DESIGN NOTES FOR SCENARIOS IN "ODE TO ARAB-ISRAELI WARS"
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The following are the design notes for the twelve scenarios presented in "Ode to Arab-Israeli Wars". Eleven of these scenarios come from the first twelve scenarios in the game and the other is substitute scenario to replace the other scenario from the first twelve that can not be duplicated in Divided Ground. These design notes deal with the scenario set ups and possible variations to them. Other variations such as environmental conditions, morale levels, scenario length, etc., I leave to the judgment of the players.

Scenario #1

Scenario #1 is actually Situation B-1 in AIW. This depicts the Egyptian blocking action near Bir Gifgafa during their withdrawal to the Suez Canal in the 1956 War. In AIW, the map board consisted of boards A and B, but the Suez Canal and all hexes west of it on Board A are ignored and can not be entered by units of either side. Thus I just deleted all of those hexes from the map, leaving only the part of the board that can be entered. The Egyptians enter first from the northern edge of the board and the Israelis enter second from the southern edge of the board. This action is a pure armor battle. The Egyptian force is an armored brigade comprised of two battalions of T-34/85's and one battalion of SU-100's. The T-34/85's come in three tank platoons and the SU-100's come in six vehicle batteries. The Israeli force is an armored brigade comprised of an armored battalion of three companies of Shermans and an armored battalion of two companies of AMX-13 tanks. All of the tank platoons are of the five vehicle variety. The Egyptians have the advantage of moving first and thus being able to set up in defensive positions while the Israelis have the advantage of more leaders in their set up, down to the company level. The victory conditions in the AIW version of this scenario are based on unit elimination for both sides and for Israeli exiting units off of the northern edge of the board. The Egyptians also get victory points for Israeli units remaining of the board at the end of the game. All of these were easily transferred to the Divided Ground version except for the condition of Israeli units remaining on the board. I ignored this last requirement as the scenario almost always results of mass of wrecks on both sides in the middle of the board.

There are not many variations to apply besides changing the entry hexes and the usual other things that players can do on their own. Both sides are set up on the map and there are no reinforcements.

Scenario #2

Scenario #2 is actually Situation B-2 in AIW. It depicts a brief exchange of fire between the Israelis and the Syrians along the Purple Line in the Golan Heights prior to

the 1973 War in the vicinity of Rafid. In AIW, the boards that are used are C and D. The Syrians, which set up on the eastern half of the board (east of hexline xx,10), mostly have a direct fire force, with some indirect fire from the heavy mortars. The two SU-100 units are actually replacement units for the T-34/100 unit from AIW as Divided Ground does not have this unit. The Israelis have an infantry unit inside a pillbox in the main town on the map. This represents the concrete bunker type outposts that the Israelis had looking across the Purple Line in order to keep an eye on the Syrians. This is set up in the grove just east of the main village on the board with an infantry platoon occupying it. The rest of the Israeli is set up on the western half of the board (west of hexline xx,10). This is a reduced tank battalion with two armored companies and an armored recon company. The victory conditions only require the destruction of enemy units, there are no objective hexes for either side to capture nor are any points gained by either side exiting the board.

There are really not much in the way of variations in this scenario other than each side changing their respective set ups within their halves of the board. There is a restriction of where the Israeli fort and infantry unit inside it may set up. They may only be set up in hexes 11,13; 11,12; 12,11; 13,12; 14,12; or 14,13. This is dictated by the set up instructions in the AIW version of this scenario.

Scenario #3

Scenario #3 is actually Situation B-3 in AIW. It depicts the advance and the subsequent slaughter of the Iraqi 12th Armored Brigade at the hands of the Israeli 19th Armored Brigade near Tel Maschara. In AIW, only Board D is used. The Israelis start the game set up on the board anywhere west of hexrow 22,xx. Their force is an armored battalion of old Isherman tanks. The Iraqis enter on the east edge of the board on Turn 1. Their force is a standard three battalion tank brigade. The Iraqi mission is to exit off of the west edge of the board by the end of the game. The maximum visibility in this scenario has been reduce to ten hexes to reflect the light conditions during the time of the battle, which occurred between first light and dawn. The victory conditions require unit destruction for both sides and also give points for any Iraqi unit exited off of the road hexes on the west edge of the board.

