ADVANCED OCTOBER WAR
By
Alan R. Arvold

October War was a magazine game that appeared in S&T Magazine #61. It was developed out of the Panzer44/Mech War77 system and considered to be another step in SPI's quest for the perfect tactical armored warfare game. It was certainly innovative in that it finally handled unit losses realistically with actual step losses instead of the old generic "disrupted" combat result. It also handled command control and panic more realistically than previous simulations had. By all rights it should have been a bigger game. But the design of tactical armored games continued their inexorable evolution in SPI and October War was left behind. The game certainly deserved an advanced version and so I present this set for your gaming enjoyment.

NEW UNITS

The original game had a limited number of types of counters, but this was to be expected in a magazine game with a 200-counter limit. This meant that there were only 140 counters for both sides' units and 60 informational counters. Certainly not enough for both categories. Here are some new counters to add to both sides. Note that while some are used in the scenario corrections listed later, the rest are reserved for new scenarios in a future article or scenarios of your own making.

Israeli

Medium Mortar Section (3-H-14-3-1) [011-012]: 13 men, 3 81mm Mortars. This mortar was used by the reserve leg infantry units and the paratroops.
HQ Platoon (6-B-3-4-0) [101-102]: 20 men, 2 LMG, 1 "Bazooka", 3 LAWs. This is a dismounted battalion headquarters unit.
Paratroop Platoon (14-B-6-7-1) [131-139]: 30-33 men, 4 LMG, 1 "Bazooka", 8 LAWs. These were the elite infantry of the Israeli army, besides a few Commando units.
Engineer Platoon (10-B-5-6-1) [141-143]: About 24-27 men, 3 LMG, 3 Flamethrowers, various explosives and other engineering gear. These were the standard combat engineers.
Anti-Tank Section (14-G/3-10-2-1) [151-152]: 10 men, 3 Cobra ATGM systems. Another ATGM system that the Israelis used in the early part of the war.
Truck Section (0- -0-1-8) [201-206]: Three trucks of various models.
SPM Section (3-H-14-(3)-7) [321-322]: Three self-propelled 81mm Mortars on M3 Halftracks. These were the standard self-propelled mortar units of mechanized infantry in the 1967 war. By 1973, some of these vehicles were converted to carry the 120mm mortar, but most were still used by mechanized infantry battalions during the 73 War.
SPAA Section 7-A-8-(3)-7) [331-332]: Three self-propelled "Dual 20mm Cannons" on M3 Halftracks . These were the standard self-propelled air defense vehicles of the war.
TI-67 Tank Platoon (14-S-12-[11]-6) [561-569]: Three TI-67 Main Battle Tanks (105mm gun). These were T-55 tanks that were captured during the 1967 war and converted to carry the 105mm gun.

Arab

D-44 Section (12-S-10-4-0) [021-022]: Three D-44 85mm Anti-Tank Guns. Two of these sections usually comprised an infantry brigade's primary anti-tank battery.

B-11 Section (13-S-4-3-0) [031-032]: Three B-11 107mm Recoilless Rifles. Two of these sections usually comprised an infantry battalion's anti-tank battery.

Medium Mortar Section (3-H-12-3-1) [041-042]: Three BM-37 82mm Mortars. Two of these sections usually comprised an infantry battalion's mortar battery.

Heavy Mortar Section (4-H-25-3-0) [051-052]: Three BM-38 120mm Mortars. Two of these sections usually comprised an infantry brigade's mortar battery.

ZU-23-2 Section (7-A-8-2-0) [061-062]: Three ZSU-23-2 Anti-Aircraft Guns. Two of these sections usually comprised an infantry battalion's air defense battery.

HQ Platoon (5-R-3-4-0) [101-102]: About 20-22 men, 2 LMG, 1 RPG-7. This is a dismounted battalion headquarters.

Commando Platoon (9-R-4-4-1) [121-124]: 20-23 men, 3 LMG, 2 RPG-7. These were the elite units of the Arab armies.

Alternate AT Platoon (11-D-3-2-1) [137-139]: 18 men, 3 Sagger ATGM systems, 2 B-10 82mm Recoilless Rifles, 2 RPG-7's. Regular infantry battalions used this type of ATP unit while the mechanized and elite infantry units used the regular ATP unit that comes with the game.

Engineer Platoon (8-R-5-6-1) [141-143]: 22-25 men, 3 LMG, 3 Flamethrowers, various explosives and other engineering gear. These were the standard combat engineer units.

Truck Platoon (0- -0-1-8) [201-209]: Three trucks of various models.

