

SINAI UPDATE

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Now that the Israelis and Arabs have agreed on a cease-slaughter, it's time to revise the Sinai Mid-'70's scenarios.

The most important aspect of the peace is the alteration of the borders. The Egyptians, no longer hindered by the major obstacle of the Suez Canal, are in a much better position to invade Israel. On the other hand, the Israelis could easily drive the Egyptians into the Canal if they were too slow in moving east.

The Egyptian Sinai Bridgehead extends through the line of hexes 0621-0627-0828-0832-0733. The Egyptians are allowed to start four mechanized brigades in the Bridgehead. They may move as many units as they want across the Canal on the first Game-Turn (all nations begin fully mobilized) as long as they obey stacking limits. No Tunisian or Libyan units may cross the Canal until all the Egyptians are across.

The Israelis Limited Forces Zone extends through the line of hexes 0822-0826-1027-1033-0834. All hexes in this line have an intrinsic Defense Strength of five on the first Game-Turn. Starting on the second Game-Turn they have an intrinsic strength of fifteen. Otherwise, they are treated identically to Bar Lev hexes. Israeli combat units may not start the game on these hexes.

The line of hexes lying between these areas is the UN Buffer Zone. The first nation to invade this zone loses 10 victory points (remember world opinion) and units attacking from or into this zone have their Attack Strengths halved on the first Player-Turn (they have to attack around the UN forces).

The Egyptians are torn between two choices - delaying the attack until all their forces have crossed the Canal and are in organized jump-off positions or making a hasty attack before Israel reinforces the "Rabin Line". The Syrian front is pretty much the same as it was before the Holy Day War. (Yes, the Israelis returned towns in 3603 and 3705, but they hold the surrounding hills and effectively control the hexes.) The only major change is the addition of a UN Buffer Zone. Though it's too narrow to be shown on the map, assume it lies on the

Syria/Golan border. Units attacking across it on the first Player-Turn are halved, and the first nation to do so loses 10 victory points. The Israelis may initially deploy only one mechanized brigade on the Syria/Golan border. Syria may deploy one mechanized brigade or two infantry brigades. No armored units may begin in the line of hexes behind the 'border zone'. No SAM units may enter the map until Game-Turn Two.

I have not yet decided what victory point schedule to use. I personally prefer standard 1973 victory conditions, but experiment for yourselves. I strongly urge the incorporation of the following rules into both standard scenarios and my own. They (hopefully) increase realism without decreasing playability.

Amphibious Invasions

US and Soviet Marine brigades may assault any coastal hex of the Mediterranean. They may not land in enemy zones of control or intact cities. They may trace a supply line to the hex of landing as an alternative to conventional supply. They may evacuate through the hex of landing by expending two Movement Points. They reappear at the start of the next Movement Phase in any friendly port.

US Carrier Airpower

In Soviet Intervention scenarios, Israel receives air support from Sixth Fleet carriers in the Mediterranean. Starting on the first Movement Phase of the Twelfth Game-Turn, Israel receives two US Air Strength Points. They may interdict movement under a SAM umbrella (superior ECM) and attack SAM units with a strength of two (superior weaponry).

Iranian Intervention

In all Mid-'70's scenarios in which Iraq participates there is an Iranian participation phase at the end of each Israeli Player-Turn. The third time a "one" is rolled, Iran sends one 7-8 armored brigade and two 4-8 mechanized to any Israeli port (there is a two Game-Turn delay for transfer time). These units trace supply in the same manner as

Israeli units. In addition, one 3-2 hovercraft brigade enters the game immediately. This unit may invade any coastal hex of the Red Sea, Gulf of Suez, or Gulf of Aquaba. It may invade as many times as desired and evacuate through the invasion hex without a Movement Point penalty. It may trace supply to the invasion hex.

(Ed: The Iranian units are allied with the Israelis and are to be treated in all cases as Israeli units.)

-Phil Kosnett