cursor is showing and not in the movement phase [normal phase])

0: Center screen on cursor
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S: Scroll map
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I, J, K, M: Scroll map in indicated direction



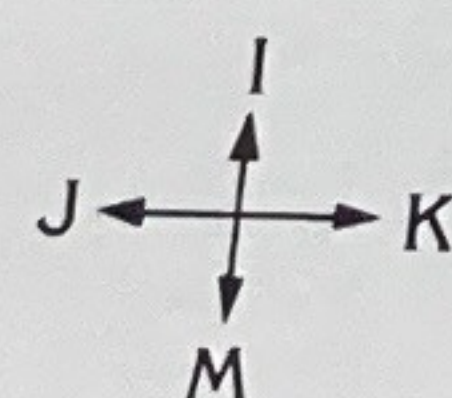
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(used during the movement phase)

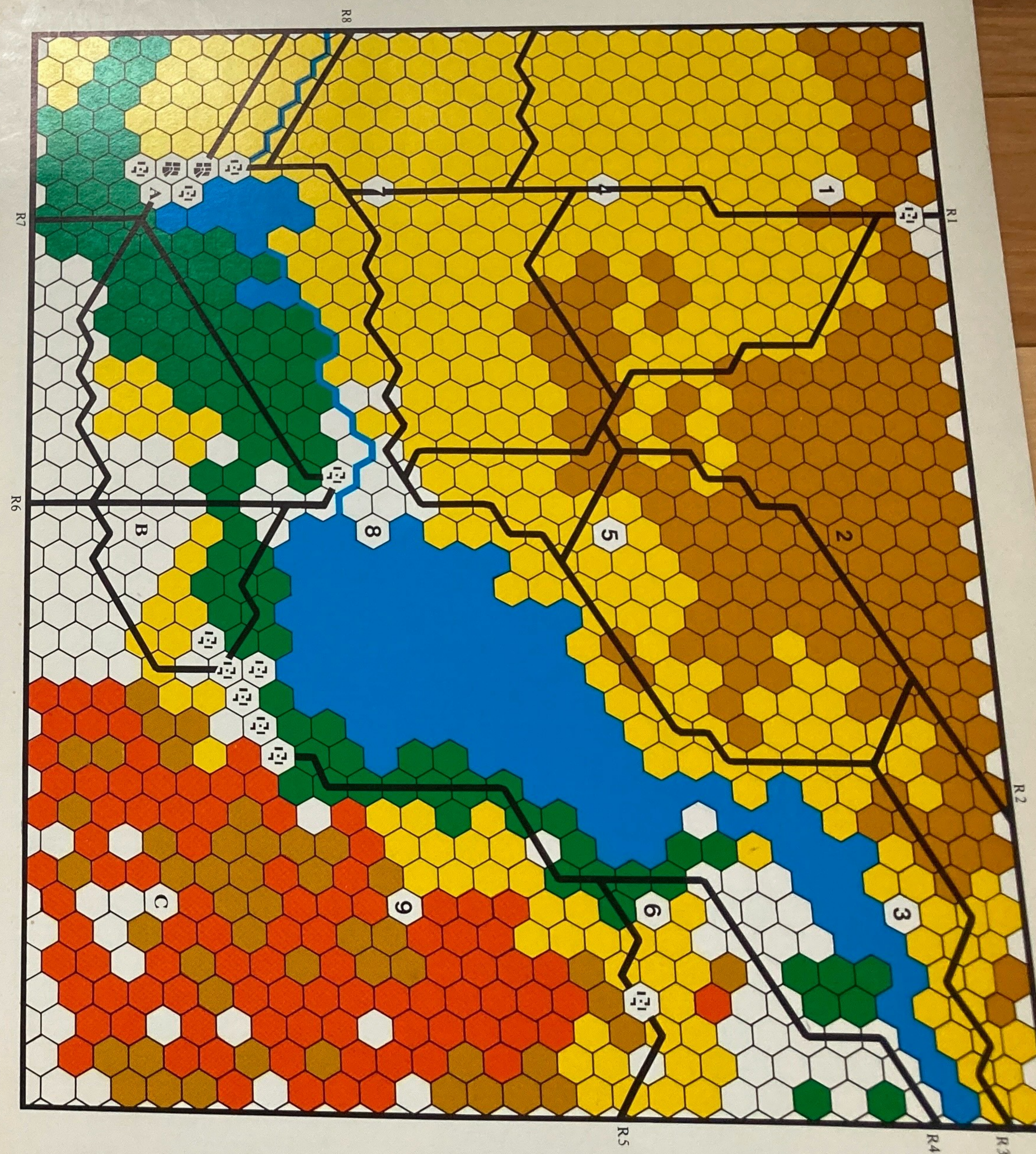
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S: Pause scrolling Space bar: Stop scrolling
X: End movement without combat (may only be used if moving unit has expended movement points or changed mode)
c/C: Engage in combat but do not end unit's movement phase (if possible)
c/F: Enter fire phase
c/H: Enter/exit hidden mode
c/O: Enter order phase
SPC: Return to a flashing cursor/unit