BTR-50 Carrier Platoon (6-A-4-(5)-6) [221-226]: Three BTR-50 APC (1 x 7.62mm MG). These were fully tracked APC's.

OT-62 Carrier Platoon (11-S-3-(5)-6) [241-246]: Three OT-62 APC (1 x 82mm Recoilless Rifle). These were fully tracked APC's.

BRDM-2 Recon Platoon (6-A-6-(5)-8) [311-313]: Three BRDM-2 Recon Vehicles (1 x 14.5mm MG). These were wheeled reconnaissance vehicles.

PT-76 Recon Tank Platoon (10-A-6-(5)-5) [321-326]: Three PT-76 Recon Tanks (76.2mm gun). These are light reconnaissance tanks.

ZSU-23-4 Anti-Aircraft Section (10-A-8-(5)-6) [331-332]: Three ZSU-23-4 SPAA Vehicles (23mm gun). These were fully tracked, self-propelled air-defense vehicles. Two sections made up an armored or mechanized brigade's air-defense battery.

SU-100 Tank Destroyer Platoon (12-S-8-[10]-6) [421-422]: Three SU-100 Tank Destroyers (100mm gun. Two platoons made up a tank destroyer battery. Infantry divisions had a tank destroyer battalion of three batteries.

T-10M Heavy Tank Platoon (551-553) [14-S-12- [15]-5]: Three T-10M heavy tanks (122mm gun). These were really old JS-III heavy tanks that were modified to T-10M standards.

NEW RULES

Here are new advanced rules that players may add to the game. These rules assume that the game errata listed in Moves #33 are in effect. Some rules are actually corrections or clarifications, while others are brand new. In all cases I am inserting them within the existing rule structure and framework.

[5.0] Observation
(Add) [5.4] LOS Blockage

      If the Line of Sight passes exactly through the length of a hexside between a covering terrain hex and a clear hex, the Line of Sight is blocked. If the Line of Sight passes exactly through the length of a hexside in-between two hexes, each of different elevations to each other, then the line of sight is blocked. This also applies to Grove and Village hexes when these are adjacent to clear hexes. If the Line of Sight passes exactly through the corner of a hex at the intersection of a Sand Ridge hexside and a clear hexside, the Line of Sight is blocked. The Line of Sight is blocked if it passes through the length of a Sand Ridge hexside. Note that these rules apply when both the firing and target units are at the same elevation. If they are at different elevations in relation to each other, then consult Rule [5.2] Effect of Height to LOS.

[6.0] Combat
[6.6] G Class Weapons
[6.61] (Add) This rule also applies to the Israeli Cobra ATGM Section and the Arab Alternate AT
          Platoon.
[6.62] (Add) This rule also applies to the Israeli Cobra ATGM Section and the Arab Alternate AT
          Platoon.
[6.63] (Add) This rule also applies to the Arab Alternate AT Platoon. The Alternate AT Platoon uses the
          same G Attack Strength, Range, and Depletion Number as the regular AT Platoon.
[6.65] (Add) This rule also applies to the Israeli Cobra ATGM Section.

[7.0] Movement
[7.42] (Add) A personnel unit may not move or fire in the same turn that it mounts or dismounts.
[7.45] (Add) The BTR-50, OT-62, and Trucks are also transport units and each may carry one
          personnel unit.
[7.46] (Add) The Arab BTR-50, OT-62, and Trucks may carry two AT platoons instead of one infantry
          platoon. The Israeli M-113, M-3, and Trucks may carry two Cobra sections instead of one
          infantry platoon.
(Add) [7.47] Trucks may transport gun units. These would include dismounted mortar, anti-aircraft
      gun, anti-tank gun, and recoilless rifle units. A truck unit must expend its entire movement
      allowance to either mount or dismount a gun unit. Thus, a truck may not move in the same
      turn that it performs either operation. A gun unit may not fire or move in the same turn that it
      mounts or dismounts.

[8.0] Panic
(Add) [8.3] Elite Units
      [8.31] Elite units are those units which are designated as elite in the Scenario Special Rules.
      [8.32] Elite units add one (1) to the die roll when rolling on the Panic Table.
      [8.83] Elite units subtract one (1) from the die roll when rolling on the Panic Removal Table.
(Add) [8.4] Headquarters Units
      [8.41] Headquarter units control those dismounted units as designated by the Scenario Special

instructions.

[8.42] When a headquarters unit is in a D2 state, all units that it controls suffer a minus one (-1) to their Panic rolls for the rest of the game. This is in addition to any other die roll modifiers.

