DESIGN NOTES FOR ISRAELI ASSAULT (REVISED)
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   Israeli Assault was a scenario created by Kurt Miller that postulated a hypothetical Israeli surprise invasion of the Egyptian coast line on 5 October, 1973, somewhere near Port Said, in order to preempt their planned attack on the following day. It was designed by Kurt Miller and is part of the original game. Like a lot of Kurt's scenarios, it was a good idea that was poorly executed. For one thing, the date was all wrong. On 5 October, 1973 the Israelis had only just learned that the Arabs would be attacking the next day and had no time to put together, let alone mount, an amphibious invasion. Another thing was that Kurt gave the Israelis helicopters and landing craft far in excess of what the Israelis actually had on that date. Yet another thing was that the order of battle for both sides looked like it had been drawn from a revolving drum and made no organizational sense. Still, I thought that it was a scenario that could be corrected and improved upon and that is what I did.

The Mapsheet

   The mapsheet was the easiest file to correct. In fact I did not have to make any changes to the terrain. I only had to change the map direction and add labeling. The original map had the north direction at the top of the map. I switched to the bottom of the map to match the geography of the Egyptian coast with the Mediterranean Sea. The original map had no labeling what so ever, so I added a name to the city and the port facilities. I also labeled where the roads that are going off map lead to. I changed the location of the scenario from just east of Port Said to the city of Dameitta further west along the coast. Keep in mind that the area depicted in the map is completely fictional, it in no way resembles the actual terrain and geography of the Dameitta area. But then this is a hypothetical scenario.

The Order of Battle

   As I mentioned above, the original order of battle for both sides was horrendous. So I scrapped the entire O.B. for both sides and started anew. For the Egyptians I started by giving them a whole National Guard Brigade, not only to guard the coastline but also the interior. For the city of Damietta I assigned a paratroop battalion. Supporting this bunch is an artillery brigade of two heavy artillery battalions and also a medium anti-aircraft artillery battalion. Starting on Turn 13 elements of an independent armored brigade start arriving over that and the next three turns. All of these formations are at full strength and since this scenario now occurs in 1975, I took the liberty of making some minor changes in the T.O.&E.s to reflect the inclusion of more modern weapons. For example, the 35th Armored Brigade has T-62 tanks and BMPs in its inherent armored infantry battalion.

The Israeli force has two brigades, an airborne brigade and an amphibious brigade. The airborne brigade is one from their standing forces, but the amphibious brigade is a makeshift unit. It consists of the two amphibious units that were in the Israeli Army at the time, namely the HaSini Recon Battalion and the 1st Amphibious tank Battalion, which was equipped solely with captured PT-76 light tanks. The other units were drawn from various formations in the Israeli Army. I reduced the amount of landing craft from what was in the original scenario to reflect the actual amount of amphibious craft the Israeli Navy actually had in 1975. One may wonder why the Israelis only have one company of regular tanks in their Order of Battle. It turns out that in 1975 the Israelis only had enough lift capacity for 15 AFVs in their amphibious shipping. The infantry battalion does not even come ashore in landing crafts, instead they have to use assault boats. In the airborne brigade the brigade HQ and commander arrive on the map in gliders. In reality they would be arriving by helicopter too, but in Divided Ground helicopters do not have the ability to carry vehicles, so I have to use gliders as a substitute.

The Scenario

As I mentioned before, the original scenario postulated a preemptive attack to disrupt Egyptian plans in the 1973 War. However, this would never happen in real life as the Israeli government decided that it would be better if they were the defender in the court of world opinion than if they were the attacker in that war. Thus I had to find another reason for an Israeli raid on the Egyptian coast. I found it by loosely linking it to the Ashqelon scenario. The premise is that the Arab attack on the nuclear facility near Ashqelon only damaged it, causing it to cease production of nuclear warheads. The damage though was repairable and production would resume in about a year. Given the time available, the Egyptians decided to stack up on their own form of strategic weapons, namely SCUD missiles armed with chemical warheads, which they could use to attack Israeli population centers. By the time that Israel's nuclear production resumes, Egypt will have already achieved a parity plus situation in terms of numbers of strategic weapons both sides have. Israeli will not allow that to happen. The best way to stop this is to intercept the shipment of these new chemical missiles while they are still in port, before they can be transported to hardsites in the Egyptian interior.

Having established this premise, I next changed the date of the operation to June of 1975, three months after the Arab raid on Ashqelon. This gives the Israelis time to plan such an operation. As for the operation itself, I extended the length of the scenario to 28 Turns so the Israelis have plenty of time to achieve their objectives. I kept the objective hexes, as well as all defensive positions and minefield hexes from the original scenario. I changed the victory point levels to reflect the new Orders of Battle in the scenario. I lowered the Arab's AI rating down to 40 to reflect the fact that they are the defender in this scenario. I also gave them three more airstrikes due to the additional time that they have. All the other stats about the scenario I left alone. I changed the beginning of the scenario so it starts at the beginning of the Israeli operation, not after it has already begun like the original author does. Thus I removed all wreck and damaged city hexes from the scenario.

The basic plan that the Israelis have is to have the first battalion of the paratroop brigade landing by parachute on Turn 1 with the mission of securing a landing zone for the rest of the brigade which starts coming in on Turn 4 by helicopter. The airborne brigade's missions are to assault Egyptian support elements in the rear areas, to clear the coastline for the amphibious assault and set up blocking positions to stop the Egyptian reinforcements which are sure to arrive. Starting on Turn 10 the amphibious force comes in. Its job is to capture the high victory point value hexes. The Egyptians of course will try to prevent this but are hampered in the beginning as they are locked in position for ten turns, which represents the Egyptian High Command's temporary indecision over what is happening at the beginning of the scenario.

All in all, this scenario is a definite improvement over the original. Enjoy it.