1-6: Move cursor in indicated direction
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c/R: Execute fire and return cursor to firing unit
c/X: Cancel fire and return control to firing unit

D: Enter defense mode
R: Enter reorganization mode
M: Set delayed move (see section 4.6)
F: Set delayed fire (see section 4.6)



VICTORY CONDITIONS

Victory points are calculated at the end of each scenario (or can be examined at any time using the c/V key) as follows:

- 10 points for each Israeli unit lost
- +1 point for each Egyptian unit lost
- +1 point for each SAM unit lost (in addition to the one point for destroying an Egyptian unit, i.e. SAM's are worth 2 points)
- 1 point for each Egyptian unit on the East bank of the Suez
- +1 point for each unit/turn satisfying game conditions
- 3 points for each unit/turn not satisfying game conditions

GAME CONDITIONS

The Israeli player must cross the canal and keep a fixed force on the West Bank of the Suez. The point total for this is calculated at the start of each Israeli Player-Turn. At the beginning of the turn:

- 3 — 3 units on the West Bank
- 9 — 7 units (of which 3 must be tank units)
- 15 — 11 units (of which 6 must be tank units)

No additional points are gained by having additional units on the West Bank.

At the end of the game, victory is calculated as follows:

- 49 points : Egyptian Decisive
- 50- 74 points : Egyptian Substantive
- 75- 99 points : Egyptian Marginal
- 100-124 points : Israeli Marginal
- 125-149 points : Israeli Substantive
- 150+ points : Israeli Decisive

NOTE: c/V has adjustment value that calculates how well you are doing at any time.

SCENARIOS

A. Scenario 1

Scenario 1 lasts 20 game turns and uses the victory point schedule given above.

B. Scenario 2 (Free Set-up)

Scenario 2 lasts 20 game turns. The Egyptian player can move non-infantry units before the Israeli player's first move. All legal moves may be used and units may be hidden, etc. Units may only be moved their standard movement allowances. Use the victory point schedule above, except that the Israeli player is given 20 victory points at the beginning of the game.

C. Scenario 3

Scenario 3 is identical to scenario 1 except that the game lasts only ten game turns and the Israelis are given 100 victory points at the beginning of the game.

