

DESIGN NOTES FOR COMMANDO RAID ON ROMANI

**By
Alan R. Arvold**

Commando Raid on Romani was one of the original scenarios that came with Divided Ground when it came out. Designed by Edwin "Mick" Conmy, it was one of those scenarios in which a bigger battle was planned but because of a cut short production schedule, a smaller scenario was quickly designed and put into the game without any playtesting. (In other words it was a crappy scenario.) With the conversion of all Divided Ground scenarios to Middle East, the opportunity arose to finally fix this scenario and make it into the good scenario that it was meant to be.

The Map

The map was based on the old British War Office series done on the Sinai during the Second World War. This was obvious by the fact that the coastal railroad was missing and the town of Romani was only a one hex village. This needed to be improved. I added the railroad to the map and increased the village to three hexes to reflect the post war growth. I even added some light woods to provide some vegetation and also a small airstrip. Okay it's not quite like the Romani maps of Middle East but it's better than what it originally was.

The Orders of Battle

The original orders of battles for both sides were a much reduced version of what was originally planned for the scenario. Not only that, the make up of the forces, especially the Egyptians, emphasized anti-tank weapons over anti-personnel weapons. I changed this to a more balanced arrangement of weapons by making the Egyptian commando unit a full battalion. In the Israeli forces I increased the sizes of the reinforcements, especially of the those that come in from the east side of the map, which I raised to a full armored battalion. For the garrison in Romani I gave it a militia company, which I named an admin company as these represent various support and maintenance personnel that are quickly organized into a self defense force. I also added some helicopters and other extra units in Romani. The vehicles that station in Romani belong to the units over at the Budapest outpost on the map. (Being a static force the Budapest unit would not keep their vehicles with them but would park them at a nearby base, in this case Romani.) I gave the Egyptians a morale level of 6 to reflect their elite status. The Israelis were given a morale level of 7 except the garrison at Romani which I gave a morale level of 6 to reflect their rear area status.

The Scenario

In the original scenario Conmy had the Egyptians raiding two different sites, the base at Romani and the Budapest outpost. Now historically the Budapest outpost was located a few miles to the northwest off map. My guess is that Conmy combined two separate commando actions into one in this scenario so he moved the Budapest outpost on map. That alone makes this scenario ahistorical which is why I classified it as HISB in Middle East. I extended the scenario to 18 turns to give the Egyptians more time to accomplish their objectives and revised the victory point totals to reflect the changes in the forces. The objectives for the Egyptians have not changed, they are still Romani and the Budapest outpost, plus both sides have unit elimination for additional victory points. Historically the Egyptian

commando units caused various amounts of damage and destruction through out the western Sinai in the opening days of the war before the Israelis managed to track them down and destroy them. This raid was but one example of them.

Conclusion

This scenario is the start to my conversion of the 1973 War Sinai scenarios from Divided Ground to Middle East. Enjoy it and what is to come.