[8.43] When a headquarters unit is destroyed, all units that it controlled suffer a minus two (-2) to their Panic rolls and a plus one (+1) on their Panic Removal rolls for the rest of the game.

[8.44] Units controlled by the Headquarters unit that is in a D1 state or is Suppressed do not suffer die roll modifiers to their Panic rolls.

[9.0] Indirect Fire

General Rule (Add) Also, the Israeli player has both self-propelled and dismounted Medium Mortar Sections and the Arabs have dismounted Medium and Heavy Mortar Sections. These too function in every way as Off-Map Artillery except that they are set up on the map, and in some cases move on the map, and are therefore susceptible to enemy fire.

Procedure (Add) The Israeli Medium Mortar Sections each provide one 3H concentration per section. The Arab dismounted Medium and Heavy Mortar Sections each provide one 3H or one 4H concentration per section, respectively.

[9.15] (Add) This rule also applies to other on-map mortar sections.

[9.16] (Add) This rule also applies to other on-map mortar sections.

[9.17] (Add) This rule also applies to other on-map mortar sections.

(Add) [9.19] On-map mortar sections may not move on the turn that they fire during the Indirect Fire Phase. (While this is certainly implied in the Sequence of Play Note, it is reiterated here.)

[9.7] (Add) Each Close Air Support attack may only be use once per game.

[10.0] Mines

(Add) [10.3] Clearing Mines

[10.31] Mines may be cleared by dismounted engineer platoons. To clear a mined hex, the engineer unit must start the turn adjacent to the hex. During the turn it moves onto the mined hex. It does not undergo a mine attack when it moves onto the hex during this process.

[10.32] Starting on the next turn, the owning player rolls the die to determine if the engineer unit has clear the mined hex. This die roll is done after the end of the Indirect Fire Phase. On the first turn a die roll of one (1) clears the hex. Each turn thereafter, the die roll needed to clear goes up by one, so that on the second turn a die roll of 1-2 is needed, on the third turn a die roll of 1-3 is needed, etc. Upon a successful die roll the hex is no longer mined, starting on the following turn.

[10.33] An engineer unit that is Suppressed during the process may not make a die roll and the turns that it remains Suppressed do not count for increasing the required die roll. An engineer unit in a D1 state must add one (1) to the die roll and an engineer unit in a D2 state must add two (2) to the die roll. (Note that this could mean that some of the die rolls, especially in the early turns of the process, would have no effect at all.)

[10.34] An engineer unit that panics while moving onto the mined hex during the process and ends up panic moving onto the mined hex undergoes a mine attack. An engineer unit on the mined hex does not roll for panic while performing the clearing process.

[10.35] Multiple engineer units on a mined hex, performing the clearing process, each make their own die rolls.

[10.36] Engineer units engaged in the mine clearing process, may not fire at enemy units, except when they are undergoing an overrun attack.

[10.37] Mined hexes which are in the process of the being cleared by engineer units, are still active against any other units that enter or leave the hex, including engineer units which are just

moving into or moving through the hex and are not involved in the process.

(*What these rules represent is the engineer units creating lanes through the mine hex using explosive devices such as bangalore torpedoes. This fits within the average real-life time length of the scenarios.*)

[11.0] Overrun
(Add) [11.5] Engineers
  Attacking engineer units negate the effects of defilade, both those provided by Improved Positions and Firing Ramps, but also those provided by the terrain on the map, for defending units during an Overrun Firefight for the rest of the turn. The defending units lose the benefits of defilade not only to the engineers, but also to any other enemy unit that overruns them after the engineers have.

[12.0] Improved Positions
(Add) [12.4] Firing Ramps
  [12.41] Firing Ramps are special Improved Positions for vehicle units. Only vehicle units may be placed in them during initial deployment and benefit from them as long as they remain in the hex. If a vehicle unit moves out of the hex, the Firing Ramp remains in the hex and may be occupied by any friendly vehicle unit that moves in during the course of the game.
  [12.42] Only vehicle units may benefit from Firing Ramps. The presence of personnel and/or gun units in the same hex have no effect on the Firing Ramp and such units may not benefit from Firing Ramps.
  [12.43] A vehicle unit in a Firing Ramp that neither moves or fires may only be observed by adjacent enemy units. If fired upon during the Direct Fire Phase, a vehicle unit in a Firing Ramp benefits as though it were in defilade. If the vehicle unit is already in defilade, it gains no further benefits from the Firing Ramp. A Firing Ramp gives no benefit to Indirect Fire and is ignored in an Overrun attack.
  [12.44] Firing Ramps may be deployed only at the start of a Scenario as per scenario instructions. They are never constructed during play. They may not be placed in the same hexes that have Improved Positions in them.
  [12.45] Enemy vehicle units do not benefit from friendly Firing Ramps if they occupy the hex that they are in. (Firing Ramps were constructed to face enemy attacks from predetermined directions. Once the enemy has gotten to the ramps, the friendly units have already pulled out to the rear from which the ramps gave no protection.)