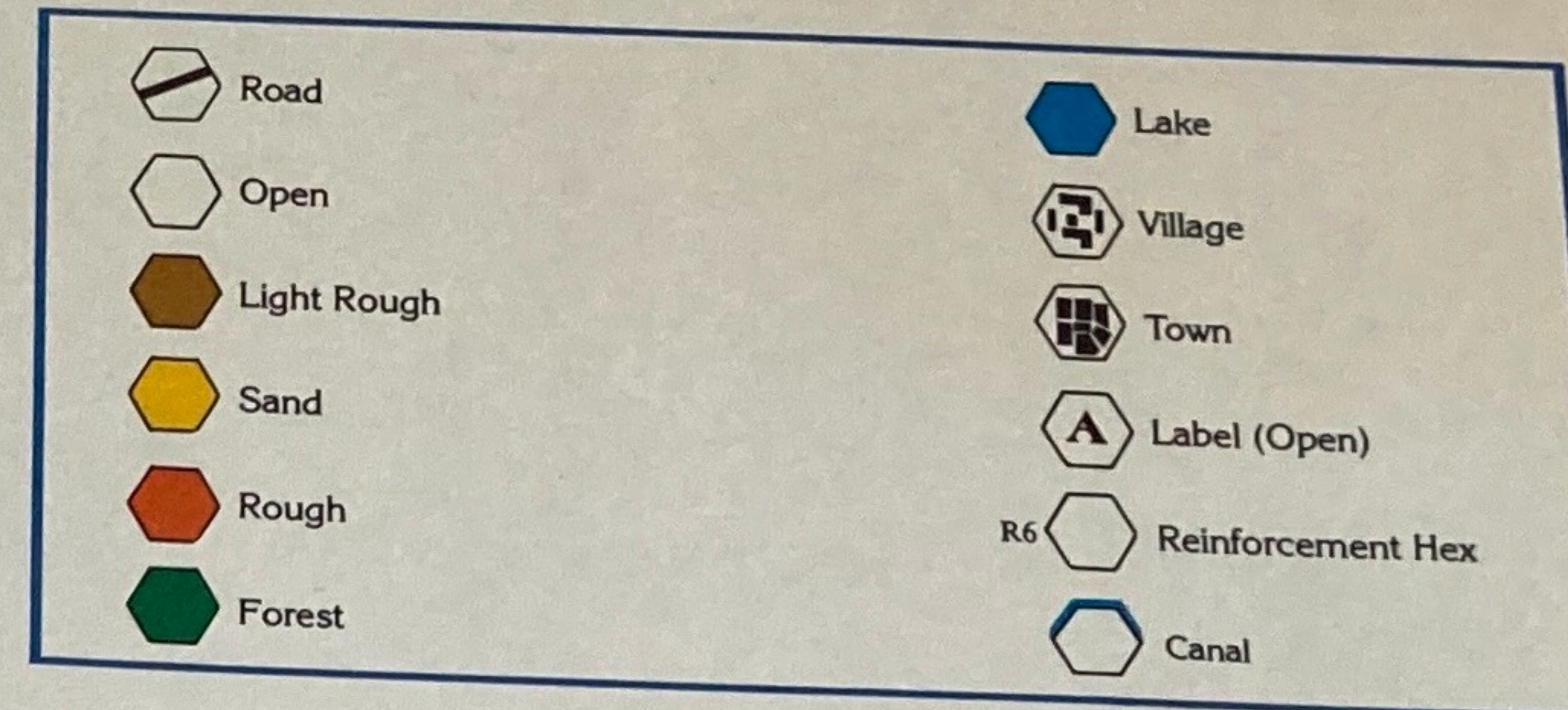
NOTE (NIGHT TURNS)

Turns 2, 3, 8, 9, 14, 15, 20 are night turns.



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TERRAIN KEY



REINFORCEMENT SCHEDULE

In both scenarios the following reinforcements will be brought into play.

Israeli Reinforcements

- Turn 3:
 - R1: 3 Tanks
 - 1 Halftrack
- Turn 2: 3 Tanks
- 1 APC
- 3 SPG's
- 1 Recon unit
- Turn 4:
 - R1: 3 APC's
- Turn 8:
 - R1: 3 Halftracks
- Turn 10:
 - R1: 3 Tanks
 - 1 Halftrack

Egyptian Reinforcements

- Turn 3:
 - R8: 3 Tanks
 - 1 KATSH
- Turn 4:
 - R8: 2 BDM's
 - 1 ARTLY
- Turn 5:
 - R8: 3 Tanks
- Turn 9:
 - R3: 6 Tanks
 - 1 BDM
- Turn 10:
 - R4: 3 BDM's
 - 1 ARTLY
- Turn 11:
 - R7: 3 Tanks
 - 3 BDM's
 - 1 ARTLY
 - 1 KATSH
- Turn 13:
 - R5: 3 BDM's
 - 1 ARTLY
- Turn 14:
 - R6: 3 TANKS
 - 3 BDM's

ISRAELI AIRSTRIKES

The Israeli player has a number of airstrikes available to him during the game.