Not much variation on this scenario. The Israelis can alter their set up as long as they remain west of hexrow 22,xx and the Iraqis can alter the entry hexes on the east edge of the board.

Scenario #4

Scenario #4 is actually Situation B-4 in AIW. It depicts the famous advance and destruction of the Egyptian 25th Armored Brigade at the hands of the Israelis north of Botzer. In truth this scenario is actually the first phase of the battle as the Israeli 600th Armored Brigade performs a delaying action, thus giving time for two other Israeli armored brigades to flank the Egyptians and who actually were responsible for most of

the 25th Armored Brigade's destruction in the later phases of the battle. One may wonder, why should we have this scenario is there is already a more accurate scenario of this battle in Divided Ground? Well, this is a reproduction of the AIW version of the battle in Divided Ground format and it deserves to be played.

The scenario employs Board B in AIW. Both sides start the game set up on their respective sides of the board, the Israelis in the northern most five hexrows, the Egyptians in the southern most five hexrows. The Israelis consist of a weak armored brigade with two armored battalions of two companies each. However, the Israelis have a very good tank, the modified M-48. The Egyptians have a full armored brigade, with a mechanized infantry battalion in tow. The Egyptians have the T-62 tank and the BMP APC in their T.O. & E. The original victory conditions in the AIW version require unit destruction for both sides and the exiting of Egyptian units off of the north side of the board by the end of the game. These were easily transferred to Divided Ground. However, the Israelis also get points for Egyptians units still on the board at the end of the game. This was not transferable to Divided Ground, but the large size of the Egyptian force ensures that the Israeli will get the same ratio of points in unit destruction alone in Divided Ground as they would for both unit destruction and Egyptian units left on the board in AIW.

Again, not much variation in this scenario other then the unit starting positions in each side's set up section of the board.

Scenario #5

Scenario #5 is actually Situation S-1 in AIW. It depicts an Israeli raid on a Jordanian police fort at the village of Kalkiliah. In AIW, the scenario employs Boards C and D. Both sides start with units on the map. The Jordanians are set up around the single village hex in the eastern half of the map. The have a regular infantry company and a reinforced militia company, which represents the police. In the AIW version of this scenario, the Jordanians are also given a fort. In the Divided Ground version I gave them a trench. The Israelis have two groups. One group is set up in the main village in the western half of the board. This consists of a paratroop battalion, minus one company, mounted in halftracks. The other group is a large paratroop company deployed in the eastern half of the map. The units of this company are deployed east and southeast of the Jordanian trench hex in two smaller groups. The Israelis also have two batteries of off-the-board artillery. Both sides have reinforcements that come in during the course of the game. The Jordanians have the remainder of the infantry battalion, of which the on-board infantry company is part of, entering the board on the eastern edge on Turn 5. The Israelis have a mixed infantry/tank unit entering the board on the western edge on Turn 11.

In the original AIW version of this scenario, there were special rules, namely that the Israeli reinforcements only came on the board if the Israelis lost three or more units. Also, its scenario length would increase from 10 to 15 turns. As I could not program these conditions into the scenario, I opted to just make the scenario 15 turns long and made the Israeli reinforcements automatic on Turn 11. The original victory conditions

called for unit elimination and possession the Jordanian bunker hex. The Jordanians also received victory points for any Israeli units left on their side of the board at the end of the game. The unit elimination and bunker possession was easily transferable but the other victory condition was not, so I opted to making the village next to the bunker an objective hex too, of greater value.

There is some variation in this scenario. For the Jordanians, the bunker can be placed in any hex adjacent to the town it is next to. They can also rearrange the set up of their on-board units around the town as long as no unit is set up in the town. The Israelis can rearrange the set up of their units as long as there are no units within four hexes of the Jordanian bunker. Both sides can alter the entry hexes of their respective reinforcements.

Scenario #6

Scenario #6 is actually Situation S-2 in AIW. This depicts the Israeli assault on the Egyptian fortified line at Abu Agheila. Now again one may wonder, why have this scenario if a more historically accurate one is available on Games Depot? Well again being a reproduction of the old AIW version of this battle and it goes to show how much information the developers back then really had compared to what we know now. This scenario is unique as it is one of the few night scenarios. Although the original AIW rules did not have instructions for night, variant rules later published in the Old Soldiers e-mag did and this was one of the scenarios designated as a night scenario by that article. Also historically, this battle did occur at night so placing it in night time conditions is only logical.

