<p style="text-align:center">**DESIGN NOTES FOR A SPECIAL VENGEANCE (REVISED)**
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   The original scenario "A Special Vengeance", which came with the game, is another example of a flawed masterpiece. Like the other scenarios in Divided Ground it was started when there was plenty of time to do it, then hurriedly completed to meet the demands of a highly accelerated game release date. The map was excellent in depicting the area in question, namely the northern most part of the Israeli-Syrian border along the Golan Heights. However, the orders of battle, especially for the Syrians, are badly flawed and do not reflect the actual forces involved. Thus it was time to correct this scenario.

Map

   The map was based on maps from the British War Office series of 1960. These maps were mostly done in the 1950s, with the Sinai maps actually being done during World War II. The ones for the Golan Heights were done in the late 1950s and were pretty accurate in 1967. The game map is depicted in Desert terrain because the Golan Heights was for the most part a dry place. Yes there were farms in the Heights but these were few and far between as water sources were at the time pretty scarce. This is in contrast to the more modern maps of the Golan Heights in Middle East which are depicted in the Mediterranean terrain. It should be noted that the Israelis did not start to develop the Golan Heights until after the 1973 War. It was then that they opened the land to civilian settlements. The Israelis made an effort to develop many water reservoirs in the Golan and it was then that the land started to take on a more Mediterranean look in the terrain. It should be noted that the terrain in the Huleh Valley at the western edge of the map should be in Mediterranean mode but even maps in Middle East can not be depicted in both modes at the same time so I stuck with Desert mode.

Orders of Battle

Syrian

   In the original scenario the Syrian defense consisted of two infantry brigades, the 12th and the 24th. Neither of these brigades exited in the Syrian Army at the time. In addition, their internal composition was not only identical, but also included just about every combat platoon in the game's organizational chart for 1967. I researched the Syrian Army of 1967 which consisted of eleven infantry brigades (seven regular and four reserve brigades), three mechanized infantry brigades, and one armored brigade. It also had at least ten National Guard battalions of which seven were deployed in the Golan Heights in 1967. The infantry were supposed to be motorized, in other words truck borne, but in reality was only motorized part of the time. The Syrian Army, like most Third World armies of the time, had spent a lot of money on building up its combat elements and very

little in establishing an efficient supply and repair infrastructure. As a result in 1967, about a third of all vehicles in the Syrian Army were non-functional, either in need of repair or waiting for replacement parts. Thus the infantry brigades shared trucks. Those infantry brigades on the front line of defense in the Golan Heights were stripped of their trucks (save those of their headquarter and artillery units) as they were in a static defense.

In the section of the Golan Heights depicted in the scenario the primary defensive unit was the Syrian 11th Infantry Brigade. It was composed of three infantry battalions (the 241st, 242nd, and 243rd), the 2nd National Guard Tank Battalion, and a host of supporting units. It was screened along the actual border by the 47th National Guard battalion. The Syrian artillery in the Golan Heights had its own organization and was organized into brigades containing multiple artillery and rocket battalions of various types (including anti-tank and air defense ones as well). The artillery brigade and battalion numerical designations were guesswork on my part. (Every time the Syrian government underwent another military coup, the new regime would change the numerical designations of the battalions and brigades, thus driving military historians and Israeli Intelligence crazy trying to figure out which designations were current.)

Israeli

The original Israeli order of battle was much better, though still not perfect. The Mendler (8th) Armored and the Golani (1st) Infantry Brigades were indeed the assaulting units in this section of the Golan. The Golani Brigade had three infantry battalions (12th, 13th, and 15th), an armored company (French Shermans), a self-propelled mortar battalion, and a dismounted artillery battalion. The Mendler Brigade, which was originally deployed down in the Sinai, had its internal composition changed when it was transferred to the Golan Heights. For the battle in the Golan it had two armored battalions (the 81st being equipped with Super Shermans and the 124th being equipped with Centurions), the 87th Armored Infantry Battalion, an artillery battalion, and an engineer detachment of eight bulldozers. These two brigades were organized into Ugdah Laner, a divisional command unit, which also had under its control an engineer battalion (which had bulldozers). The original scenario only had part of each brigade in the order of battle, due to being a shorter scenario.

The Scenario

Although the original scenario showed signs of being quickly put together, it still had a pretty good structure. Still I had to make some changes to it in order to make it more historically accurate. To begin with, I added more Improved Positions to the Syrian set up while keeping all of the original fortifications and minefields in their original locations. All Syrian units, save the artillery, headquarters, and leader units, are fixed in position at the start of the game, with a released turn of Turn 20. This is to reflect the ugly fact that when the word came down to withdraw, the Syrian leadership frequently pulled back without informing their subordinate units, leaving them on their own. In the Syrian setup, units in the 243rd Infantry Battalion and in the two companies of the 2nd National Guard

Tank Battalion start the game at reduced strength. This is due to them being involved in an abortive attack upon Israeli territory on June 6th. The Syrian force was rather easily beaten back across the border with over 200 casualties and six destroyed tanks. This precipitated a two day long artillery duel between the Syrians and the Israelis, which resulted in just about every town and village close to the border on both sides being wrecked, hence the reason why most of the villages on the map are now rubble. I placed six wreck markers east and southeast of Dan to reflect the locations of the six Syrian tanks that were destroyed during the June 6th attack. (The Israelis had not been able to clear them away before the June 9th attack.)

The Israeli set up deserves mention. I set up the Israeli artillery battalions off map as that was their true location on June 9th, although the Golani Brigade's mortar battalion is set up on the board by virtue of the shorter range of the 120mm mortar. Most of the Mendler Brigade, save the 124th Armored Battalion, is set up on the board but the Golani Brigade only has its 12th Infantry Battalion, plus the mortar battalion set up on the board at the beginning of the game. The Israelis have the rest of their battalions coming on as reinforcements, with the 124th Armored coming on starting on Turn 5, the 13th Infantry coming on starting on Turn 9, and the 15th Infantry coming on starting on Turn 15. Historically the 13th Infantry Battalion came in behind the Mendler Brigade and followed it up the road all the way to the top of the Golan escarpment, then turning north to encircle part of the Syrian force. The 15th Infantry Battalion was the division reserve for Ugdah Laner and historically did not come on the board, but I have made it available for the Israeli player to use. I have increased the game length to 35 turns, in order to give the Israelis more time to achieve their objectives, the original scenario was just too short.

Conclusion

I hope that these design notes give players a better understanding on why I made the changes that I did. Enjoy the scenario.