- On day 1 (turns 4-7) : 0 or 1 airstrikes
- On day 2 (turns 11-13) : 1 or 2 airstrikes
- On day 3 (turns 16-19) : 2 or 3 airstrikes



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Hidden units may not stack with another unit, nor may an exposed unit enter the same hex as a hidden unit. Hidden units cannot sight non-adjacent, hidden, enemy units. If a hidden unit tries to enter TRANS mode or enters the artillery phase (using c/F) it will become exposed. SAM units may not be hidden. NOTE: c/H can also be used to expose a hidden unit at any time.

4.5 Sighting

An exposed unit, when moving, may sight (and cause to become exposed) hidden enemy units. Whether a hidden enemy unit will be sighted depends on the type of terrain and mode it is in. A hidden enemy unit in PDEFN, DEFN or FIRE mode will only become exposed if a friendly unit moves adjacent. A hidden enemy unit in any other mode will be sighted as soon as an exposed friendly unit comes with sighting distance of it. The table of sighting distances is below.

NOTE: When a unit is exposed, the speaker will sound.

SIGHTING DISTANCE

HIDDEN UNIT IN:

OPEN	: 5
LIGHT ROUGH	: 3
ROUGH	: 2
FOREST	: 2
VILLAGE	: 3
TOWN	: 3
DESERT	: 5

4.6 Order Phase

At the beginning of a unit's movement phase an order may be given by hitting c/O. RECON, BRIDG and SAM units cannot be given orders. TANK, APC, HFTRK, BDM or INFAN units can be given the following orders:

- (D)EFEND
- (R)EORGANIZATION
- (M)OVE/DELAY

If either 'R' or 'D' is hit, the unit will enter that mode and the unit's movement phase will be terminated. If 'M' is hit the player may give the unit a delayed order. Delayed orders allow the players to prepare ambushes for enemy units. Delayed orders are given in three parts:

1. **MODE (N) (A)**
When the delayed move is performed the unit will enter (N)ORM or (A)TTCK mode.
2. **HEX**
The cursor is moved to the trigger hex (which must be within four hexes of the unit) and hits c/F. The trigger hex is the hex that will cause the friendly unit to move once entered by an enemy unit.
3. **MOVE**

The player can now enter up to four moves (using the keys 1 to 6) that will be performed when an enemy unit enters the trigger hex. One to three moves can be entered by hitting c/F to terminate the order. NOTE: c/X can be used to return to the unit without penalty. When an Enemy Unit enters the trigger hex, or begins its move in a trigger hex, all Friendly units targeted on that hex will move. The computer will disallow any illegal moves and will terminate the order when the MP allowance runs out.

SPG, ARTLY and KATSH units may delay fire on any non-night turn. (F)IRE DELAY will appear on the screen and when F is hit the artillery phase will be entered with the normal command keys in operation except that when the player fires, using c/F or c/R, the hex becomes a trigger hex. c/X will return control to the unit without penalty.

The delayed order given to a unit will remain in effect until the unit moves or is engaged in combat.

A unit which moves in the opponent's movement phase, using a delayed order, may move normally in the next friendly Player Turn. During the delayed move/fire the computer may adjust the screen to enable the player(s) to see the action.

After the delayed action has been completed control will pass back to the unit which triggered the action (if it is still there).

The delayed order will stay in effect until the unit moves or is engaged in combat.

NOTE: c/O and c/H (to hide a unit) can only be hit before a unit moves or changes mode.

