ACROSS SUEZ

BATTLE OF THE CHINESE FARM, OCTOBER 1973

INSTRUCTIONS

DECISION GAMES

CONTENTS

DECISION GAMES

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 INTRODUCTION

Across Suez is an operational-level simulation of the Battle of the Chinese Farm during the October 1973 Yom Kippur War during which Israeli units attempting to cross the Suez Canal and isolate the Egyptian Third Army encountered two Egyptian divisions, resulting in the fiercest fighting of the war near an Egyptian agricultural research facility which became known as the Chinese Farm. It is a two-player game with one player controlling the forces of the Egyptian Second and Third Armies and a second player controlling units of the Israeli Defense Forces.

1.1 Game Scale

Each game turn represents 8 hours. Each hex on the map represents a half mile (.5 miles) across. Units are battalions and companies.

2.0 COMPONENTS

A complete game of **Across Suez** includes a 11×17 map sheet, 60 die-cut playing pieces, rules set and one six-sided die to resolve combat issues.

2.1 Map

The map represents the terrain in the western Sinai Desert over which the battle was fought. A hexagonal grid is superimposed on the map to regulate movement and positioning of the playing pieces.

2.2 Counters

The counters represent actual military units that took part in the battle.

Front — Unit Name, Unit Type, Combat Strength, Movement Allowance

Back — At-Start Location

2.3 Unit Types

Armor/Tank

Mechanized Infantry

Infantry

Bridge

2.4 Markers

Game Turn Marker

2.5 Charts and Tables

These include the Terrain Effects Chart (TEC), Combat Results Table (CRT), Game Turn Record Track (GTRT), and Cross-Canal Unit Holding Box. A reference chart showing shifts to the CRT is also printed on the map.

3.0 SETUP

Setup occurs in the following order. Play proceeds according to the sequence in 4.0.

3.1 Egyptian Setup

Egyptian at-start units (units with a hex number printed on the reverse side of the counter) are placed in the hex as printed on their counter. Egyptian reinforcements are placed on the GTRT on the GT of their arrival (11.0). All other Egyptian units are set aside unless using optional rules (15.0).

3.2 Israeli Setup

Israeli at-start units (units with a hex number printed on the reverse side of the counter) and reinforcements are placed in the same manner as described for Egyptian units. All other Israeli units are set aside unless using the optional rules (15.0).

4.0 SEQUENCE OF PLAY

Each game of **Across Suez** is divided into 7 Game Turns (GT). Each complete GT is divided into two Player Turns, Play is initiated by the Israeli Player Turn, followed by the Egyptian Player Turn. Each player turn is divided into two steps, Movement and Combat.

4.1 Israeli Player Turn

The Israeli player conducts a turn in the following manner:

1) Movement Phase:
    a) The Israeli player may move any number of units.
    b) Units may be moved up to the limit of their Movement Allowance (5.1).

2) Combat Phase: The Israeli player may attack Egyptian units that are adjacent to Israeli units (7.0)

4.2 Egyptian Player Turn

The Egyptian player conducts a turn in the same order as the Israelis:

1) Movement Phase:
    a) The Egyptian player may move any number of units.
    b) Units may be moved up to the limit of their Movement Allowance (5.1).

2) Combat Phase: The Egyptian player may attack Israeli units that are adjacent to Egyptian units (7.0).

4.3 End of Turn Phase

After both the Israelis and Egyptians have completed their player turns, the GT marker is advanced along the GTRT to the next GT. At the conclusion of GT 7, the game ends and victory conditions are checked (14.1).

Exception: Play may end earlier if the Egyptians achieve a Sudden Death victory (14.2).

5.0 MOVEMENT

During the Movement Phase, as many units as desired may be moved up to the limits of their respective Movement Allowances (MA).

5.1 Basic Movement

1) Each unit has an MA printed on it which represents the number of hexes it may move in a single Movement Phase. Each player moves only their own units during their Movement Phase.

2) Units move one at a time, hex-by-hex, in any direction or combination of directions that the player desires up to the limit of their MA. The Movement Phase ends when the player announces they have completed moving units, or as soon as they begin conducting attacks (7.0).

**Important:** Units are never forced to move during a Movement Phase.

5.2 Restrictions

1) A unit may never exceed its MA.
2) Units may not lend nor accumulate unused Movement Points (MP).
3) Units may never enter nor pass through a hex containing an enemy unit.
4) Units may never end a Movement Phase in a hex with another friendly unit (units may never stack) but they may pass through such hexes.
5) Units must stop when entering a hex adjacent to an enemy unit (6.1).

