

DESIGN NOTES FOR BATTLE OF JENIN 1967

**By
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The battle of Jenin 1967 scenario was originally created by Abu Ben Kappely (alias of Wyatt Kappely who was the chief playtester for Divided Ground). The scenario itself was an combination of the first two scenarios of the 1967 Linked Campaign Game (both the Israeli and Jordanian versions) by Edwin Conmy. It was one of the large scenarios and it was not part of the original game. Instead it was an independent scenario that was posted on Games Depot. However there were errors in the scenario. There was an error in the map that was corrected in the Divided Ground 1.04 Patch. The orders of battles were based on the those in the Linked Campaign Game, modified by changes in both the Israeli and Jordanian unit organizations posted in the 1.02 Patch, but not those included in the 1.03, 1.04, and 2.0 Patches. Thus I resolved to update this scenario some years ago using the information from these later patches.

Mapsheets

The map sheet was a combination of the mapsheets of the first two scenarios of the Linked Campaign Game. This was not hard as there was considerable overlap between the two mapsheets. These mapsheets were based on the British War Office map series of 1960. The maps of the West Bank were made in the early 1950s. One notable item that was missing from them was the abandoned railroad that runs through the area. Because the railroad was largely useless both Kappely and Conmy never put it on the maps. But it is a viable terrain feature so I added it in. Note that the absence of bridges on the railroad, except in one spot, is deliberate. The Jordanians destroyed the bridges in their area to prevent the Israelis from using it as means to enter Samaria after the 1947-49 War for Independence.

Orders of Battles

The orders of battle for both sides were largely unchanged except for additions mandated by the order of battles in the later Divided Ground patches. I did make one important change. The Jordanian overall commander was Brigadier el Jaza. But he was also the commander of the 40th Armored Brigade. Upon his arrival in the Jenin area he was put in charge of all Jordanian forces in the area. Thus he had to put his deputy commander in charge of the brigade and he took part of the brigade headquarters to make an ad hoc divisional command structure. This is why the Jordanian division headquarters has a strength of one (1) and the 40th Armored Brigade's headquarter unit is of reduced strength of two (2).

Scenario

The scenario itself is largely unchanged from the original author's design. The only real difference is Israeli reinforcement schedule in the Divided Ground and Middle East versions. Players will find that some of the later arriving infantry units may arrive a turn earlier in the Middle East version than in the Divided Ground. This is because of the difference in the carrying capacity of transport units between the two game. (Divided Ground still has the old system where one strength point of transport carries one strength point of infantry whereas Middle East uses the newer system where a strength point of transport carries two strength points of infantry.) But this will only affect a few Israeli companies.

Conclusion

I hope that Middle East players enjoy this scenario. See if you can change history and stop the Israelis from conquering Jenin.