In the AIW scenario, Board B is the only board that is used. The Egyptians start the game set up on the board. The 12th Infantry Brigade occupies the fortified line, which is not very fortified by the looks of it, in three adjacent hexrows. Unfortunately, the Egyptians only get improved positions, based on the set up in the AIW version. In the western half of the map is the Egyptian artillery and armored units. I organized these units in their historical designations. The artillery howitzers I organized into two battalions of three 3-gun batteries each. There is one non-historical unit in the Egyptian set up. I placed a division headquarter on the map with a division commander. Historically the actual division headquarters was never in the Abu Agheila area, but I placed it in this scenario for game purposes to provide a unity of command and supply for the Egyptians. (One historical note, there were never any T-10's or JS-III's at Abu Agheila, however this was not known in 1977-78 when the game was developed and their inclusion was a result of an erroneous Israeli intelligence report.) The Israelis enter the game on Turn 1 in two groups. The first group enters on the eastern edge of the board and the second group enters on the northern edge of the board behind the Egyptian fortified line. The Israeli force consists of two armored battalions, one mechanized battalion, and two off-the-board artillery battalions. Like the Egyptians, the Israeli artillery battalions each have three 3-gun batteries. Neither side has any reinforcements during the scenario. The victory conditions are based on unit elimination, Israeli units exited off of the western edge of the board, and on Israeli units remaining on the board at the end of the

game in the AIW version. The first two conditions were easily transferable to Divided Ground, the last one was not. But again, as in Scenario #4, the large size of the Egyptian force will insure that the Israelis will get the same ratio of victory points in the two respective versions.

There is a lot of room for variations. Most of these entail switching around set up hexes and points of entry. However, ten turns is a short time for the Israelis to achieve their objectives in night time conditions and players may want to lengthen the scenario two to five turns in order to give the Israelis the same relative chances as they would have in the daylight.

Scenario #7

Scenario #7 has no equivalent scenario in Arab-Israeli Wars. Situation S-3 in AIW, Irbid, is an Arab versus Arab scenario, which is not possible to produce in Divided Ground due to the game and computer programming mechanics. So I had to replace it with a variant scenario published in an independent magazine. This variant scenario depicts the battle of Kerama, where the Israelis raided Fedayeen guerilla camps located inside Jordan. Of course the Jordanians had to respond to "the invasion" of the country with their own troops, even though they were not too fond of the Fedayeen either.

In this scenario, only Board C is used in AIW. The Arabs actually have two different forces. One is the Fedayeen, represented by Syrian militia and support units, located in improved positions near the west edge of the board. The other force is the Jordanians, which comprises of an infantry company supported by tanks, located in the main village on the board. The Israelis have a paratroop battalion deployed in various places around the board, mostly surrounding the Fedayeen unit, but one company over watching the entry point on the east side of the board to stop Jordanian reinforcements from intervening. Both sides have off-the-board artillery to the tune of two battalions (regiments in the Jordanian Army) each. The Israelis also have ten air strikes on call. Both sides have reinforcements. The Jordanians have a large force arriving on Turn 8, comprising of the rest of the infantry battalion, supported by anti-aircraft units, and the rest of the tank company of those units already on the board. In addition, another artillery battalion arrives on the board with them. The Israelis have a mixed mechanized force consisting of a tank company, a mechanized infantry company, and a self-propelled anti-tank unit, arriving on Turn 11. The victory conditions are based on unit elimination and on the possession of objective hexes. There are three Syrian objective hexes, representing the Fedayeen base, and three Jordanian objective hexes in the main village on the board, in this case representing the town of Kerama.

There is a lot of room for variation on this one. Besides the usual altering the entry points of reinforcements and changing the starting locations of the on board units, the Fedayeen camp could be moved to a different part of the board. Remember that the three objective hexes comprising the Fedayeen camp must remain adjacent to each other if you move the camp though.