5.3 Terrain

To enter a given hex a unit must spend the number of MP designated by the TEC for the terrain in that hex. When the TEC calls for MP to be expended to cross a hexside, that cost is in addition to the cost for entering the next hex.

Example: The Israeli Amir 3 armored battalion would expend 2 MP to cross the ridge hexside between hexes 1509 and 1609, and then 3 additional MP to enter hex 1609 (elevated sand).
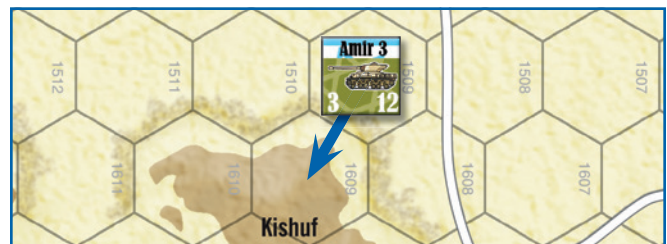
5.4 Roads and Trails

A unit that moves from one road or trail hex to another road or trail hex across a hexside traversed by a hex or trail may use road or trail movement.
1) A unit moving along a road expends one-half of an MP per hex, regardless of other terrain in the hex.
2) A unit moving along a trail expends 2 MP per hex, regardless of other terrain in the hex.
3) A unit may combine road or trail movement with off-road movement.

Example: The Israeli Matt 1 mechanized infantry battalion would expend one-half of an MP to enter hex 0306 along the road, instead of the normal 3 MP for elevated sand if the unit was not moving along a road.


5.5 Advance and Retreat After Combat

Advance and/or retreat after combat are considered combat results. As such, MP are never expended for this type of movement (7.4).

6.0 ZONES OF CONTROL

The six hexes immediately surrounding a unit's hex constitute that unit's Zone of Control (ZOC).

1) All units exert a ZOC.

2) ZOC do not extend into terrain or across hexsides which a unit is prohibited from entering.

3) Friendly units negate enemy Zones of Control (EZOC) for the purposes of determining a line of communication (14.1), but do not negate EZOC for retreat purposes (7.4.2).

Example: The below diagram shows the ZOC for the Egyptian 16/11 mechanized infantry battalion.
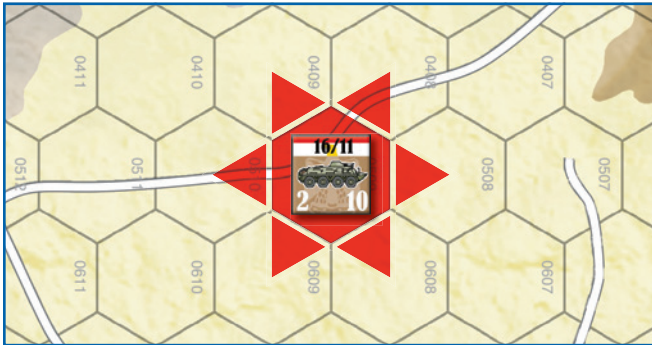
6.1 Effects of ZOC

1) A unit must stop when entering an EZOC and may move no further during that Movement Phase.

2) If a unit begins the Movement Phase in an EZOC, it may move normally so long as the first hex it enters is not also in an EZOC. The unit must stop if it subsequently re-enters an EZOC.

7.0 COMBAT

Combat takes place during the Combat Phase between opposing adjacent units. Each unit has a printed Combat Strength number which represents its basic ability to attack or defend.

7.1 Basic Guidelines

1) Attacking is always voluntary, and the attacking player chooses which units will conduct attacks and in what order. Defending units, however, may never refuse combat if attacked.

2) There is no limit to the number of attacks which may be conducted during a Combat Phase.

3) A unit may only attack and/or be attacked once during a Combat Phase, regardless of the number of adjacent enemy units.

4) A single defending hex may be attacked from as many hexes as contain attacking units.

7.2 Combat Resolution

Combat is resolved through the following procedure:

1) The attacking player announces which units will participate in an attack against a specific defending unit and totals the Combat Strength of all involved attacking units.

2) The Combat Strength of the defending unit is subtracted from the total attacking Combat Strength, producing a Combat Differential.

3) The attacker refers to the appropriate Combat Differential column on the CRT after applying any applicable column shifts for terrain (8.0), artillery (9.1), or combined arms attacks (10.0), rolls one die, and applies the results.

Important: Column shifts are cumulative and are totaled to produce a final shift.

