

Heights of Courage Preview

Multi-Man Publishing is proud to have another great game ready to publish. Preorders for **Heights of Courage** are more than 90% of the way towards their goal, just a few dozen short. Your preorder today could be all that is needed for **Heights of Courage** to reach its goal of 520 preorders in time for the 40th anniversary of Yom Kippur 5734. To help promote this game, its developer Dean Essig has written the short overview below. Design and development of **Heights of Courage** is complete, as is layout of the map, rules, and counters. This game is ready to be sent to the printer right after it reaches its goal! **Heights of Courage** is available for pre-order for \$30, discounted from its full retail price of \$40. To preorder this, or any other MMP game, please visit: <http://www.multimanpublishing.com/>



In October of 1973, the combined forces of several Arab countries (led by Egypt and Syria, with smaller detachments sent from elsewhere) launched a surprise offensive against Israel timed to begin with the Jewish holiday of Yom Kippur. The Israelis applied maximum effort to turning back the Egyptians crossing into the Sinai Desert leaving only a thin line of defenders to hold off the Syrian attack in the Golan Heights. This handful of units fought off the armor-heavy spearheads coming from Damascus, while teetering on the brink of disaster (there was no room to fall back if they failed) until the other front was stabilized and some reinforcements arrived.



Heights of Courage is that desperate, seesaw battle—the latest installment in the immensely popular *Standard Combat Series* from **The Gamers**. Begun in 1992 with the award winning **Stalingrad Pocket**, SCS continues that tradition of excellence with **It Never Snows** (a 5-map Market Garden game—currently in the printing process) and **Heights of Courage**. As with all SCS games, **Heights of Courage** combines ease of play with a richly historical experience, each using the same Series Rule Book (currently, version 1.7 is the most recent edition of these series rules) that can be downloaded freely from:

<http://www.gamersarchive.net/theGamers/archive/SCS/SCS%20Series%20Rules%20v17.pdf>

In addition to the updated series rules, **Heights of Courage** also includes a game specific rulebook, two countersheets, and one mapsheet. Turns last from one-half to two days, and each hex is 1 mile across. Syrian units are battalions and brigades. Israeli task forces range from the size of a half battalion to that of a company. Four scenarios allow different looks at the campaign (turn length varies based on when a cease-fire occurs):

- The full 17-turn Historical Campaign
- A shorter 10-turn version of the Historical Campaign
- Operation Badhr—a 6-turn look at the Syrian offensive
- Operation Al-Owda—an enhanced Syrian offensive that can be played in the 6-, 10- or 17-turn versions (the actual Syrian plan had been watered down for various reasons).

The battle itself, far from being the one-sided victory one usually envisions, was nearly won by the Syrians, who were eventually pushed back by a determined Israeli offensive late in the war. This seesaw action will happen, so victory in the game is based not on where the forces end up, but rather on how far each side gets during its “offensive” phase. Both sides get to attack and try to “make their case” for victory. This is done by counting the most Victory Points the Syrians get in any one game turn and comparing it to the total of Israeli Victory Points at the end of the game. What turn the game ends on can vary, discouraging players from attempting any last turn Hail Mary play. The Syrian player must try to get as many Victory Points as possible in a turn early in the game,

Heights of Courage Map Art

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Israeli VP	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Syrian VP	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Turn Record Track

Phase	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Phase 1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Phase 2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Phase Track

Observed or Fast Sequence Only
If using the Slow Sequence skip these

Terrain Key

- Clear Area
- Road
- Bridge
- Down
- Broken / Tall
- Range
- Mountain
- Lake
- Lake Hessian
- River
- Encampment
- Ravine
- Slope
- Wall
- Anti-Tank Ditch
- Fortification



while balancing his need to maintain enough strength to keep Israeli gains under control later in the game. The Syrians never lose the maximum they got earlier in the game—it is a measure of their high water mark.

Although the war “dragged on” for only a few weeks, its modern, 24-hour tempo took an immense toll in fatigue on the troops from both sides. Few battles had previously been fought in an around the clock cycle, and human endurance is finite. By the mid-point of the campaign, both sides were unable to maintain the continuous nature of the fighting they had conducted earlier. Players must decide which of two turn sequences to use. A “fast” sequence allows for full activity but no replacements, while a “slow” sequence allows less activity but does provide some replacements. Both players choose independently each turn, which can lead to unpredictable activity levels.

The Israelis are world famous for their rapid reaction cycles and quick leadership at all levels. This allows them to fight off much more numerous foes by “operating inside their decision cycle.” Meanwhile, the armies of the Arab countries are ponderously designed around Soviet era centralized command. The result is a very nimble smaller force versus a larger but less agile one—always a fun combination in any game! To showcase this, the Israelis are allowed two Exploitation Phases per game turn—one of which is in the midst of the Syrian player’s turn.

The terrain of the Golan Heights is shown in great detail, even though maps of this active military area are closely controlled. Mountains, plains, ravines, and even lava flows channel the two armored forces in interesting and sometimes unpredictable ways. Dotting the frontier are Israeli Strong Points—the forgotten step-children of the larger Bar Lev fortifications in the Sinai. These allow the Israelis a few places to shore up their otherwise strictly mobile defense. Likewise, the Syrians have several belts of entrenchments that do the same for their armor.

On top of everything else in the detailed order of battle is Force Zvika. This would be Lt. Zvi Greengold, Zvika to his friends and history. His story is amazing enough to warrant a direct depiction in the game. Zvika and his tank (plus at times a couple of others) managed to claw apart various Syrian spearhead until he was literally dragged out of his tank and ordered to the rear by his commander. Read his story at: <http://www.amazingben.com/arf0123.html>

Heights of Courage is a brother game of the 1995 award winning SCS title Yom Kippur covering the Egyptian front in the Sinai. The two games are not designed to be linked (the scales are different for obvious reasons, but can be played in tandem to see “who wins the war.”

Heights of Courage is a good, old fashioned, armored dust-up with opportunities for both sides to attack and defend, conserve forces, or go all out, while exploring the colorful canvas that is the Golan Heights campaign of October, 1973. A good historical intro to the battle is available at:

<http://www.youtube.com/watch?v=x5Ked1P0eTA>

Dean Essig, September 2012.

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