4.7 Auto Move

A player may opt to use the Auto Move facility built into the system. This is switched on and off at any time using c/M. If the Auto Move is on, then whenever a unit finishes its movement phase, the computer will find the closest unit which has yet to move and pass control to it.

When in normal mode (with the cursor being moved round the screen) the player can hit 'M' and the nearest unit, which has yet to move, will become active. The ESC key can be used to enter the movement phase with Auto Move on, or to leave the movement phase with Auto Move off. This is the most convenient way to move into and out of the movement phase.

NOTE: SAM units will not be activated by Auto-move. A player will have to move these units individually. After the first Israeli move the Auto-move will take ARTLY units before the others (all other units are temporarily left until all artillery units are moved — see the 'L' key).

4.8 The 'L' Key

Unit is left when Auto Move is on by hitting the 'L' key. All possible units may then be moved and the computer will return to it. When there are no units left to move normally, the computer will return to the left units. A unit may be left more than once per movement phase. In fact a unit may be continually left until the player ends his turn. This allows a unit that begins its turn in a ECH to avoid being forced to attack enemy unit(s) during the turn. A unit may not be left if it has moved or changed mode.

4.9 Movement Restrictions

There may be no more than two units in any hex (exception 9.0). No unit may enter a hex that is occupied by a hidden unit, nor may a hidden unit enter a hex occupied by any other unit.

No unit may enter a LAKE hex.

Only units in RIVER mode may cross the Suez Canal (except at the Ismaili bridge). No Egyptian unit may enter RIVER mode, but they may cross the canal at the Ismaili bridge after turn 8. Israeli TANK and SPG units may only cross the Suez Canal at a bridge or if in RIVER mode and stacked in a hex with the BRIDG unit which is also in RIVER mode. Units in TRANS mode may only enter OPEN, TOWN and VILLAGE hexes unless travelling along a road.

Units in PDEFN or DEFN mode will be pinned (unable to move) if they are within two hexes of an Enemy unit (exception: SAM units cannot pin).

4.10 Turn One

During turn one any Israeli unit in TRANS mode which enters an ECH will not initiate combat. This represents the element of surprise which occurred during the early hours of the battle.

4.11 Night Movement

During night turns all normal movement costs and combat bonuses are in effect.

Sighting is restricted to two hexes.

There are no Artillery or Airstrike phases during a night turn.

5.0 ZONES OF CONTROL

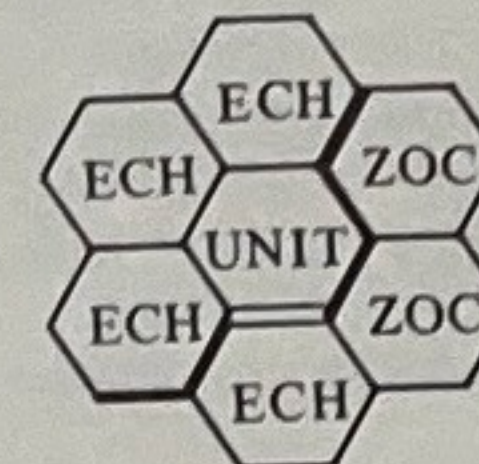
The six hexes immediately surrounding a unit constitute that unit's Zone Of Control.

Any Enemy unit that is in a Friendly Zone Of Control, if hidden, will become exposed.

An Enemy unit cannot retreat into a Friendly Zone Of Control.

5.1 Enemy Controlled Hexes

A hex that is adjacent to an enemy unit BUT DOES NOT HAVE AN INTERVENING 'CANL' HEXSIDE is classified as an Enemy Controlled Hex (ECH).



NOTE: An Israeli unit in RIVER mode may attack adjacent Egyptian units across a CANL hexside (if the unit could legally move across the Canal).

6.0 COMBAT

When a friendly unit enters an Enemy Controlled Hex (or the c/C or Q key is used) combat is initiated (exception see 4.10).