7.3 Combat Results

The abbreviations on the CRT are defined as follows:

Ae (Attacker Eliminated): All attacking units are eliminated. The defending unit may advance.

Ar (Attacker Retreats): All attacking units must retreat one hex from the defending unit. The defending unit may advance.

Ee (Equal Elimination): The defending unit is eliminated, and attacking units lose an equal number of Combat Strength factors. Surviving attacking units may advance.

Dr (Defender Retreats): The defending unit must retreat one hex. One attacking unit may advance.

De (Defender Eliminated): The defending unit is eliminated. One attacking unit may advance.

7.4 Advance and Retreat

Results on the CRT may call for units to retreat, while other units may advance.

7.4.1 Advances

1) When a hex is vacated because of combat, a single surviving participating unit (either attacking or defending) may advance into that hex.

2) A unit is never required to advance after combat.

3) A unit may advance into an EZOC even if advancing directly from a different EZOC.

7.4.2 Retreats

1) Units cannot retreat into hexes containing prohibited terrain, or across prohibited hexsides.

2) Units cannot retreat into hexes containing enemy units or an EZOC.

Important: Friendly units/ZOC do not negate EZOC when determining a retreat.

3) Units may not retreat into hexes containing a friendly unit.

4) Units which cannot meet the above requirements are instead eliminated.

Example: In the below diagram, if the Egyptian 16/1 infantry battalion is forced to retreat due to a CRT result, it would instead be eliminated as hexes 0312 and 0512 are both in EZOCs, and hexes 0313 and 0413 are prohibited terrain (swamp).

8.0 TERRAIN EFFECTS

Certain terrain will benefit defending units. This benefit is expressed as a column shift on the CRT.

1) A unit defending in a hex containing elevated sand or in a Bar-Lev fort hex receives a one column shift to the left.

2) A unit defending in the Chinese Farm hex (hex 0910) receives a two-column shift to the left.

3) A unit defending in a hex containing elevated sand and which is attacked exclusively through a ridge hexside receives a two-column shift to the left.

Example: The Egyptian 16/7 mechanized infantry battalion defending in hex 1317 against an attack from the Israeli Baram 3 armored battalion in hex 1316 would receive a two-column shift to the left.

9.0 ARTILLERY

Both the Israelis and Egyptians may use artillery in support of ground attacks or as direct attacks on enemy units.

> **Designer's Note:** Artillery units are not included in the counter set given the scale of the game and are instead employed abstractly.

9.1 Israeli Artillery

1) At the beginning of the Combat Phase, the Israeli player may provide artillery support for one ground attack. That attack receives a one column shift to the right on the CRT.

2) The Israelis may provide artillery support for one additional attack in each GT per each Israeli unit which crosses the Suez Canal (13.3).

Example: If 4 Israeli units have crossed Suez Canal, the Israelis could provide artillery support to 5 attacks during that GT.

3) Israeli artillery support may never provide more than one column shift to the right. Unused artillery support may not be accumulated between GTs.

9.2 Egyptian Artillery

1) At the beginning of the Combat Phase, the Egyptian player may conduct artillery bombardments against two separate Israeli units which are adjacent to Egyptian units.

2) For each bombardment, the Egyptian player rolls one die. A roll of 1 results in the elimination of the Israeli unit.

3) In the event of a successful bombardment, adjacent Egyptian units may not advance into the vacated hex.

4) The same Israeli unit may not be subjected to both bombardments in the same GT. Israeli units which survive bombardments may, however, be attacked normally by Egyptian units during the GT.

**5)** Unused bombardments may not be accumulated.

9.3 Night Attacks

Neither side may use artillery during night GTs (12.2).

10.0 COMBINED ARMS COMBAT

1) When either side conducts an attack with at least one armored unit AND at least one mechanized or infantry unit, the attack receives one column shift to the right on the CRT.

2) Combined arms attacks may be conducted during "night" GTs (12.2).

Example: An attack by the Israeli Reshef 1 mechanized infantry battalion and the Reshef 2 armored battalion against the Egyptian 14/21/3 tank battalion would receive a one-column shift to the right on the CRT.
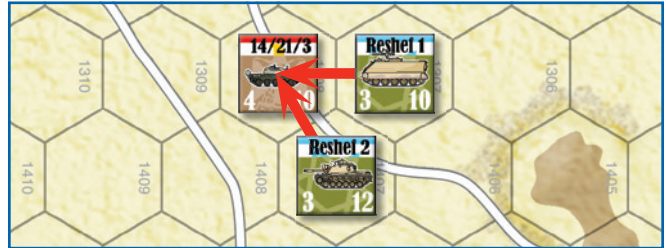
11.0 REINFORCEMENTS

In addition to at-start units, both sides receive reinforcements during the Movement Phases of specific GTs.

