

DESIGN NOTES FOR SYRIAN REVENGE

By
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Syrian Revenge is based on a scenario by William Jenkins. It is supposed to be a hypothetical meeting engagement type scenario occurring during the 1973 War between the Israelis and the Syrians. The scenario did not come with the original game, but was posted on Blitzkrieg Wargamer's Website. The scenario did not even have a proper name, instead Jenkins just left the generic game name in the title section of the scenario header. It was a badly flawed scenario. It was supposed to happen somewhere in northern Israel near the coast during the early days of the war. The main problem with this premise is that in reality the Syrians never got that far and really had no real intention of doing so as their goal in the war was the recovery of the Golan Heights. I therefore took it upon myself to improve it and changed the scenario to occurring in Lebanon in the mid Seventies, a more realistic and historical simulation. Oh, by the way, the files are titled Syrian Revenge in the game and I continued the practice in my revision.

The Mapboard

The mapboard used the Mediterranean region series of terrain hexes and I decided to basically leave it alone with only a few minor changes. I have it now representing a fictional region in northern Lebanon where the new scenario is taking place. The names on the map are the real names of Lebanese towns and cities, but bear no relation to their actual size or location.

The Order of Battle

In William Jenkin's scenario, the order of battle for both sides was a menagerie of units from all four wars and of course made no sense, especially in their placement within formations. So I scrapped the whole order of battle and made a new one from scratch. The Syrians receive the 3rd Armored Division. The Israelis also receive an armored division. I used the 1973 organizations as a starting point then made improvements to the organizations to reflect new and/or more modern equipment and vehicles that were assigned to those units in the immediate post war years. Both sides receive leaders down to the battalion level for the Syrian and company level for the Israelis..

The Scenario

The new scenario is based on the situation in Lebanon in the mid to late Seventies. In 1975 the Lebanese Civil War broke out. The Syrians backed the Muslim factions in the war and the Israelis backed the Christian factions. Historically the Syrians sent about 40,000 troops into northern Lebanon, supposedly to keep the Israelis out, but in reality to

train terrorist and set up cells which they would send down into Israeli to make terrorist attacks. The Israelis were initially content to train Christian militias to defend southern Lebanon and by extension, the northern Israeli border. However, by 1978 the Christian militias were weakening from the continued battles with the Muslims and the terrorist cells were able to establish themselves in southern Lebanon and make raids across the boarder into Israel. In response to this the Israelis launched Operation Litani, which cleared the terrorist cells out of southern Lebanon and drove them back north. There were no clashes with Syrian forces though as Israel did not go far enough north to cause any. This would change in 1982 when the Israelis again invaded Lebanon and did this time go far enough to the north to engage the Syrian forces there. But that is beyond the scope of this scenario. The new scenario, which occurs in 1976, is the sequel to the scenario Syrian Stronghold. Here the Israelis, having chased the Syrians out of northern Lebanon, are returning home. However, the Syrians who are angered with having their original plan ruined, have moved an armored division into Lebanon to cut off the entire Israeli force from home. As it moves north, it runs into the lead Israeli division coming south, and battle is joined..

I have kept all of William Jenkin's scenario parameters, including the objective hexes, but I had to change the victory point levels to reflect the new orders of battle. I also had to change the date and scenario description to reflect the new scenario.

Conclusion

This is the last scenario of the two-scenario set dealing with the Israelis and Syrians in a post war situation. Hopefully, my improvements have made better situations of them. Enjoy.