The computer resolves combat taking into account terrain, unit strengths, unit effectiveness, adjacent enemy and friendly units, modes of attacker and defender and the types of units engaged. The results are then implemented.

This procedure is explained in detail in the Appendix.

All units can initiate combat although some units would be advised not to do so.

6.1 Restrictions

Only Israeli units in RIVER mode may attack across the Suez Canal, and then only if it would be a legal move.

Units attacking in ATTCK mode cause losses to both attacker and defender to be increased.

6.2 Combat Resolution

After combat has been resolved there can be three results:

- 1) Both units can suffer step losses in both strength and efficiency.
- 2) The defender is forced to retreat.
- 3) The attacker and/or defender may be eliminated.

6.3 Artillery Bonus

If a unit is hit by artillery fire it will suffer a disadvantage (in addition to any strength points lost) if attacked before its next movement phase. Additional barrages will have no further effect (as far as combat is concerned).

6.4 Retreats After Combat

Any Enemy unit may be required to retreat during combat to avoid taking excessive losses. In that case the unit will switch to NORM or FIRE (for artillery units) mode and retreat (the computer will conduct the retreat).

The attacking unit takes losses normally and if it has MP's remaining it may move and/or attack again.

A retreating unit must obey the following restrictions:

It cannot cross a CANL hexside, except at a bridge.

It must obey the normal movement restrictions. It may not enter a ZOC.

If a unit cannot retreat, it will enter DEFN mode (if that is possible), and take losses normally. A unit which retreats suffers no losses. A retreating unit may cause hidden units to become exposed. If a unit is attacked by another unit in delayed/move and forced to retreat, its movement phase will be terminated.

A unit may retreat any number of times during one Player-Turn. A unit will retreat if the SHIFT minus 2 is greater than, or equal to, its strength. A unit will retreat an additional hex if the SHIFT minus 7 is greater than, or equal to, its strength (see Appendix).

NOTE: If the attacking unit is eliminated and the defending unit is required to retreat, then the retreating unit may move into the hex vacated by the attacking unit.

6.5 Combat Display

The following information will be displayed on combat:

UNIT (type)

MODE (of unit attacked)

STRENGTH (HEAVY, MEDIUM or LIGHT)

RESISTANCE (HEAVY, MEDIUM or LIGHT)

Strength of 1 to 5 is LIGHT, 6 to 10 MEDIUM and 11+ HEAVY.

Resistance of less than SHIFT 2 is HEAVY, 2 to 6 MEDIUM and 7+ LIGHT.

7.0 ARTILLERY (c/F)

All units with a RNGE greater than zero can enter the Artillery Phase from their movement phase. This Phase represents long range artillery as well as heavy weapons possessed by most units.

There is no Artillery phase or Delay/Fire during a night turn.

7.1 Procedure

A unit in FIRE mode may enter the Artillery Phase by hitting c/F, but only if the unit is not in an ECH. The Artillery screen will be displayed in the lower right hand corner with the following information:

RANGE = xx (number in inverse if out of range)

UNIT TYPE(S) (Enemy units that the cursor is over)

The player positions the cursor over the Enemy unit, using the 1 to 6 movement keys, and can then hit:

c/F to Fire and leave the cursor above the unit.

c/R to Fire and return the cursor to the firing unit.

(In Auto-move this will affect which unit is chosen next for movement). c/X can be used at any time to return control to the firing unit without penalty.

When the Artillery unit fires, all units in the target hex, whether hidden or exposed, Enemy or Friendly, will be affected. A unit cannot fire on itself.

NOTE: See Appendix for a more detailed explanation.

7.2 Artillery Sighting

A unit may only fire on a hex that is at most two hexes from a Friendly exposed unit. A player will not be able to fire at a hex that is not sighted.

7.3 SAM Units.

Although SAM units have a range of 15 hexes they may not fire during the Artillery Phase. See 8.0 for more details.

7.4 Fire Resolution

Damage is resolved taking into account the strength of the firing unit, the M.P.'s the firing unit has remaining, the type of unit attacked.