1) Reinforcements enter the map on the lettered entry hexes specified by the GTRT and 11.1.

Example: The below diagram shows Entry Hex A (hex 0401).

2) Reinforcements may move and conduct combat normally on their GT of arrival.

3) If an entry hex is occupied by an enemy unit on the GT of arrival, reinforcements may enter at the closest hex to the scheduled entry hex into which they may legally move. If the entry hex is in an EZOC, one unit may enter but may move no further during the GT.

4) The entry of reinforcements may be delayed at the discretion of the gaining player and may enter on any subsequent GT.

11.1 Reinforcement Schedule

Reinforcements enter the game per the below schedule:

Israeli (all via Entry Hex **C**)
> **GT 2:** Amir 1-4
> **GT 3:** Baram 1-4
> **GT 5:** Keren 1-3

Egyptian
> **GT 2:** 23/1-3 (Entry Hex **A**), 23/4 (Entry Hex **B**)
> **GT 5:** 25/1-4 (Entry Hex **D**)

12.0 SPECIAL GAME TURN ISSUES

Special restrictions and considerations apply to GT 1 and night GTs.

12.1 GT 1 Confusion

On GT 1, any unit on either side which begins their respective Movement Phase in an EZOC may not move during that phase. In addition, units which begin the Combat Phase in an EZOC must conduct an attack during that phase. If a unit is in multiple EZOCs, it must attack one of the enemy units.

Designer's Note: This reflects the surprise and shock of the initial combat.

12.2 Night Turns

GTs 1, 4, and 7 are considered nighttime GTs and have the following restrictions:
1) Movement Allowance for all units is halved.
2) Neither side may use artillery.

13.0 CROSSING THE CANAL

Israeli units may cross the Suez Canal, both to increase Israeli artillery effectiveness and to meet victory conditions.

13.1 Ferry Crossing

1) Israeli units may cross the canal via ferry at the Maoz Matzmed Bar Lev fort (hex 0112).

Important: Israeli units may not cross the canal on GT 1.

2) Israeli units crossing the canal by ferry expend 3MP. No more than two Israeli units may cross the canal per GT until the bridge unit is emplaced (13.2).
3) Once a unit has crossed the canal, it is placed in the Cross Canal Unit Holding Box and may not return to the map.
4) Egyptian ZOC have no effect on canal crossing and do not impact a line of communication (14.1).
5) Israeli units may not retreat across the canal. Egyptian units may not cross the canal for any reason.

13.2 Israeli Bridge Unit

The Israeli bridge unit (Baram 4) is essential for speeding the movement of Israeli units across the canal, as well as for Israeli victory conditions.

1) To establish a bridge across the canal, the bridge unit is moved to the Maoz Matzmed Bar Lev fort (hex 0112). At the beginning of the next Israeli Movement Phase, an unlimited number of Israeli units may cross the canal. Units cross by expending one MP.
2) If the bridge unit is eliminated at any time, or is forced to move for any reason after being emplaced (combat results or normal movement), the Egyptians automatically win the game (14.2)

13.3 Crossing Effects

1) For every unit which crosses the canal, the Israelis may provide artillery support to one additional attack (9.1).
2) Units which cross the canal count for victory purposes (14.1).

14.0 VICTORY CONDITIONS

The game may be won either through meeting victory conditions at the end of the final GT or by Sudden Death.

14.1 Victory Conditions

At the end of GT 7, play stops and Israelis are victorious if:
1) At least six units are in the Cross Canal Unit Holding Box and;
2) The bridge unit is in the Maoz Matzmed Bar Lev fort (hex 0112) and can trace a line of communication (LOC) to Entry Hex C (hex 1708). An LOC is an unbroken path of hexes through clear terrain and/or along road hexes. The LOC may not pass-through enemy units or EZOC, although friendly units negate EZOC for this purpose.

If both the above conditions have not been met at the end of GT 7, the Egyptians win.

14.2 Sudden Death

1) The Egyptians win a Sudden Death victory by either eliminating the Israeli bridge unit or by forcing it to retreat or otherwise move after it emplaces in the Maoz Matzmed Bar Lev fort (hex 0112). Play stops when either of these events occur.
2) The Israelis may never win via Sudden Death.

15.0 OPTIONAL RULES

Players may employ optional units and rules.