[13.0] Mounted Combat
[13.12] (Add) This rule also applies to the Arab BTR-50 and OT-62 vehicle unit too.
(Add) [13.5] Effects of Overruns on Mounted Fire
  Infantry platoons which are mounted on vehicles which are the recipient of an overrun attack may fire provided they have already fired in the Fire Phase. However, they are considered to be dismounted for defense purposes. Exception: Infantry platoons mounted in a BMP may fire but cannot be fired at in return. However, they may only fire at Soft Targets.

[14.0] Optional Rules
(Add) [14.8] Anti-Aircraft Fire
  General Rule: The Israeli SPAA section and the Arab ZU-23-2 and ZSU-23-4 sections have the ability to fire at enemy Close Air Support attacks that occur in hexes that are within those particular units' ranges. These have the effect of possibly causing the planes in the attack to temporarily veer off, thus delaying the execution of the attack, or be shot down, thus causing the

attack to be cancelled altogether.

Procedure: When an enemy CAS attack is performed on a hex, before the die is rolled to resolve the attack, any friendly anti-aircraft unit may execute an Opportunity Anti-Aircraft Fire against a CAS attack. To perform this attack, a die is rolled for each unit firing against the CAS attack, using the following table below.

Die Roll	Result
1-2	No Effect
3-5	CAS Attack driven off.
6	CAS Attack shot down.

[14.81] CAS concentrations that are driven off cannot be used that turn, but may be used in later game turns. This means that they will have to be re-plotted. CAS concentrations that are shot down may not be used and are permanently removed from the game. CAS concentrations which receive a No Effect result may proceed with their plotted attacks

[14.82] The Attack Strength and Weapons Class on the Anti-Aircraft unit's counter is for use against ground targets. Anti-aircraft units that fire at ground targets or move during a turn, may not perform Opportunity Anti-Aircraft Fire during that same turn. Anti-aircraft units do check for Panic before firing at CAS attacks.

[14.83] Anti-aircraft units that are Suppressed have a minus one (-1) die roll modifier to the Opportunity Anti-Aircraft Fire against CAS attacks. Anti-aircraft units that are in a D1 state have a minus two (-2) die roll modifier to their Opportunity Anti-Aircraft Fire and units that are in a D2 state have a minus three (-3) die roll modifier. These modifiers are not cumulative, if a unit is Suppressed and in a D1 or D2 state, use the greatest die roll modifier.

(Add) [14.0] Wrecks

[14.91] Whenever a Hard or Protected vehicular target suffers a level loss in combat or mines, a wreck marker is left in the hex that it occupies. Thus, a full-strength target leaves one wreck if it is reduced to D1 status, two wreck markers if it is reduced to D2 status, and three markers if it is destroyed. A D1 level target leaves one wreck if it is reduced to D2 status, and two wrecks if it is destroyed. A D2 level target leaves one wreck if it is destroyed.

[14.92] Wrecks affect the number of vehicles, guns and personnel units that may stack in the hex. Each wreck would count as one counter level for stacking purposes. Think of a hex as being able to contain nine levels worth of units, with a three-counter limit. For example, two wreck markers would mean that two full strength and one D2 level unit may stack in the hex. While wrecks effect the stacking limit of a hex they do not count as a counter in the three-counter limit of a hex.

[14.93] Wrecks are not obstacles to observation and do not provide any defensive benefits to other units occupying the hex that they are in.

[15.0] How to Set Up and Play the Game

[15.3] When using Heavy Mortar (120mm) sections in Arab orders of battle, reduce the amount of OMA (4H) by one for each Heavy Mortar section.

[15.6] (Add) Truck Platoons = 3 points
        Gun Sections = 6 points
        Headquarters Platoons = 9 points

[16.0] Scenarios
The scenarios in the basic game were designed for the counters that were available. What follows are historical additions, and where necessary, modifications to the scenarios in the game.

