

## **DESIGN NOTES FOR THE CANAL-CROSSING SCENARIOS**

**By**  
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Back when Divided Ground first came out, Al Sandrik came out with a pair of scenarios which showed the Egyptian Canal-crossing assault against the Israelis, a situation that was sadly missing from the original game's list of scenarios. The first one, Assault at Hizayon, showed a fairly accurate canal-crossing assault. The second one, Shovach Yonim, was a hypothetical what-if type situation showing what would have happened in the Israelis were better prepared. Both used the same mapboard and also the orders of battles for both sides that were part of the original game, before the various patches corrected them. That alone made the scenarios in need of correction. But there were other simple mistakes and I endeavored to correct them as I get these scenarios converted to Middle East.

### **Mapboard**

The same mapboard is used in both scenarios and is historically based on the area where the Hizayon Outpost is located. However, it is an approximation of the area, especially when compared to the mapboards used in the Yaguri and Ismailia scenarios. And the mapsheets were rather bland looking, I added the railroads and towns based on what I saw on the Ismailia map. Sandrik was obviously not too interested in providing detail in the map, he only put in the features that pertained to what he is portraying, a cross-canal assault and the subsequent ambush of the reinforcing Israelis. However, he only gave the Egyptians one high mound on the west bank berm, historically they had three in that area. So, I compromised and only gave them a second one since this is not an exact recreation. He also seems to use a smaller scale than 250 meters per hex. I estimate it to be 125 meters per hex. While this does not change the number of hexes that the various weapons' ranges are, it does halve their ranges in real life.

### **Orders of Battle**

The orders of battles for both scenarios were almost identical. Only minor differences in the labeling of the Israeli forces. However, I noticed that he gave the Egyptians weak support forces on the high mounds on the west bank berm, so I increased them using support forces in the Yaguri and Ismailia scenarios as my guide. Also, Sandrik overrates all of his leaders so I had to reduce them to appropriate levels for their command grade. (As a general rule, company grade officers get a level of 1, battalion level officers get a level of 2, brigade level officers get a level of 3, division level officers get a level of 4, and corps and above get a level of 5. Yes, there are scenarios where officers historically performed better or worse than what their command level would indicate, and their respective command levels are raised or lowered to match history. Arab leaders follow the same rules as the Soviets, that is battalion level officers, and any company level ones, get a command level of 1, brigade level officers get a 2, etc. Jordanian officers because of their British background, follow the same rules as the Israelis.) I also gave the Egyptians a mortar company because historically it was there.

### **Scenarios**

The Hizayon scenario shows the historical Canal crossing and the Israeli response to it. The Shovach Yonim scenario shows what would have happened if the Israelis had moved their armor up into

position before the war started. I essentially kept the scenario set up as Sandrik had them, the only additions being the additional support forces that I gave the Egyptians. But I also gave each side smoke rounds for their artillery. I also lowered the Egyptian morale the more historical level of 5. The objective hexes are based on the Bar Lev fortification hexes and the ambush positions the Egyptians must occupy further east. Sandrik had a note in the description of each scenario about the boats the Egyptians use to cross the Canal. These were house rules of his about not taking the boats beyond the first hex on the east bank of the Canal. This goes without saying, once the boats have achieved their purpose they become excess baggage and so any player is going to leave them in the disembarkation hexes. I deleted these notes as I found them unnecessary. Both scenarios recommend they be played as Egyptian player. I quite agree as I do not see the Israelis having any real chance in either of them.

## **Conclusion**

I hope that players find enjoyment in these scenarios.