Scenario #8

Scenario #8 is actually Situation S-4 in AIW. It depicts the battle around the town of Jenin during the 1967 War. In AIW, Boards C and D are used. The Jordanians are the defenders and set upon the eastern half of the board. The defenders comprise of a battalion of the 25th Infantry Brigade, plus a company from the 12th Armored Battalion (along with its battalion headquarters) and a battery of 25 pounder artillery (deployed as two half batteries). Among the defensive positions allocated to the Jordanians in AIW are ten improved positions, one fort (which I made into a bunker), three blocks, and six 2-1 minefields. These were easy to place into a reasonable defensive line. The Israelis have an armored brigade consisting of two armored battalion (one of which arrives as reinforcements on Turn 3) and two infantry battalions. These deploy on the western half of the board, except of the reinforcing tank battalion which arrives on the northern edge of the map and is actually outflanking the Jordanian line. The Israelis have ten airstrikes (and the Jordanians have two half batteries of 40mm AA guns to defend against them). The Jordanians have the rest of the 12th Tank Battalion, another infantry company from the 25th Infantry Brigade, and the Brigade Headquarters itself arriving on the eastern edge of the board on Turn 4. It should be noted that historically, the Jordanians were using M-47 and M-48 tanks in this battle. However, AIW gives them Centurian Mk III tanks and that is what I give them in this scenario. In the original victory conditions, both sides received victory points for unit elimination. The Jordanians also received victory points for Jordanian units either on the board at the end of the game or exited off of the board before the end of the game. The unit elimination conditions were easily transferable but I substituted objective hexes for the Israelis to capture in place of the special Jordanian victory conditions.

Again there is a lot of variation in this one. The Jordanians are restricted in placing there on board starting units between hex lines xx,06 and xx,11 (inclusive). The Israelis may set up anywhere on the western half of the board west of hex line xx,14 (exclusive). The Israeli reinforcements may enter anywhere on the northern edge east of hex line xx,11. The Jordanian reinforcement may enter anywhere on the eastern edge of the board.

Scenario #9

Scenario #9 is actually Situation S-5 in AIW. This is not a different scenario in its own right, but instead is a hypothetical variation of Situation S-4. In this scenario, an Iraqi armored brigade is added to the Jordanian reinforcements on Turn 4. The Iraqi armored brigade consists of two armored battalions, using the old style organization of 50 tank battalions. Each Iraqi tank unit has five strength points, with the command tanks left out as it is assumed that they have been used to fill in the losses that the Iraqis took from air strikes while in route to Jenin. The victory point levels were altered to reflect this increase in the Jordanian forces.

As usual there is a lot of variation in this scenario. Just follow the directions in the previous scenario section. It should be noted that these additional reinforcements turn the scenario from a desperate Jordanian defense into a dynamite confrontation between armored forces.

Scenario #10

Scenario #10 is actually Situation S-6 in AIW. It depicts an Egyptian armored assault on the Israeli defensive line in the vicinity of Ras Sudar. In AIW, only board B is used. The Egyptians have a full armored brigade, equipped with T-55 tanks, supported by a mechanized infantry battalion. In addition, the Egyptians also have anti-aircraft units to defend against the Israeli airstrikes. All of this is under the united command of the armored brigade headquarters. This force is set up on the board in the western most ten hexrows. The Israelis have a paratroop battalion, supported by a tank battalion of TI-67 tanks, and a self-propelled 90mm anti-tank battery. There are five improved positions in the Israeli set up but they can construct more during the actual scenario. All of this is under command of the paratroop brigade headquarters located near the eastern edge of the board. This force sets up in the eastern most twelve hexrows. The Israelis also have ten airstrikes at their disposal. There are no reinforcements for either side, nor does either side have any off-the-board artillery, their only respective artillery support coming from the organic mortar units in each force. The victory conditions are pretty straight forward, based on mutual unit elimination and the number of units the Egyptians exit off of the eastern edge of the board by the end of the game.

Not much variation on this scenario, namely varying the locations of the individual units within each side's set up zone on the board.