[16.1] Battle of Gamala
Initial Forces:
Syrian Player: (Add) 1 (PT-76), 2 (BRDM-2), 2 (Medium Mortars), 2 (Heavy Mortars), 4 (Trucks)
             OMA (Change) 3 (4H)
Special Rules:
1. (Change) The Syrian Player must pre-plot all artillery fire from his Off-Map concentrations for the entire game before the Israeli Player has deployed his units.

[16.2] Valley of Tears
Initial Forces:
Israeli Player: (Add) 1 (Anti-Tank Sections), 1 (SPM)
Syrian Player: (Add) 1 (PT-76), 2 (BRDM-2), 2 (Medium Mortars), 2 (Alternate ATP), 4 (Trucks),
             1 (BRDM)
             (Change) 3 (BMP) and 6 (BTR) to 10 (BTR-50)
Special Rules:
2. (Change) The Syrian Player must pre-plot all artillery fire from his Off-Map concentrations for the entire game before the Israeli Player has deployed his units.
4. All Israeli personnel and anti-tank units start in Improved Positions. The Israeli Player also receives 3 Firing Ramps which are set up on Hills 3 and 4.

[16.3] Peled's Counterattack
Initial Forces:
Israeli Player: (Add) 4 (SPM)
             (Change) 9 (M113) to 9 (M3) for a total of 18 (M3)
Syrian Player: (Add) 2 (Medium Mortars), 2 (ZU-23-2), 4 (Trucks)
             (Change) 6 (ATP) to 6 (Alternate ATP), 6 (BTR) to 6 (BMP) for a total of 9 (BMP),
                  12 (T55) to 12 (T-62)
Special Rules:
3. (Change) The Syrian Player must pre-plot all artillery fire from his Off-Map concentrations for the entire game before the Israeli Player moves.

[16.4] Hushniyah
Initial Forces:
Israeli Player: (Add) 2 SPM
             (Change) 9 (CNT) to 9 (M51)
Syrian Player: (Add) 2 (Medium Mortar), 2 (B-11), 2 (Heavy Mortar), 2 (ZU-23-2), 8 (Trucks)
             (Change) 3 (BMP) to 3 (BTR) for a total of 9 (BTR)
             OMA (Change) 1 (4H)
Special Rules:
2. The Syrian Player must pre-plot his Off-Map concentration for the entire game before the Israeli player enters the map.

[16.5] Israeli Counterattack on the Canal
Initial Forces:
Egyptian Player: (Add) 2 (D-44), 2 (B-11), 2 (Medium Mortars), 2 (Heavy Mortar), 2 (BRDM),
                  8 (Trucks)
             (Change) 6 (BMP) to 6 (BTR) for a total of 12 (BTR)

[16.6] Chinese Farm
Initial Forces:
Israeli Player: Natke Brigade: (Add) 2 (SPM),
　　　　　　　　　　　　　　(Change) 9 (M3) to 9 (M113)
　　　　　Gaby Brigade: (Add) 2 (SPM)
Egyptian Player: (Add) 2 (D-44), 2 (Medium Mortar), 2 (B-11), 2 (Heavy Mortar), 1 (HQ Unit),
　　　　　　　1 (PT-76), 2 (BRDM-2), (Delete) 3 ATP leaving 3 ATP
　　　　　　　OMA (Change) 3 (4H)
Deployment:
Egyptian Player: 1. 3 (Inf) and 1 (B-11) on or adjacent to hex 2422 (deployed before Game-Turn 1).
　　　　　　　2. 6 (Inf), 3 (ATP), 1 (B-11), 2 (D-44), 2 (Medium Mortar), 2 (Heavy Mortar) and 1
　　　　　　　　(HQ unit) on Hill 1 (deployed before Game-Turn 1).
　　　　　　　3. 18 (T-55), 1 (PT-76), 2 (BRDM-2), and 1 (BRDM) enter West edge of map
　　　　　　　　between hexes 0101 and 0104, inclusive, on Game-Turn 1.
Special Rules: 3. (Change) All Egyptian units that begin on the map start the game in Improved
　　　　　　　Positions.
　　　　　　　(Add) 5. The Egyptian HQ unit controls all dismounted units.