15.1 Israeli Airborne Units

1) One battalion of the 35th Brigade (I/35) may be deployed as a reinforcement on GT 4 in hex 1609.

2) One battalion of the 23rd Brigade (II/23) may be employed as an at-start unit with units of the Reshef Brigade.

15.2 Kuwaiti and Palestinian Units

6th Kuwaiti Battalion (6 KU) and the Palestinian "Ain Jalloud" Brigade (AJ PAL) may enter as Egyptian reinforcements on GT 5 at Entry Hex D (hex 0921).

15.3 Egyptian Marines

One battalion of the Egyptian 130th Marine Brigade (I/130) may enter as a reinforcement on GT 5 at Entry Hex D (hex 0921).

15.4 Commandos

Both sides have commando units with special capabilities.

1) The Israeli Ha Sinai (Ha/1 and Ha/2) companies may be used as at-start units, deploying adjacent to any units of the Reshef Brigade.

2) The Egyptian Cdo "A" and "B" units may be used as reinforcements on GT 5 at Entry Hex D (hex 0921)

3) Commandos double their Combat Strength and ignore EZOC during night GTs.

15.5 Airborne Operations

Both sides may execute airborne operations as units become available.

15.5.1 Procedure

1) Airborne operations are conducted during the Movement Phase by placing the airborne unit on any map hex not occupied by enemy units nor in an EZOC.

2) Upon landing the airborne unit may not conduct ground movement but may defend normally if attacked. The unit may move normally during the following GT.

3) Each airborne unit may conduct only one operation over the course of the game.

15.5.2 Availability

1) The Israeli I/35 unit may conduct an operation on or after GT 4, while the II/23 unit may conduct an operation beginning on GT 1.
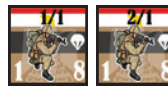
2) The Egyptian 1/1, 2/1, and 3/1 units may conduct operations on or after GT 5.

15.6 Amphibious Operations

All units of the Egyptian 130th Marine Brigade (1/130, 2/130, and 3/130) may enter on GT 5 on any Suez Canal hex north of Maoz Matzmed (hex 0112) or south of Maoz Lakekan (hex 0616).

Designer's Note: This assumes that the entire brigade crossed the canal rather than in piecemeal fashion earlier in the fighting.

16.0 COMBAT RESULTS TABLE EXPLANATIONS

Ae (Attacker Eliminated): All attacking units are eliminated. The defending unit may advance.

Ar (Attacker Retreats): All attacking units must retreat one hex from the defending unit. The defending unit may advance.

Ee (Equal Elimination): The defending unit is eliminated, and attacking units lose an equal number of Combat Strength factors. Surviving attacking units may advance.

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MOVEMENT POINT COST CHART

Clear	1 MP per hex	**Ferry Across**	3 MP (Israeli only)
Bar Lev	1 MP per hex	**Bridge Crossing**	1 MP (Israel only)
Sand	3 MP per hex	**Swamp**	Entry Prohibited
Elevated Sand	3 MP per hex	**Lake Hexside**	Crossing hexside prohibited if totally covered by lake
Chinese Farm	3 MP per hex	**Canal Hexside**	Crossing hexside prohibited
Road Travel	½ MP per hex	**Exit Map**	Prohibited
Trail Travel	2 MP per hex	**Enter Map**	Per other terrain in hex
Ridge Hexside	+2 MP per hexside		

COMBAT RESULTS TABLE
Combat Differential=Attacker−Defender

Die	≤ −3	−2 or −1	0 or +1	+2 or +3	+4 or +5	+6, +7, or +8	≥ +9
1	Ar	Dr	Dr	Dr	Dr	De	De
2	Ar	Ar	Dr	Dr	Dr	Dr	De
3	Ar	Ar	Dr	Dr	Dr	Dr	Dr
4	Ae	Ar	Ar	Dr	Dr	Dr	Dr
5	Ae	Ar	Ar	Ee	Dr	Dr	Dr
6	Ae	Ae	Ar	Ar	Ee	Ee	Ee

SHIFTS TO THE CRT

1 Column Left: when defender is in elevated sand or Bar Lev fort hex.

2 Columns Left: when defender is in elevated sand and is being attacked across a ridge hexside or in Chinese Farm hex.

1 Column Right: if attacking force employs both armor and infantry (or mech units).

1 Column Right: if the attackers are Israelis and are supported by artillery.

COMBAT RESULTS

Ae (Attacker Eliminated): All attacking units are eliminated. The defending unit may advance.

Ar (Attacker Retreats): All attacking units must retreat one hex from the defending unit. The defending unit may advance.

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