Scenario #11

Scenario #11 is actually Situation S-7 in AIW. It depicts an Israeli armored assault on Syrian forward positions in the vicinity of El Al. In AIW, both Boards C and D are used but they are place end to end, not side by side, as in previous scenarios. The Syrians start the game set up on the board, on hexrow 15 or anywhere east of there. They have in their forward positions, a reduced mechanized infantry battalion (only has two line companies) and elements of the divisional anti-tank battalion. Backing them up further behind is a full armored brigade, equipped with T-55 tanks. One will note that the Syrians have Egyptian BTR-60's in their infantry battalion. This is because Divided Ground does not have BTR-60's in their orders of battle for the Syrians. Historically the BTR-60 was the Syrian's primary APC in the1973 war so I must use Egyptian ones in their place, thus giving a mixed Arab force in the order of battle. The Syrian force is under control of the divisional headquarters located near the eastern edge of the board. The Syrians only have three improved positions in their starting set up, but this reflects that these are forward forces of the Syrian advance which have started to set up defensive positions when the Israelis attacked.

The Israeli force consists of two armored battalions, each supported by a mechanized infantry company, and an additional weapons company with one of the armored battalions. The Israelis have Isherman tanks in one of their battalions and Sho't tanks (the improved Centurion) in the other battalion. The infantry and support forces may seem larger than what the AIW version of this scenario would indicate but then these additional units are the "hidden" units mentioned in the main design note article for this series. These would include the light machine gun and mortar platoons in the line companies and the heavy machinegun platoon in the weapons company. All of these are under control of a brigade size task force headquarter as this is a mixed force consisting of units from two different armored brigades. This entire force enters along the west edge of the board on Turn 1.

Neither side has any off-the-board artillery or airstrikes and must rely on their own respective organic mortar units for indirect fire support. The victory conditions reflect the standard mutual unit elimination requirements and the Israeli unit exiting requirements off the east edge of the board by the end of the game. However the original victory conditions in AIW also gave points to the Israelis for any of their units on the eastern half of the board at the end of the game. I substituted a series of objective hexes, centered in each of the three towns on the board for the Israelis to capture by the end of the game.

There is a lot of room for variation in this scenario, especially in the Syrian set up, considering the big area that they have to set up in. The Israelis are more limited, given the small edge that they enter on.

Scenario #12

Scenario #12 is actually Situation S-8 in AIW. It depicts the Israeli armored assault on the Syrian positions near Mazrat Beit Jan. Now again, since there is a historically accurate scenario on this battle in the Games Depot, why have the scenario included in this series. Well again, because it is part of AIW and it is interesting to see the differences in the order of battle between both versions, comparing what was know in 1977, and in the early 21st Century. In AIW, just Board D is used. Both sides start the game set up on the board and in such close proximity, the action will pick up almost immediately.

The Syrians have a reduced infantry brigade, consisting of two reduced battalions plus the usual supporting units. There is also an enlarged battalion of T-34/85 tanks as well as two batteries of SU-100 tank destroyers attached to the brigade. In the AIW scenario the T-34/85's have no movement factor as they represent dug-in tanks in the defensive line. In the Divided Ground version I merely fixed them in place, which means that if they are fired upon they will be able to later move around. In the original version of this scenario, the Syrians have eight improved positions and two forts. I gave them eight improved positions in their starting set up and for the forts I gave them two bunkers. The Syrians have a good deal of artillery, with a MRL battalion and a 122mm battery on the board,

and off the board are three more batteries of 122mm and two batteries of 152mm. The Syrian force sets ups on hexrow 22,xx and anywhere east of there.

   The Israelis have an armored brigade that is set up on hexrow 09,xx or anywhere west of there. The brigade has two armored battalions, each with 30 Sho't tanks, a heavy mortar battalion, but only a company of mechanized infantry, plus a scout unit. Their artillery is pitifully weak, only one battery of off-the-board 155mm howitzers. But their main strength is in their tanks, with guns which will out range most of the Syrian anti-tank weapons, thus allowing them to destroy them at a distance. Neither side has any airstrikes or reinforcements.

   The victory conditions call for the usual unit destruction on both sides and for the Israelis exiting units off of the east edge of the board by the end of the game. While the original version also called for the Syrians getting victory points for Israeli units left of the board at the end of the game, I ignored that as it can not be duplicated in Divided Ground

   Giving that both sides set up on the board, the only variation possible is different starting locations.

Conclusion

   This marks the end of this article for the first set of the scenarios in this series. The second set will soon follow. Until then, enjoy them.