[16.7] Attempted Breakout of the 3rd Army
Initial Forces:
Israeli Player: (Add) 2 (SPM)
Egyptian Player: (Add) 1 (PT-76), 2 (BRDM-2), 2 (ZSU-23-4)

[16.8] Syrian Front Campaign Game

[16.81] Sindiana
Initial Forces:
Israeli Player: (Add) 4 (SPM)
Syrian Player: (Add) 2 (Medium Mortars), 2 (Alternate ATP), 2 (ZU-23-2), 5 (Trucks), 2 (ZSU-23-4),
　　　　　　　1 (PT-76), 2 (BRDM-2)
　　　　　　　(Change) 6 (BTR) to 6 (BMP) for a total of 9 (BMP)

[16.82] Ramtania
Initial Forces:
Israeli Player: (Add) Survivors of 4 (SPM)
Syrian Player: (Add) 1 (Medium Mortar), 2 (B-11), 1 (Heavy Mortar), 1 (ZU-23-2), 5 (Trucks)
　　　　　　　(Subtract) 2 ATP leaving 4 ATP, 1 (BTR) leaving 5 BTR.

[16.83] Heights of Kuneitra
Initial Forces:
Israeli Player: (Add) Survivors of 4 (SPM)
Syrian Player: (Add) 2 (Medium Mortar), 2 (B-11), 2 (Heavy Mortars), 2 (ZU-23-2)
　　　　　　　(Subtract) 2 (ATP)
　　　　　　　(Change) 4 (ATP) to 4 (Alternate ATP)

[16.9] Egyptian Front Campaign Game
Initial Forces:
Israeli Forces: (Add) 2 (SPM)
Egyptian Forces: (Add) 2 (D-44), 2 (Medium Mortars), 2 (B-11), 2 (Heavy Mortars)

OMA: (Change) 16 (4H)

[18.0] Additional Scenarios

Again, these two scenarios from Moves Magazine #33, were designed with the counters that were available and what follows are historical additions to them.

[18.1] Tel Maschara
Initial Forces:
Israeli Forces: (Add) 2 (SPM)
Iraqi Forces: (Add) 1 (PT-76), 2 (BRDM-2), 2 (B-11), 2 Trucks
            (Change) 6 (BTR) to 6 (BTR-50)

[18.2] Tel Shaar
Initial Forces:
Israeli Forces: (Add) 2 (SPM)
Iraqi Forces: (Add): 2 (B-11), 2 (Heavy Mortars), 4 (Trucks)
            OMA (Change) 1 (4H)

Information Counters and Tables

   As noted, the original counter set was limited in what informational counters it could include, yet throughout the rules it was suggested to use spare counters as needed. I use information counters from other games since they already exist.

From the Tank (S&T #44) and its expansion:
Improved Positions counters.
Mine counters.
Smoke counters.
Impact markers (for Indirect Fire and Airstrikes).
Wreck counters.

From Mech War 2 or Panzer Battles (S&T #73):
Defilade counters (for Firing Ramps).

For the Game-Turn Record table I use the one from AH's Arab-Israeli Wars game since it goes up to twenty turns and that is the maximum length of any of the scenarios in October War.

COMMENTARY

   October War is known for the simplicity in its rules and I strove keep these advance rules to that same level of simplicity. Still, some rules need some explanation.

Indirect Fire
   I added on-board mortars because that is what both sides had. This does increase the amount of indirect fire that both sides have in the scenarios, but it is usually of a lesser quality. Also, the on-board mortars were under control of the local commander, not an off-board fire direction control center. This gives the Syrians some control on where to place his mortar attacks, as all of his off-board artillery

must be pre-plotted for the entire game. Players may wonder what each on-board and off-map artillery concentration and each close air attacks represents in terms of artillery pieces or planes. The following table provides an answer.

3H – Three 81mm or 82mm Mortars
4H – Three 105mm or 122mm Howitzers, or three 120mm Mortars
5H – Three 152mm or 155mm Howitzers
6H – Three 122mm or 140mm Rocket Launchers
7H – Three SU-7 Attack Planes.
8H – Three A-4 Skyhawks

   The reason that I converted some of the off-board Arab (4H) concentrations in the scenarios to on-board 120mm mortars is because they were, in fact, 120mm mortars. To leave them as off-board artillery gives them a range far in excess of what they actually have.

Anti-Aircraft
   I gave both sides anti-aircraft units because in real life they were used to ward off air strikes, especially on the Arab side. While few planes were actually shot down by on-board anti-aircraft units, in real life many were in fact damaged and forced to abort their missions. This is what the CAS shot down result on the anti-aircraft table really represents. Although anti-aircraft weapons were primarily used against air targets during the war, they were also used against ground targets on occasion.

CONCLUSION

   It was my intention to improve October War to make it a better game, yet still retain its simplicity of rules. These new rules have fulfilled that desire. I hope that other players find enjoyment in this advanced version of the game.